MYTHUS 2025

Fantasy Roleplaying Game Revision 2

by Dave Newton



with Ed Anderson



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2nd Edition - September, 2025

*This is a bit of an inside joke. Explanation is inside

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Preface

A couple of years ago, in order to address a need in my gaming group for additional rules, and regarding the dearth of defined potions, solutions, and poisons, I put together a list of the same. Realizing that despite having a cornucopia of castings from a broad range of Heka-related schools, there was no defined way to actually pursue creating such as an HP, I ventured to address the issue. A bit haphazard, but it did address it. Also, along the way, I began to construct a utility web site aimed at helping me as a GM tool, and my players as a way to look up a myriad of answers without digging through the rules every time. And I've lately had some spare time between my job, my writing, and my new internet radio station, so the site has become more real, and *definitely* more usable.

Recently I began playing in a group run by Ed Anderson, and as an actual player, I've gotten some insight from the other side of the table. Ed is currently playtesting Mythus II, and I'm pleased with all he's done to keep this game alive and thriving. He, and Lars Silberg Hansen have contributed much, including more new castings, and a *lot* of support material. I was astounded by the amazing amount of detail in what I've seen, and it lit a fire under me. What was initially going to be more entries for the Alchemy and Herbalism K/S Areas, has sort of blown up, and I'm just going to put all the stuff I've been collecting together for anyone interested. I am also, with permission, going to include the new castings from Ed and Lars to complete the mix. Because...

As I reviewed what I put together in 2021, and I found a glaring omission from the original game, in the form of a table on Alchemical Operations that in all likelihood, I wrote! Between the work I was pursuing with the Mythus Bestiary, reviewing future plans Gary had regarding the multi-genre aspect of Dangerous Journeys, and finally, the TSR lawsuit that shut it all down, I hadn't gone back to fill in the gaps, and Gary moved on to create Lejendary Adventures. I'm not saying this is going to fill in the gaps for an out-of-print game that's over thirty years old, but along with what Ed is building, it's a step in the right direction. That, and I approve of what Ed is doing with Mythus II – it's robust, very complete, and though I prefer running a less complex, more roleplay-heavy game, I am shamelessly contributing and stealing from his version.

I would like to extend sincere thanks to Christi Newton, Matt Booth, Gemini, Lars Silberg Hansen, Ed Anderson, Aaron Brezenski, Eric D. Smith, Johnny Casady, Dwight Fidler, and all those who have provided support and input – as well as keeping the game alive. Of course, none of this would have been possible without my late mentor, partner and friend, E. Gary Gygax. You live on through our adventures, Gary. And I dedicate this work to you.

I really do love this game, even though it is the ultimate labor of love, and will never make a dime from it. I've loved it since the day Gary showed the overview of the rules to a starry-eyed fanboy who just couldn't believe the opportunity offered to him. I've loved it, though the pursuit of this game has cost me friends, family, and untold hours of sleep. So, when I say "thank you" it really means something. You all rock, and I appreciate you.

Dave Newton Aurora, Colorado January 2025

Updated Note to the reader: This document supersedes the previous revision from early 2025, as many of the castings were tuned, prices were standardized, and information changed. And changed yet again, as errors were caught during playtesting. But that's not the fun part – As I made corrections to the Gemsmith section, the formatting went nuts, and I was forced to review the whole document. Hopefully, THIS is the final version...

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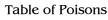
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Nothing is ever complete until you're dead, and then of course, it's just you that's finished. So please don't ask me if it's done. As long as this game still lives, it will *never* be done. - Dave Newton

Introduction

Hi, I'm Dave Newton. I co-wrote the Mythus Fantasy Roleplaying Game with the late Gary Gygax. Now let me be crystal clear on this – it's not my game. Gary hired me to help him create it on a work for hire contract. Originally it was supposed to be a six-month contract. It turned into a three-year job, and a grueling one. It cost me a lot, personally. By the time it was published, I couldn't even say if it was really worth it.

But in the end, it did feel like I owned it, a little. I poured my heart and soul into this game, never made any money on it, gave up free time and family, and then, my one shot I had at writing something great was washed away by TSR's lawsuit (which we all knew in our hearts was targeting Gary personally). And in the end, I had nothing to show for it but an out-of-print game system that featured my name on it like a special ingredient: "Gary Gygax's Mythus Fantasy Roleplaying Game System with Dave Newton."

That was, by the way, the only concession I ever asked for when the six months stretched into a year, and then two, and again. I mean, it was never about money, anyway. It was about having the chance to work with someone I admired and respected, and do something that would show the world that I was creative, talented, and I could write on the same level as the man who was the Grand Maester of Roleplaying Games. By the time it was published, he was far more to me than that. He was my *friend*. And Mythus? Well, even though I don't own it, it was mine. I guess you could say I'm now the expert on what's canon.

We turned the final draft in to GDW and the editor did a word count of Mythus, Mythus Magick, and Mythus Prime (the basic game). It was over a million words. Of course, I didn't write them all, and I probably didn't write half of them, but no one ever counted. Because WE wrote them; Gary would take a chapter and work on it, while I worked on another, and then we would pass them back and forth over America Online and edit, comment and fine-tune the words, the rules, everything. So yeah, to all but the lawyers, it was mine, too. Because it carried a piece of me. And I will be forever grateful to that giant of a man.

Now here I am, decades later, still playing the game. The campaign I run every Friday has had some lulls (and LOLs), and high points. It has had changes in players. The original world faced an apocalypse, was destroyed, and yet, the people – the heroes in my campaign – found a way back through time to stop it all from happening. They have since moved along, as we all do. But we're still kickin' – just maybe not as high.

Along the way, I've met some fine people because of this game, and I see there is still interest – you can still find copies of it out there. I happen to own several. Hell, I own a limited-edition boxed set, of which 200 were made. Never even opened it. I'm a web developer – I game with PDFs after the pandemic. That simply means the only difficulty is time zones – because I can game with folks anywhere in the world. And now, I'm building a Mythus web site online, to share all I've been dabbling in since the game was brought low, so many years ago. You see, you may bring a game company to their knees, but to borrow a phrase from a show I particularly like, you can't stop the signal.

So, join me while I bring out some new and old material, my gift to you, dear readers.



Note: Dangerous Journeys & Mythus are owned by TSR. They attempted to bury it so long ago, I don't think they even know where the body is. This is a fan-based publication and in no way intends to infringe their rights.

Heka and the Framework

Perhaps the first thing to say is there was a lot of unresolved material, ripe for an expansion that would never come. If it weren't for people like Ed Anderson, Lars Silberg, and a whole bunch of people in the Dangerous Journeys list on Facebook, you wouldn't be reading this. I keep lots of notes, and like any game master, I develop house rules and addendums to help my games along.

As I started thinking about the next project I wanted to work on, PHP and MySQL were bubbling around, and I thought, "I should put this online – it would be easier than a desk covered with paper when we play – and it would help the players." What I was thinking about was a conversion of an Excel spreadsheet macro program to create random characters. It was huge, and HPGen always had some bugs, but I felt like I should go ahead and write something that would not only allow for random characters, but store them as HPs (Heroic Personas, or Characters to the rest of the gaming world) and OPs (Other Personas, otherwise known as NPCs), and at the same time, let the players keep their characters in the database, and more easily track everything.

But the one thing I *really* needed to develop was a list of potions for the game – poisons, too. It was always hinted at, and certainly everyone knew about healing potions, but who made them? Where did they come from, and how much were they really supposed to cost? What if there wasn't a healer handy? Little did I know what I was getting myself into. But before I go any further, I want you all to read something, because this is at the root of a recent epiphany. These excerpts are from the Mythus rule book in the section on K/S Areas.

Alchemy: Every Alchemist seeks the *Prima Materia*, or *tau*, for that is the stuff of the multiverse into which Heka and the four other essences, the elements, are infused to create all things. *With such principal stuff*, *virtually anything can be compounded or created in the laboratory*. Next in importance is the *elixir of youth*, a potion which is the extraction of the animal, vegetable, and mineral principles-if also containing *Prima Materia* it will be both rejuvenating and age inhibiting!

Alchemy deals with the five elements, conversion of one substance to another (such as lead into gold), the refinement of substances, the refinement and perfecting of the individual, youth and longevity of the individual, the creation of quasi-life (as a step toward the creation of life!), and the return of life to the dead.

Gemsmith/Lapidary: This is a Heka-producing K/S Area similar to Heka-Forging. This Knowledge/Skill Area generates Heka at the Rate of 1 point per point of STEEP of the persona. [Mythus Magick says Steep + PNPow - Dave] The possessor of this Knowledge/Skill is able to work with precious stones and create items of jewelry, infusing them with Heka (and possibly Castings). Such items will contain an amount based in part on the innate power contained by the materials used, as well as the amount channeled by the caster during the enchantment process. Castings may be linked to these items, if the persona is a Dweomercraefter.

Heka-Forging: This is a special K/S Area which empowers the persona to *materially channel Heka so as to make it a part of some physical item the wielder is making -* a weapon, musical instrument piece of jewelry, item of apparel, piece of furniture, or the like. The Heka being used as a part of the object being so 'forged' can come from the persona with Heka-Forging ability, come from a Heka Reservoir dedicated to the specific item in question, be innate within the object, or be some combination of these three sources; but it cannot come from any other sources.

Herbalism: Herbalism is the *art* of knowing and using some of the usual as well as mystical properties found in natural vegetation. The HP can brew up *various types of natural concoctions (tinctures, infusions, oils, powers, etc.) from poisons, to antidotes, to love philters, to sleeping pills via the use of this K/S Area. Various forms of plants contain medicines in their bark leaves, flowers, fruit, sap, roots, etc. Uses of these natural substances range from healing to curing diseases.*

This K/S differs from *Alchemy* (q.v.) when mystical powers are concerned in that *instead of infusing materials* with Heka, the herbalist uses Heka that is already a natural part of the material.

Toxicology: Simply put, this is, for game purposes, *the science of poisons*. This K/S can be *used to mix different types of poisons as well as antidotes for them*, and to identify both types of mixtures when found. The DR for making such things will have a lot to do with the available materials and equipment, but will also be influenced by the Strength rating of the poison or antidote to be created as well.

This is the basis for, well, *everything*. Magick. Magick is what makes Mythus tick, and what makes magick work is Heka – magickal energy, a potential like electricity that flows through the different planes of existence. It all tied together, but... it was kind of an understanding. It was defined, but we never made the connection between all these skills just what the units were, how the pieces fit.

And I started to see it. Gary knew. He must have, to have built this concept. I think he probably thought I did, too. At least I got it on a sub-conscious level. And now, decades later, I had to build the missing pieces. I'm an explainer – it's what I do. Sometimes it pisses people off, because I believe in starting with the roots. But all this started to fit in my mind. If you think you've already got it, feel free to skip the rest of this, but be prepared to come back.

The Prima Materia is known as tau. It's the basis for everything. As it says – it is what Heka and the four Elements are infused in, to make everything in the universe. Yes, Heka is the Fifth Element. Heka is in everything, at least to some extent. And since it's *in* everything, it's possible to use the potential in everything to effect magickal change. You just need to know how to draw it out, or utilize the materials that have it in abundance. And while there are things that are chock full of it, they are either rare, or you don't want to *take* that Heka. Like a rainbow, a sunset, or a baby's smile. On the other hand, flora and fauna, gems, magickal structures like pyramids – you can harvest those all day long, and they just grow back, replenish themselves, or are in such abundance the world takes care of it.

But what does that have to do with anything? People who drive, know that their vehicles mostly run on gas (or electricity, but stay with my example). That fuel is processed. It doesn't just happen in great lakes of gasoline. My point is if you are a spellcaster, you need it to activate your castings – and it's called *materia*. Sometimes the fuel is called reagents, or components. Could be minerals, flowers, sap, or shit from the tookie-tookie bird. But every *form* has a measurable quantity.

And I wanted to categorize it.

Ed Anderson has built a lot of Mythus reference material over the years. It's marvelous, and he has filled in so much of the little cracks that we missed in the original game. And his identification of sources and measurements of Heka quantity contained within everything from sand to that pile left behind by the tookie-tookie bird*, is nothing less than amazing. I'm going to use a lot of it going forward. In fact, I think it's essential. Because I want to make sure what I release here is compatible, or at least supplemental, to the work he's doing. But here's the thing.

Once Mythus was published, I was able to (as any GM should) pick and choose those rules I wanted to use. I am a minimalist when it comes to rules – I prefer roleplay. I want to tell a story and get my players out there without too much trouble, and I want them to keep momentum. I used to grind my teeth at one game in particular that I played in. Every time someone did anything out of the ordinary, out would come the rulebooks, and time would slow to a crawl while everyone debated and tried to determine what this or that did, would it succeed, could I even do it? I caused a lot of that with my seat of the pants style. And I would always just look at the GM and say, "Put the book down. This is your story. You don't need a book. Just tell me if it worked, or if it didn't. You won't hurt my feelings. What helps your story, and what complicates it?"

And that's the thing. I helped design this particular black hole, with tons of rules, tables, and a character creation system that takes a *long* time. Some people like that level of detail. I'm on the

fence, because it's there if you want it. But so much is unnecessary. And yet, here we are with materia, reagents, components. Sure, it can be complex, but it's just *fuel*. You don't need the octane rating for the most part, just regular, unleaded, or premium. Or diesel, if that's your thing.

But I started thinking. And writing notes, and calculating - and here's what I came up with. It is complex, because anything worth doing is worth doing right. And what I wanted was something that covered the bases, and provided a level of detail for those who demanded it, yet something that could be a simple basis for those who didn't. in other words, a framework. Starting with Alchemy, I looked at what they did. Transmuted things, Infused things with Heka, Extracted things, Refined things. And then I read through what we did with Heka-Forging. They purified things so they could be infused with Heka. Herbalists, they didn't infuse things, but used the Heka that was already there. Maybe also using infused items? You bet they do. Even Gemsmiths, who apparently are able to infuse gems with Heka and Castings (I honestly don't remember writing that, and they don't even have any operations detailing what and how much they are capable of, but still). And then, I got to toxicologists. Because I needed to come up with a way to codify poisons. Toxicologists don't cast, they don't create, infuse, transmute. They don't use Heka.

Well, shit.

Back to the book, I read it again. And found my answer right there. *The Forms*. Toxicologists use different Forms of components to deliver the poisons to their victims. Powder. Liquid, Paste for blade poison, Oil for contact poison, Gas, even. And, get this – they often work with herbalists, and chemists. They mix their poisons and antidotes. Just like an Alchemist. And right there at the end of the section, we mention briefly how much nastier the Heka-engendered poisons are.

Now it isn't all homogenous. Herbalists use Heka-engendered plants found naturally, Gemsmiths use minerals, Alchemists mix theirs, Heka-Forgers use dedicated and general pools that typically come from mages (so I guess they are using credit cards). But it's the powder that's the basis. Grind up your herbs, powder your gems (Mystics uses crystals, but don't get me started on those bliss-ninnies). Alchemists, chemists, toxicologists. Mortar & pestle is where it begins. They grind up their components to make materia, grind up materia to make more materia, mix it all together to make potions, poisons, solutions. The semantics aside, the next form is a liquid, mix it up. combine it, cast a spell (or not), it goes into what you are making. Next! Heka-Forging uses paste, applied to weapons and armor for a shine and a sharp edge. Toxicologists mix paste to get a blade poison to put on that blade. Herbalists mix up poultices to put on the wound you got from it. Alchemists make a paste to apply to yourself so the blade won't hurt you. On and on. Damage, Healing, Protection, Enhancement. Rinse, repeat, all tied up in a neat package.

Okay, maybe to you, it's not a big deal. But all of a sudden, I now have a structure for this boatload of castings I've been building, this plethora of poisons, the methodology for enchanting, Hekaforging, and making all this Heka-infused stuff that your characters want, castings they are going to love, and, as we will see later, things that could break your campaign if you aren't careful.

^{*} Just kidding, y'all. Everyone knows that tookie-tookie bird shit isn't magickal. I think...

CONSUMABLES & ITEMS

As with any game, characters need consumables and items like food, equipment, and all those other things (*cough cough* magick items) that keep them warm, happy and alive while they search for the elusive items they are seeking, whether they are questing for the most noble cause, or are merely a bunch of mindless murder hoboes killing and looting on their way from one end of obscurity to another.

They want stuff.

And even though most games have lots of cool stuff our adventurers can find right in the rule books, a dedicated game master can and should give them things that aren't in the book. It's one of the things that make campaign milieux unique. It adds to the fun when it's something they haven't thought of, maybe something outrageous and funny. Maybe something that looks benign that is really something malevolent and terrifying. Or both.

It's an act of creation that they can all share later when they tell their friends about it. I once wandered up to a large crowd while at a LARP, where everyone was gathered around and I could hear everyone in the center exclaiming "Ooooh!" and of course, I wanted to know what was going on. It turns out it was a magickal Box of Ooze, and everyone who looked inside was spellbound...

If everyone in a roleplaying game had magick armor, and a magick weapon, that would be great, right? Yes, but boring. In order to keep players interested, it's just as important that they have definitive items. The same goes for potions, and other items. In my campaigns, I like to seed my treasure with some form of Checkhov's gun – a plot device that seemingly has no purpose except perhaps as set dressing. Until later in the story, you find it is a pivotal piece in the plot (and you have to hope they didn't sell it off with the other acquired loot).

This, then, is the purpose for the expansion: to provide *more* items, more consumables for you Journey Masters to keep things original. And to provide a framework so you can create them, too. Not only that, your players can get involved. I've known the enjoyment of that first hand, ever since the folks in my campaign decided to pool their money, their time, and their skills to actually design, build and Heka-Forge a flying boat through a combined effort. Because, wow! They knocked my socks off with the detailed list of materia and castings they were planning to use, right down to the special little touches, like an *Invisibility* casting to hide it from the ground, and the *Bounce* castings added, just in case someone fell off while in flight.

And for you players, I haven't forgotten you, either. In this document, you will find expanded casting lists - to give you a wider variety of castings. So, you too can build and enchant specialty stuff that will make your games unique. It's my hope that you will do so, and I will get to hear about it.













MATERIA

Materia – The Fuel for Magick

In broad strokes, we know what Materia is. It's the Heka-engendered materials of all types that are used for everything from activating a casting to holding magickal potential, to creating things of magickal ability. While Gary and I did our best to present examples, the original work spanned so much information, I'm afraid we couldn't do much more than scratch the surface. But we gamers *love* our lists and tables, and it was only a matter of time before someone came along and built the ultimate list of Materia.

That's where Ed Anderson comes in. What he has compiled is nothing less than an exhaustive list – in spreadsheet form – that is available from Ed, or on my Mythus Site (https://mythus.abervon.com), and incredibly, the reasoning behind it holds up to scrutiny. It is part of my framework, albeit in less detailed form than it is in *Mythus II*. Ed has some text explaining how he arrived at the measures per STEEP in common reagents. It is quite detailed, but definitely worth the read. I am presenting it here as an important part of the equation, though I have taken the liberty to edit the text without modifying the message too much. Note that the terms Materia and Reagents are used interchangeably in many places – *but they are the same thing*. I prefer the term Materia, but if you like Reagents, use that. [Any notes by us are presented in square brackets, his text in **green**, mine in **blue**, and I will point out any differences between the two systems as we come to them.]

Reagents Explained

Ed Anderson

I started my Mythus experience at the local hobby shop in 1992 or 1993. My initial HP, Dalthor Et Magera (a White Dweomercraefter), had Herbalism as one of his added K/S areas. In the K/S description, it had all kinds of information, most of which did nothing but confuse me at that early stage. I looked at the Castings in *Mythus Magick*, and saw Material costs. I eventually remembered that the K/S area description talked about Reagents and Castings, and started down the long, convoluted path to understanding.

The details on Reagents are not easy to find. They are spread out over those two volumes, broken out in chunks in multiple places. Even worse, the information is at times confusing, and occasionally conflicting. I'm using the existing rules, as best I understand them, for the information described below.

The process, as originally published, appears to me to be incomplete; I've put a lot of research and thought into what is described here. Gary or Dave may originally have done this, but if so, it isn't documented; we are left to figure it out. It could also be that I'm totally wrong in how I tied things together; that remains to be seen.

Over the ensuing years, I documented most of this on Post-it notes, random pieces of scrap paper, in margin notes, and in the dark corners of my mind. It lapsed into obscurity for years. Bits and pieces would crop up on occasion, but for several years I dropped gaming altogether. After waiting for years for the promised 2nd edition, with no visible results, I started my own Version II. This is one of the things I've been working, and it is time to see the light of day, so to speak.

[We never created any document on such. I think much of it was intuitive and we just tried to maintain consistency among Heka-using areas. Oftentimes, I would ask Gary how he wanted to handle something, we would talk about it, and I would follow his lead. And though there were pages of reference on this or that topic, there was nothing developed as reference for this. I relied on Gary's amazingly sharp mind and the incredible memory of his.]

I have already put some basic info into my Reagent Spreadsheet; a lot of the tables have been consolidated there, and are based on the info in the books. I also added extensively to the published material. The Mythus rule books deal in ounces for all Reagents; in the Mythus II version of this document, examples for minerals use both ounces and carats, and provides examples of both versions. [It makes more sense to me to use carats, so that is the measure that Mythus 2025 uses. Each JM should decide how they prefer to integrate all of this, so I direct you to that document for review.]

There are some basic things to understand about Reagents in general; I'm going to try and do this in a logical manner, but there is a lot to tie together...bear with me. It took me quite a while to read, interpret, read again, cross-reference, research, understand, and finally make proper use of this material, not to mention integrating it into the game.

Let's start with the K/S areas that specifically mention, or may otherwise apply to, Reagents. I'll be quoting specific parts of those areas. Once we have that basic information set up, we'll get into the specific details. Quoted material will be in light blue shaded boxes.

Botany:

...will have some knowledge of the curative types of plants and know the harmful ones and which poisons can be extracted from them.

Chemistry

This field deals with the nature and properties of base elements as well as complex mixtures and formulas.

Gemology

The HP will know the geographical areas where types of stones are found [and] gives the possessor information regarding the forms of gems and minerals which are capable of storing, possess, or channel Heka.

Geology/Mineralogy

...the nature of many types of (non-precious) rocks and minerals, or areas where valuable/precious ones might occur.

Phaeree Flora & Fauna

...information regarding the animal and vegetable life inhabiting the counter-world of Ærth, Phaeree.

Subterranean Ærth

...and vegetable life forms dwelling in the three portions of Subterranean Ærth. Individual characteristics, habitat, populations, etc. are known.

Toxicology

...can be used to mix different types of poisons as well as antidotes for them...

Gemsmith/Lapidary

...able to work with precious stones and create items of jewelry, infusing them with Heka and possibly Castings. Such items will contain an amount based in part on the innate power contained by the materials used, as well as the amount channeled by the caster during the enchantment process.

Heka-Forging:

It doesn't mention Reagents, per se, but we could use it on Metals.

Alchemy:

...mixing, compounding, creating, and transmuting of various mineral and vegetable substances...called Materia...

There is a process described as "infusing an item with Heka", and an Alchemical Operation called "Imbue with Heka". Infusion seems to be set up to create items, and specifically states that the Heka becomes a "permanent part of the item and may not be drawn back out, save in the case of an Apparatus."

That same section states "the alchemist may infuse an amount of Heka equal to or less than his STEEP each day (solids)...", and while this amount is correct, the later example is incorrect, and the period should be two days. According to Dave, the Infusion operation is geared toward charging Magick Items and Reservoirs, not preparing Reagents. We are concerned with preparing Reagents, not changing lead to gold, or some other change of that nature.

The table for Standard Alchemical Operations, *Mythus* page 178 states that all these operations are given in Mythus Magick. [The Operations in that table were inadvertently missing from the rules – an omission I have corrected in the next section on Alchemy.] I see an Operation that can Imbue a crystal with Heka, which appears to be reservoir-specific. I can create gases, glues, metal, liquids, oils, powders and solvents. These appear to the be MIXING phase, and nothing I can find alters that impression.

Finally, we have the fact that the Alchemical time information and the descriptions of Operations don't match those of the Reagents. This <u>seems</u> to indicate that the Alchemy Operations are actually separate from the Reagent processes. [Actually, these are *Materia PREPARATION* steps, not **MIXING**. Alchemy seemed to call for it because much of it was creating intermediate Materia for steps in an ongoing process – grind to powder, convert the powder to liquid, convert to paste or oil – each used in a different Alchemical Operation. Different from Herbalists, who don't create materia to apply to other castings. Herbalist use what they have already.]

Reading *Mythus Magick* page 350 is the quote:

Heka-imbued substances are typically single or limited-use materials enchanted through the Alchemy, Gemsmith/Lapidary, Heka-Forging, or Herbalism K/S areas.

[Ed goes on to coin the term "Alchemicals" for use in the Operations specifically detailed in the K/S area description, and listed on the Standard Alchemical Operations table. These are still Materia – but treated, altered, or transformed into another kind of Materia (or Form, as I will later explain) to aid in performance of another, likely more advanced type of Operation. Here's a quick example: the basic prepared Materia Form is Powder (for all K/S Areas, actually, but this is more apparent in Alchemy). If you needed Materia for an Operation to, say, sharpen a blade, you wouldn't use Powder, you would use Powder to prepare a Paste, or an Oil. The easiest way to deal with that is to call them a separate grade of Materia, but I prefer using the term FORM, which we will see again, later.]

Herbalism: Tied Castings and Reagents together in one sentence -

... have the ability to perform a number of Castings—used by the herbalist to create potions, balms, ointments, etc., from the various Reagents as well as for other purposes.

Mysticism:

Doesn't apply to Reagents, per se, but has a Crystal Quality table we will use later.

Generic Reagents

As shown in the above examples, there are a variety of K/S areas that tie in to Reagents. Starting with **Heka Sources** on page 5 of *Mythus Magick*, there is a table of Gems and Minerals, followed by a list of Herbs, and on Mythus Magick page 7 the table descriptions refer to them as **Reagents** [now clarified simply as *Materia*].

Looking further into *Mythus Magick* in the descriptions of Castings for Herbalism, Heka-Forging, and Alchemy, there is a Material cost involved with these Castings. Cost examples are 100 BUCs, 10 BUCs per Heka point, 72000 BUCs, 14000 BUCs per STEEP point, and so on. Are those Material costs for the Reagents mentioned in the K/S area and pages 6 and 7 of *Mythus Magick*? [Yes! The spelling was inconsistent, but that is correct. FYI, the rule of thumb for Cost of materia for a Casting is generally based on either 10 or 100 times the Casting Grade, or a +/- variant multiplier based on availability of the Materia in question.]

Eureka! On page 350 of that same book, it states that the Reagent cost listed is about what you'd pay for one ounce of that Reagent. Here is the associated table:

Reagent Properties

9	-					
Class	Frequency	Cost	STR	Heka Storage	Reservoir?	Regeneration
I	Common	2	1	2	No	-
II	Common	5	1	4	No	-
III	Uncommon	15	3	2	No	-
IV	Uncommon	25	2	6	No	1
V	Uncommon	20	1	20	Yes	1
VI	Rare	50	5	5	No	-
VII	Rare	70	4	30	Yes	2
VIII	Rare	60	8	7	No	-
IX	Very Rare	85	9	9	No	2
X	Very Rare	100	7	50	Yes	-

This links the Material Cost to Heka-Imbued substances, enchanted through the Alchemy, Gemsmith/Lapidary, Heka-Forging, or Herbalism Knowledge/Skill Areas.

There are other important quotes in Herbalism; I would read that K/S description thoroughly:

This K/S differs from Alchemy (q.v.) ... in that instead of infusing materials with Heka, the herbalist uses Heka that is already a natural part of the material.

There are also mineral Reagents ... but the herbalist is not concerned with these substances.

The first quote indicates that Alchemy Operations are different from Herbalism castings – but ONLY because Alchemy can use either Organic OR Mineral Materia.

Mineral Reagents

Let's look at Minerals in depth for a bit. We've already listed several K/S areas that apply to minerals, including Gemology, Geology/Mineralogy and Gemsmith/Lapidary. At this point reality intrudes, with good reason. In the real world, one Carat is about 200 milligrams. There are about 141.7 Carats in one ounce. I'm going to round that down to 140 carats to the ounce from here on out, to make things simpler. Just remember that whether we are talking carats or ounces, we are talking about *weight* in both cases.

Combining some of the information we've found, this means that a sapphire, for example, weighing about one ounce (140 Carats) is usable as a Reagent, since it is listed on *Mythus Magick* page 6. The dilemma - what is the effect of the quality of a stone, over and above the monetary value? I have a need to come up with something that might work. On page 7, this is the quote in the **Crystals**, **Gems**, and **Other Materials** paragraph:

In most cases, Heka potential is based on the relative value (quality measure) of the material and not the size. Thus, an uncut ruby stone of $1000\,\text{BUCs}$ value will store about the same Heka as a cut and polished quartz crystal of the same value, even though the latter would be many times larger.

[You must never discount in the original books when we say "typically", or "in most cases", as these are providing a loophole for a canny GM. But you have done exactly as we would have suggested:]

However, the value as a gemstone for *jewelry* versus the value as a *Reagent* are two *totally different things*, especially when Magick is involved. I have decided to ignore the value as jewelry or a precious stone – that is subjective, and virtually impossible to quantify, since value as a precious stone is up to the buyer and seller, and really has nothing to do with its value as a Reagent. So how do we resolve the quality versus size issue?

Going back to our K/S list above, we mentioned that Mysticism had a *Crystal Quality table*. Also, in the Mysticism K/S in *Mythus*, page 191, it says that Crystals come in all manner of shapes and sizes, and clear is usually the best color. NOWHERE does it relate size to quality, although on page 192, it specifically lists Crystal Quality, Costs, and Heka, as shown in this table:

Crystal Quality

Quality	Cost (BUCs)	Powers	Heka	DR Mod
Poor	25-75	A-D	25	+1
Below Average	100-200	A-F	50	-
Average	400-1200	A-H	100	-
Above Average*	1600+	A-I	200	-1
Exceptional*	3200+	A-J	300	-2
Unsurpassed*	6400+	A-K	400	-3

An Unsurpassed stone of 140 carats is virtually unheard of...at least in a ruby. Something like quartz, on the other hand, is another thing altogether. This is relevant in that the requirements for Power K (Scrying) lists different colors and shapes and specifically mentions smoky, dark and clear colors. Furthermore, quartz has several colors, and smoky is specifically listed in the table on *Mythus Magick* page 6 as Crystal, Quartz (smoky) – how about that!

[One of the missing Alchemical Operations was Enhance Crystal – affecting color, among other things.]

Looking at the Reagent tables, we could conceivably say that a poor ruby is Class I, and an unsurpassed ruby might be Class X. This gives us a possible way to rate the different quality of stones, but we still need to do a bit more work - we still need a way to tie Heka to the weight of a Reagent.

Here is where I did a lot of mental work. Let's take **crystal** first. This could be a cut gemstone, or a rock crystal, or even a decent glass crystal we made. We have to start somewhere, so let's assume the size of a Crystal is about 1 ounce. This makes sense based on the Reagent tables, and also on the general (lack of) size info for crystals under the Mysticism K/S area.

Next, we will assume this is near the break point between Average quality (100 Heka) and Above Average (200 Heka) putting it at about 150 Heka. *Hey...*how about that - it is pretty darn close to my 140 Carats above. (It originally took me a while to figure this part out!) The end result is that *an Average stone of about one Carat size stores about 1 point of Heka*. Now you can see why, for minerals, I decided to use Carats rather than ounces. It bridges the gap between Quality and Heka storage, and also meets the criteria for those Mystic Crystals.

Extrapolating from the Crystal table above, and based on everything we have discussed to this point, I created this Quality table for minerals, where the measure is in carats (although it could be ounce, pound, carat, or whatever else the JM wants to use):

Quality Effects on Mineral Materia

Mineral Quality	Max Class*	BUCs per Measure**	Heka Per Measure**
Poor	I	0.25	0.25
Below Average	III	0.5	0.5
Average (normal)	V	1	1
Above Average	VII	2	2
Exceptional***	IX	4	3
Unsurpassed***	X	8	4

^{*} The maximum Class, by quality, a prepared mineral could attain, whether powdered or whole.

Alert: Metals are not considered minerals, but they are considered Reagents. They do not gain a quality multiplier – metals are **always considered average** for Reagent purposes.

Oh, and the stones, as listed in the Mystic Crystal table, are 100 carat stones, weighing .71 ounces. How did I figure that out? Well, at 1 Heka per Carat, an average stone of 100 Heka weighs 100 carats,

^{**} This is a multiplier against unprepared and prepared minerals.

^{***} Usually found during gameplay, since they are often already made into Jewelry.

or .71 ounces. A one-carat poor quality stone has 100 * .25 = 25 Heka, masses .71 ounces, and is worth 100 * .25 = 25 BUCs. Essentially the weight in ounces is calculated as carats divided by 140.

It also means that Average Crystal is *unprepared* as a Reagent, but is cut or otherwise shaped. How do I know that? Look at the multiplier – an average cut unprepared stone stores 1 Heka per carat. The same stone, prepared as a Class I Reagent, stores 2 Heka per carat. By the way, preparing that average stone as Class I is a waste – you get more benefit doing it as Class V. *And yes, there are Castings that increase the quality and purity, amongst other things. I'm ignoring that for now.*

The above accomplishes what we want – to be able to use minerals as Reagents, creating a consistent base upon which to build our work, while also somewhat consistent with Organic Reagents. Even though Minerals and Organics are very dissimilar, they both have common properties, and we are now equipped to deal with both on an equal footing.

Note that the entire Crystal portion above still did *not* mention *size*; it dealt solely with weight. We'll get into the size calculations a bit later...it isn't important at this stage. [in this author's humble opinion, size does not matter regarding Heka capacity. (That's what *she* said.)]

A Money-Making Example

Since most of the last section is related to Crystals, we'll do that first. This includes a money-making "cheat" I use for Mineral Reagents. I allow it as a JM, and after walking thru it with them, two of the JMs I played under allowed it as well. We'll tie it all back in to Reagents in a while. [This is an Ingenious process, and I endorse it. Just don't let the HPs abuse it; place some kind of limitation on production]

We'll set up the circumstances first. For this next segment, we'll be dealing in Quartz, which varies in size and quality. It is also listed as a Reagent on page 6 of *Mythus Magick*. This entire process of Making Crystals, Reagents etc. is not well-documented in any of the Mythus books. Many steps are inferred, but not described, which is the point of this exercise.

Dalthor Et Magera has 45 STEEP in Gemsmith/Lapidary, 45 STEEP in Herbalism, and 55 STEEP in Heka-Forging. He is planning to make some Crystals using available materials. They could then be used by a Mystic, or could be prepared and used as a Reagent.

Determine the weight of one cubic foot of a material, and divide by 108 - that'll give you the number of ounces per cubic inch. Divide that number by 140 to get the (game) carats per ounce. This could be a mineral like gypsum, or wood, or even a block of iron.

Typical window glass weighs about 156 pounds per cubic foot. For comparison, a cubic foot of iron weighs about 490 pounds, and a cubic foot of oak is around 45 pounds. And yes, this is the basis for our eventual size discussion. The base material I'm using is a bucket containing 1 cubic foot of sand. Why sand? Sand is an extremely common material on land, especially in Egypt.

Sand is a loose, granular material found on the beaches, riverbeds and deserts throughout the world. Sand is composed of different materials, which vary by location, and it comes in a variety of colors including brown, white, black and even pink. The most common component of sand is silicon dioxide - in the form of quartz, and referring to Mythus Magick Page 6, Crystal, Quartz is listed on that table. If you look, you can actually see the crystals in sand.

From my research, clean quartz sand weighs 80-125 pounds per cubic foot depending on the degree of compaction and moisture content. For our purposes it is 100 pounds per cubic foot. For game purposes, you can decide what percentage of sand is quartz. I decided on 80 + 2d6-2 percent, i.e. 80 to 90% of sand content consists of quartz. I set my Campaign in Egypt, so the Sahara Desert has a big influence on play.

I'm going to turn this over to Dalthor for a bit. What he is about to do isn't in the books, but this is his primary money-maker, and will tie in well to Reagents once he is finished. My comments as the JM are in [brackets] just so you know.

Hey, there! My name is Dalthor Et Magera, and my good friend JM has been asking me to help him out with some recent project of his.

Technically, I'm a Mage, but over the years I've learned a lot about Gemsmithing, Herbalism and Heka-Forging. Now, some of what I do is...er...not public knowledge, but JM has assured me of your discretion. I don't have a monopoly by any means, I'm just willing to take the time to do this kind of thing. Besides, retiring and moving here gave me stability I didn't have as a working Mage, and I was getting bored.

My skill [55 STEEP] in Heka-Forging lets me use the [Grade IV] Purity Spell [Mythus Magick p. 219] to separate one substance from another, from more than 50 cubic feet of an object or material! [I allow a pile of sand to be an object.] In this case, I'll be targeting a pile of one cubic foot of sand, rather than my normal 50, and we are pulling out the quartz. The Material component needed is Quartz, making use of the Law of Similarity.

[The base cost is under 100 Heka and 400 BUCs in Material for the Casting.] I'm using a chunk of quartz I kept for this purpose. [It is a poor-quality piece - that matters to me at a later time.]

For what it is worth, in its raw (natural) state, sand is not usable – you cannot pull any Heka out of it. The Heka is too diffuse when the grains are that small. It requires at least one solid Carat weight to gain a full Heka point, which is why we are going through this process of creating Crystals.

If we actually PREPARE it as a Reagent, it can retain its natural state, or be ground to powder, and it will have usable Heka, but only because it has been properly prepared as a Reagent at that point. [He is correct – the Heka in an unprepared state is not usable.]

Out of that one cubic foot of sand, I got [the minimum of] 80 pounds of usable Quartz by weight, which is about 1280 ounces, or about 179200 carats. I [his apprentices, actually] could prepare and sell that quartz as a Reagent, and make money right there, but I have a better idea in mind!

And anything that does not sell to Mystics can easily be sold to the local Alchemists, and just about anybody else that has Alchemy or Gemsmithing as a K/S - they'd be able to prepare that crystal as a Material component for their Castings. Again, even at half the going rate I could make a profit, and they can always choose to prepare it themselves.

I'm not doing anything about the quality of the quartz. At worst, it will be of poor quality and hold .25 Heka per carat. If I make 100 carat poor-quality crystals, they hold 25 Heka. The minimum worth for each crystal I'll create is then 25 BUCs to a Mystic. I can break even by selling 16 crystals, and I don't need to prepare the quartz as a Reagent, saving me some time.

This is where I make my money. I can manufacture Crystals using existing Castings, don't need to prepare the quartz as a reagent, and I am ready to go. Oh, yeah, and like JM interjected earlier...I could have used a better Materia, but I didn't want to diddle around with that today.

So, how do I make those crystals?

First, over the years I have already built molds in various sizes and shapes. In this case, I'm using molds that hold 100 carats of quartz sand. The shape is irrelevant since Heka is proportional to carats, but today I will use my teardrop mold. [And his Heka-Forging STEEP of 55.]

From past experience, I know I can make at least 77 Crystals, of 100 carats weight each, in this next step, so I'm filling 77 molds. Oh, and that 7,700 carats is about 55 ounces in total weight.

Once they are filled, I cast the Fuse Spell.

[Whoops, hold on - you don't know that one? See Mythus Magick page 32, Archetypical Castings, Manufacturing Grade V (and up) Castings. **Fuse** is listed there. It doesn't specify, but let's be a scrooge, and limit it to one ounce per STEEP. Since it is Grade V, as the JM I won't limit it to one object, but rather an area of one square foot per STEEP. That makes sense for a Manufacturing Casting. I don't think it would be Grade V if it was just one object.]

[Oh, I do have a custom Casting, if you really want to be picky. Sorry to interrupt, Dalthor!]

Ahem...OK. Anyway, after that Casting, I have 77 Crystals at 100 carats each, with a total weight of 55 ounces. Each Crystal weighs .714 ounces.

77 Crystals at 25 BUCS per Crystal comes out to 1925 BUCs. After 400 BUCs in materials, I made 1500 BUCs with two Castings and a bucket of sand. [As a Grade V Spell, Fuse costs 100 Heka, and takes 1 BT to cast.]

I can cast that a few times per day, which is nice considering the amount of quartz I have.

This is how I can afford my apparatus, support my experiments and business, and eat, too.

The nice thing is that the Crystals are usable, as is, by any Mystic. They may not be great quality, but they could also be enchanted as amulets [this is important later - Dave], prepared as Reagents, used in certain Alchemical Operations, sold to jewelers, and all kinds of other stuff. [Mystics "prepare" those crystals for their own use, though that method – attuning – is not the same as preparing a Reagent!] I am going to let you finish up with all the extraneous details, JM. See you later! [Thanks, Dalthor.]

Obviously, there are some assumptions here, especially with the Fuse Spell. You can adjust the persona's money-making ability by messing around with the spell effects – but keep it consistent.

Metal Reagents

For Metals, Heka-Forging is the relevant K/S area, based on the K/S area information.

We're going to work in cubic inches for a while, to make this easier on everybody. We already determined that our clean quartz sand weighs 100 pounds per cubic foot, or about .926 ounces per cubic inch. Our quartz crystal, at .714 ounces, is less than one cubic inch in size. In contrast, iron weighs 490 pounds per cubic foot, or about 13.8 ounces per cubic inch. We need almost 15 times as much quartz to get the same approximate weight – about 3.8 cubic inches of quartz to weigh as much as 1 cubic inch of iron!

One big difference between quartz and iron is the Heka capacity in that one cubic inch of material. Iron, and metals in general, generate 1 Heka per ounce in their natural state. Iron isn't a Crystal, and doesn't make Dalthor the money that Crystals would.

Size matters if I need to know how much fits in a belt pouch, or how large (bulky) an object would be. Size matters when I need to carry the 100 BUCs of Materia to cast a spell – that 100 BUCs of iron is considerably larger than 100 BUCs of Quartz, even though they would both would have the same amount of Heka if both were prepared as a Class I Reagent. Besides, I've already shown the monetary benefits of sand, so iron is probably not viable at this point.

I prefer to use metals for enchanting rather than as Reagents. Metals waste the vast majority of their value if used as a Reagent – you can make far more money selling it as metal than you could using it as a Reagent. Keep in mind that when you buy metal, even when prepared as a Reagent, you will pay based on the more expensive value of the two, Reagent or metal. For example, if somebody was to prepare gold as a Reagent, they'd still sell it at the price of gold for that ounce, not the Reagent price.

Reagent Units of Measure

The last thing we should determine for Reagents is the *measure* we want to use. The measure will have its greatest impact on **SPELL CASTING**. If the goal is making money, simply use materials that are Reagents, but that are not prepared as such. An unprepared *average* quartz crystal holds one Heka per carat, but a prepared Class I Reagent has two Heka per carat, *doubling* the Heka storage as a Reagent.

- 1:1 Materia to STEEP ratio is a good standard, and easy to remember: 1 carat minerals, 1 ounce organics, 1 ounce metals
- *Organic and Metal measures are by the ounce, but neither are good for making money.
- *Mineral measures are **by carat**, and the multiplier affects BUC value.
- *A persona can prepare one measure per STEEP in the relevant K/S area.

Here are the rules related to Reagents, based on everything we have done to this point.

- 1) Herbalism deals with organic Reagents; cannot prepare minerals or metals.
- 2) Gemsmith/Lapidary deals with mineral Reagents; cannot prepare organics or metals.
- 3) Heka-Forging deals with metallic Reagents; cannot prepare organics or minerals.
- 4) Personas with the Alchemy K/S may prepare and mix all Reagent types.
- 5) Alchemy STEEP, if higher, will be used instead of Herbalism, Gemsmith, or Heka-Forging.
- 6) Organics are prepared in measures (increments) of one ounce per STEEP.
- 7) Minerals are prepared in measures (increments) of one carat per STEEP.
- 8) Metals are prepared in measures (increments) of one ounce per STEEP.
- 9) If a persona has multiple relevant K/S areas they may prepare each related type of Reagent, i.e. a persona with Herbalism and Gemsmith/Lapidary works with minerals and organics.
- 10) A persona may prepare STEEP measures of Reagent in each relevant K/S they have.
- 11) For Castings only, any persona may $\underline{\bf use}$ any Reagent that has already been $\underline{\bf prepared}$, even if they cannot prepare it themselves.

[Note: These remaining subsections are mine, and differ from the Mythus II rules.]

Finding & Mixing Reagents

The Mythus II Rules include changes for Finding and Mixing Reagents, found in the Mythus Magick book, pages 350-351. If the JM decides to implement these changes, it will not otherwise affect the game balance. Mythus 2025 does not use these optional rules, however the original intent stands regarding Mixing: Mixing and Preparation is one step, not two, and the time spent doing so will never exceed the maximum time given for a combined STR of 46-54, i.e., 192 hours.

Optionally, the number of hours may be reduced at the JM's discretion, if the persona possesses multiple applicable K/S Areas (Alchemy, Gemsmith/Lapidary, Heka-Forging, or Herbalism. For each K/S Area beyond the one with the highest STEEP, A roll against each at DR Hard will reduce the time by a number of hours equal to that K/S Area divided by 10. For example, if a persona had Alchemy at 45, Heka-Forging at 40, and Herbalism at 35, the persona would first roll against Heka-Forging, and if the roll was successful, the time would be reduced by 4 hours. The persona would then roll against Herbalism, and if successful, an additional 3 hours would be subtracted from the total. If at any point a roll failed, there would be no further chance of reduction.

Interaction of Multiple Reagents

Although optional in the original rules, The JM is encouraged to use the table on page 352 regarding Substance Interaction, to dissuade HPs from ingesting multiple potions or substances at once – especially when multiple substances convey increased ability (movement speed and flight), change to physical form (elemental form and increased size), or planar transformation (astral and aethereal at the same time). On the other hand, a generous JM may allow simultaneous healing of multiple Traits to succeed with little to no chance of backfiring).

Materia and Castings

The concept behind creating a result using "Effect-to-Cause" Magick operations.

All magick operates on what is known as "Effect-to-Cause" logic – as opposed to Cause and Effect physics. The latter philosophy works by consequential methodology, such as "the HP fell from the battlement because they stepped into empty space and gravity caused them to fall". Magick operates on a reversed basis, because rather than seeing is believing, one must believe it to see it. And so, "the HP did NOT fall because the reverse gravity casting removed the effect, and thus there was no reason for them to fall". Adept spellcasters understand on a basic level that fire is from that nominal elemental plane, so to create a fire barrier, one must simply open a pathway for the fire to "exist" where it is needed.

The Heka required to activate a Casting does NOT come from the Materia – the Heka potential within the Materia is essentially "held" in the target subject, item created, or transformation, subject to the correctly applied Canon of Faith or Law of Magick (q.v. *Mythus Magick*, pp 21-25). Activation Heka comes from an external source, typically the Caster, a Reservoir, a Magick Item, or something similar and acts as a catalyst and channel. The reason the activation Heka is needed is that the Casting brings the effect-to-cause result into being by creating a link to the plane supplying the effect, in other words, producing the desired result – whether it involves combining the Materia to create a substance containing the proper metaphysical properties, activating and directing magickal energy, or whatever.

Materia created by Alchemy Operations, (referred to or known as Alchemical forms in *Mythus II*), is considered as a valid reagent, and as such can be used for Castings for other K/S areas, but are most often used in intermediate Alchemical Castings for refinement or transformations, such as those new Operations listed under the Alchemy K/S Area, or for Alchemy Castings.

Alchemy: Castings may be activated using Materia from refined Alchemical operations, or may use normal Reagents prepared by another discipline.

Heka-Forging: The Caster may use any Reagent that has already been prepared, even if they did not prepare it themselves. The Reagent does NOT have to have any property that matches to the Casting results. The Casting is merely using the Materia to create the effect.

Herbalism: The Caster may use any normal Reagent that has already been prepared, even if they did not prepare it themselves. Again, the Reagent does NOT have to have any property that matches to the Casting results. For example, the Grade I Herbalism Casting, *Healing Poultice*, could use any combination of prepared Reagents worth a total of 120 BUCs.

Gemsmith/Lapidary: While there are no Heka-engendered casting abilities associated with this K/S, a skilled practitioner understands the requirements of infusing an item with Heka, and if also possessing knowledge of Dweomercraeft or the like, may use such knowledge to implant castings from other disciplines using knowledge similar to that of Heka-Forging. A true master will have knowledge of Dweomercraeft, Alchemy, Heka-Forging, Herbalism, and perhaps other areas of expertise, in addition to the ability to craft and imbue small charms, amulets, and the like with Heka, using any standard *form* of Materia.

Players track the total BUC value of Reagents carried, and optionally, the *form* (powder, liquid, paste, oil, or gas – note: many gases are special; initially in liquid form, relying on exposure to air to rapidly change to gaseous form). For more information on Materia, see the later section on Rules

Limits for Materia Production and Use

While unchecked production of Materia can cause an overbalanced milieu and play havoc with a campaign economy, I generally avoid placing artificial limitations on player actions. Speaking from an organic perspective, I would monitor player actions, and take a couple of the following steps to rectify abuse by a player:

- Reduce the potential profit. No profit? No problem.
- Allow for a scarcity in Materia caused by HPs overharvesting. They overharvested a specific type of Materia? It is no longer prevalent in the area, forcing either import or purchase, at a high markup. On the flip side, prices would plummet in response to the glut.
- Such would likely garner the attention of local businesses, guilds, or government, who would certainly take punitive steps against the person or persons responsible.
- There may be a refusal to deal with the HPs until they can set the situation to rights.
- It's very plausible that the potential profit is just not worth the problems the HPs would face.
- There may even be extra-dimensional repercussions and new rivals for the commodity.
- Ultimately, if the HPs don't respond to gentle guidance, an assassin might be a nice wake-up call, as would a boycott by providers or goods and services needed by the HPs.
- A well-placed curse might do the trick, too.

If you still have issues, the *Mythus II* rules have other ideas. I would caution against modifying Casting effects, as this could have unintended consequences.

ALCHEMY

Alchemists are perhaps the epitome of personas who create Heka-engendered items. With their ability to extract, transmute, condense and infuse Heka, they serve an intrinsic part in any fantasy game, whether as an adventurer in your group, or colorful support personnel you happen to get your potions from. While searching for the framework mentioned earlier, I came across a table that describe many of the alchemical operations they were capable of, I realized that if Gary presented it. He wanted you all to have access to it. But those are only part or the new castings here, listed in entirety with those already in the rules - so you don't have to search through two books.

There are many new castings added for the Alchemist Knowledge/Skill Area, so that's where we will start. But first, a word from an old friend.

A Note on Alchemical Operations and Consumables:

His Most Esteemed Archmage, Rudyalfamun of Llanruellor

Alchemy is sometimes referred to as an advanced form of Chemistry, but that is generous to those who practice chemistry – a hedge skill that, while it has its uses, is still grounded in rudimentary science, and therefore cannot be trusted completely. True, alchemical operations use many of the same techniques as chemistry, but the goals are loftier, more noble, seeking the tau of the universe – the ultimate form. Infused with Ærth, Air, Fire, Water, and Heka, tau is the *Prima Materia* – the basic component of everything in existence. There is nothing that science can do which an Alchemist hasn't already achieved.

For example, when an alchemist creates a consumable, it requires precise knowledge and skill in order to properly extract, purify, condense, and infuse the components, the *materia*, until it is ready to perform its function in creation. It will take one of five forms: *powder*, *liquid*, *oil*, *paste*, *and gas*. Each has its uses, and each has a relative difficulty in the creation process. But in fact, many of these are just the base components in support of much more complex operations. Many of you know that materia is just a basic component itself – used by spell casters over the world for activating their castings.

Materia comes from many different sources: some physical, such as plants, gems, and the like, others are locations, like ley lines, or events of mystical worth, such as celestial conjunctions, a full moon, or even a sunset. The latter forms are often worthwhile when calculating the timing of an alchemical operation, or a Heka-forging of a powerful device. But the true power of it all comes from physical sources, for these are essential when it comes to infusing an item with Heka. As I said, the components used in Alchemy are much the same as those used in other vocations, and they come in five base forms (just as the five elements do).

Dusts and powders are the easiest form to create. The required reagents or materia are mixed and ground into a fine powder, anywhere from grains, to particulates, to something approaching dust. This powder is often used in other operations, whether or not the final purpose is as a consumable. It is also a commodity, for an Alchemist is able to determine the relative Heka content, and sell the dross to others. Most powder is perfectly fine for wizards, and others who may inexpertly use it for their own ends, but believe me, an Alchemist will always have the best of the batch.

Next are **Liquids**. Liquids are made from the powders, painstakingly mixed and mixed again to create a requisite potion, poison, or compound for further operations. Again, this may or may not be their

final form, as a consumable or otherwise. Sometimes a batch goes awry, true, but with patience and skill, the essences and condensed liquors of the gods find their way into the next phase.

Oils and pastes are the third and fourth forms. They are often created to coat objects to be enchanted further, and as such must be refined so as to be both miscible and adhesive, as well as resistant to water, temperature, and some chemicals. In terms of a contact poison, it would also need to avoid discoloration and be innocuous enough to avoid casual notice. An oil or paste used as a blade poison would necessarily have a requisite of adhesion and well as potency, for a blade potion which drains from the blade into a sheathe will lose efficacy (and thus, value) too quickly. Oils and Pastes are used as well by mages and Heka-forgers alike (we can't have the rogues having too much success, now, can we?). In everything from specialty glues and solvents, to the gritty pastes which define the sharpness of an enchanted blade, these forms are irreplaceable.

Finally, **Gases** are often the most difficult to create (though not always, depending on the natural state of the base materia. Some merely require burning to release the desired effect, whether it is as an aphrodisiac in a fancy brothel, or a noxious cloud to drive away beasts from the underworld. Gases almost always work via inhalation, or some as a combination of inhalation and exposure to skin of its subjects, and some require only skin contact from the gas itself. While some gases are further used in other operations, the primary end purpose of a gas is its nature - combining with air either for incendiary (bomb) or expansive (inhaled) quality. One of the properties of Heka infused gases is the exponential expansion when mixed with air – a single ounce of the properly infused gas can fill a large room in moments, sometimes quite explosively! These are often the most volatile and least stable in terms of longevity, and depending upon the effect it carries, this is either what gives it utility, or reduces its value as a consumable. Personally, I prefer a fireball. Harder to dodge. Unless the Alchemist put a little dermal poison in the gas, you can usually get away if you are young, nimble, and paying attention. Then you've pretty much got yourself in a bit of shite – excuse the Hibernian.

It should also be noted that the consumables created through the alchemical process differ substantially from those of similar effect created through Herbalism, Toxicology, and Chemistry. Herbalism uses organic materia of type and quantity known for its related Heka-engendered effect, but rarely infusing additional Heka into the materia to enhance and complete the process of enhancing, transforming, and curing. Likewise, Toxicology and Chemistry use knowledge of the substances to arrive at the desired product, whether a vile poison, or blessed antidote.

Alchemy, on the other hand uses base materials which accept not only transmuting and infusion, but also build upon disparate materia to not only enhance, but also to change the base materia completely into the desired final product. This is a large part of why the end product is not only more stable, but in many cases undetectable in nature, and given to greater longevity and usefulness. It is also the reason for the necessity of having access to a more extensive laboratory for completing these operations, as many require multiple separate processes over a greater period of time – and thus an almost required knowledge of using Astrology to augment said processes. For who is man, but a speck of materia in the dream of the cosmos?

(Dear editor, Next time, do you think you could convince your scribe to use larger letters for my name?)



Alchemy Archetypical Castings

Below are the new and existing Alchemy castings. Many are used to create potions, oils, and gases, while many are new casting with new capabilities. All of these new entries will be listed with a **bold blue title**. In the case where an existing casting is modified, the title and any modified or additional text in the casting will appear in **bold/italic green**. Unless otherwise noted, castings used for creating potions, oils, and gases are cast as formulas, reflecting the time required to create and bottle the materia. This does not include time spent preparing the ingredients. Additional cost (in BUCs) for Special Materia required for a Casting appears before the Effect/Force/Materia generated by Casting activation is detailed. A table following these castings will list both the materia cost and the typical sell price for such items.

ALCHEMY ARCHETYPICAL CASTINGS *Grade I Castings*: Base Heka Cost: 20

Alter Complexion SPELL

Buoyancy Potion FORMULA

Dalthor's Sticky Surface CANTRIP

Decipher Writing CHARM

Endure Elements Potion FORMULA

Glow Powder FORMULA

Hay Fever Powder FORMULA

Know Chemical SPELL

Liquid Light FORMULA

Question Elemental FORMULA

Reveal Invisible Writing CANTRIP

Rope Homunculus FORMULA

Weapon Oil - Iron FORMULA

72 TOTAL NEW OR MODIFIED CASTINGS OF 112

7 new or modified - TOTAL OF 13

Grade II Castings: Base Heka Cost: 35

Acid Jet CANTRIP

Alter Hair Properties SPELL

Brand's Glowing Sphere CHARM

Charnok's Corpse Golem FORMULA

Decryption SPELL

Enhanced Crystal RITUAL

Feather Step Potion FORMULA

Know Chemical Compound SPELL

Poison Dust FORMULA

Potion of Maximus FORMULA

Potion of Minimus FORMULA

Potion of Spiderwalk FORMULA

Summon Elementary RITUAL

Wakeful Solution FORMULA

9 new or modified - TOTAL OF 14

Grade III Castings: Base Heka Cost: 50

9 new or modified - TOTAL OF 14

Alkaline Shower CANTRIP

Alter Skin SPELL

Enhanced Solvent RITUAL

Fae Breeze Potion FORMULA

Flashbang FORMULA

Heka Reading CANTRIP

Homunculus RITUAL

Identify Potion SPELL

Lightning Rod CHARM

Potion of Faith I FORMULA

Potion of Inspiration I FORMULA

Potion of Strength I FORMULA

Sun Po's Fire Wind SPELL

Weapon Oil - Silver FORMULA

8 new or modified - TOTAL OF 12

Grade IV Castings: Base Heka Cost: 75

Alter Eyes CHARM

Dark Whispers Serum FORMULA

Fludd's Fire SPELL

Imbue RITUAL

Know Alchemical Work SPELL

Non-Conductivity CANTRIP

Oil of Slipperiness FORMULA

Reflex Boost CANTRIP

Sleep Gas FORMULA

Transmute Metal SPELL

Wateracid SPELL

Wood Golem RITUAL

Grade V Castings: Base Heka Cost: 100

Alter Facial Features FORMULA

Alter Respiration FORMULA

Braccesco's Artificial Elemental RITUAL

Conductivity SPELL

Diamond Eyes Gas FORMULA

Distillate FORMULA

Elixir of Dragon's Blood FORMULA

Grasshopper Oil FORMULA

Invisibility CANTRIP

Leather Golem RITUAL

Metalgrow FORMULA

Oil of Sharpness FORMULA

Paralyzation Gas FORMULA

Potion of Faith II FORMULA

11 new or modified - TOTAL OF 16

Potion of Inspiration II FORMULA Potion of Strength II FORMULA

Grade VI Castings: Base Heka Cost: 125

7 new or modified - TOTAL OF 12

Alchemical Fireball FORMULA

Clay Golem RITUAL

Control Elementary FORMULA

Elixir of False Health FORMULA

Heka Binding RITUAL

Ironwood SPELL

Neutralize Gravity FORMULA

Oxidize (Reduce) Metals CANTRIP

Poison Gas FORMULA

Potion of Fire Breath FORMULA

Reduce Heka Flow CANTRIP

Weapon Oil - Hekalite FORMULA

Grade VII Castings: Base Heka Cost: 150

Aethereality Powder FORMULA

Alfabri's Eldritch Fire CANTRIP

Blindness Gas FORMULA

Change Heka Energy CHARM

Control Elemental FORMULA

Elemental Form RITUAL

Full Armor Elixir FORMULA

Ghost Essence Potion FORMULA

Increase Lifespan RITUAL

Stone Golem RITUAL

Weakness Gas FORMULA

Grade VIII Castings: Base Heka Cost: 200

Astral Powder FORMULA

da Vinci's Reverse Motion CHARM

Draught of Dragon Tears FORMULA

Metal Golem RITUAL

Potion of Faith III FORMULA

Potion of Inspiration III FORMULA

Potion of Strength III FORMULA

Reverse Result CANTRIP

Serum of Elemental Command FORMULA

Serum of Gender Reversal FORMULA

Work Tau RITUAL

7 new or modified - TOTAL OF 11

7 new or modified - TOTAL OF 11

Grade IX Castings: Base Heka Cost: 250 7 new or modified - TOTAL OF 10

Alcahest FORMULA

Amaranth Nectar FORMULA

Enchantment RITUAL

Psychic Elixir FORMULA

Remove Years RITUAL

Simulacrum of Parcelus RITUAL

Steelskin Elixir FORMULA

Tau Bomb FORMULA

Troll Blood Elixir FORMULA

Universal Glue FORMULA

CASTING GRADE I

Alter Complexion SPELL:

Time: 1 Hour/ STEEP point Other Heka Costs:

Area: 1 subject R&D: Nil Distance: Touch Other: Nil

Special Materia Cost: 10 BUCs

E/F/M: This Casting affects one creature or persona, changing the skin complexion from the palest of fair to swarthiest or ruddiest, or vice versa. with any shading in between possible as the practitioner determines prior to activation. The Casting will also, at the Caster's option, add or remove freckles, warts, moles, and other normal skin markings. Tattoos and other artificial markings may or may not be affected, depending on the desired complexion, and those of magickal nature will always remain unchanged.

Buoyancy Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 10 BUCs

E/F/M: This Casting creates a clear blue liquid which enables the imbiber to float effortlessly in liquids of all sorts. In fact, the subject cannot sink for the duration of the effect. The length of time is determined by size of the subject. Small and medium creatures will float for six hours, while large creatures will float for only four. The duration for huge creatures is only one hour, and gigantic creatures are not affected at all.

Dalthor's Sticky Surface CANTRIP:

Time: 1 CT per STEEP Other Heka Costs:

Area: 1 square foot per STEEP R&D: Nil Distance: Sight to 1 chain Other: Nil

Materia Cost: Nil Author: Ed Anderson

E/F/M: This casting coats a hard surface with an extremely sticky, clear, glue-like substance. Any being, creature, or object coming into contact with that surface will have restricted movement at best, and may be stuck to that surface. The Effect does not flow, and could be used to coat both a floor and a portion of an adjacent wall. The Effect will not function on a dirt floor, pebbles, sand, or similar small substances. It would apply to things like stone, wood, carpeting, and the like.

Any object weighing caster STEEP or less pounds, and coming into contact with a Sticky Surface, will be stuck in place. It can be picked up or moved if triple the creature/beings PMPow exceeds the caster's STEEP in this K/S area. For a creature or being contacting the Area, they will be stuck in place if their PMPow * 3 is less than or equal to the STEEP of the caster. If that adjusted PMPow exceeds caster STEEP, movement will be at one-half normal.

For example, Kellan has PMPow 15, and steps into a Sticky Surface. Toric, the caster, has STEEP 28. Since 3 * 15 is 45, which exceeds Toric's STEEP, Kellan can move at half his normal rate. If he were to drop his weapon, he could also retrieve it, due to his PMPow. (An object weighing 28 pounds or less would be stuck.)

However, if Toric's STEEP was 45 or higher, not only would Kellan be stuck, but he could not pick up any object that was stuck in that Surface!

Decipher Writing CHARM:

Time: 1 AT/10 STEEP points Other Heka Costs:

Area: 1 page/MRC point R&D: Nil Distance: Touch Other: Nil

Special Materia Cost: 10 BUCs

E/F/M: The dweomer enables the practitioner to read and comprehend written material which is in other languages normally unknown to the caster. A "page" can be no more than 1 square Foot of writing, printing, script, etc. Note that although the information contained within the writing will be understandable to the caster, the language itself will not otherwise be comprehensible. Thus, this Casting does not confer ability other than reading of a temporary sort.

Works of magickal nature can likewise be understood by the practitioner if they are inscribed in some normal language. Encrypted or arcane writings require prior laying of a *Decryption* dweomer to be subject to this Casting. Again, this comprehension will last only as long as indicated, whether or not this Time is sufficient for the persona to activate or record the instructions for the written Casting deciphered by this Effect. This Charm is otherwise the same as the Divination Casting *Chartomancy* (q.v.)

Endure Elements Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 10 BUCs

E/F/M: This Casting creates a murky liquid which enables the imbiber to endure extremes of heat and cold without the risks of exposure. The length of time generally determined by size of the person consuming the potion. Anyone up to a large man could withstand extremes for up to 24 hours, while those larger than that would be 8-12 hours.

Glow Powder FORMULA:

Time: Special Other Heka Costs:

Area: 5 oz jar R&D: Nil Distance: Touch Other: Nil

Materia Cost: 10 BUCs

E/F/M: This Casting creates a pale, yellow powder from several forms of phosphorescent flora and fauna infused with low levels of Heka. This is the first step in creation of enchanted light-producing Alchemical consumables such as the Liquid Light FORMULA (q.v.), but it has other uses besides alchemy. Used by scribes and cartographers for making glowing ink, apothecaries and physician for medical purposes, and a variety of spellcasting components in various schools such as Heka-Forging. When activated, the grains of powder will glow with a brightness of low candlelight for

six hours, growing dimmer over time. It can be re-used by exposing it to full sunlight for a few hours, or by a spellcaster exposing it to a small amount Heka, activating it as they would a Grade I casting.

Hay Fever Powder FORMULA:

Time: 1 BT/STEEP point Other Heka Costs:

Area: 5 ft radius/1 subject R&D: Nil Distance: Special Other: Nil

Materia Cost: 10 BUCs

E/F/M: This Casting creates a refined powder from various pollen combined with low levels of Heka. This is the first step in creation of enchanted light-producing Alchemical consumables such as the Liquid Light FORMULA (q.v.), but it has other uses besides alchemy. Used by scribes and cartographers for making glowing ink, apothecaries and physician for medical purposes, and a variety of spellcasting components in various schools such as Heka-Forging. When activated, the grains of powder will glow with a brightness of low candlelight for six hours, growing dimmer over time. It can be re-used by exposing it to full sunlight for a few hours, or by a spellcaster exposing it to a small amount Heka, activating it as they would a Grade I casting.

Know Chemical SPELL:

Time: Instantaneous Other Heka Costs:

Area: 1 chemical substance R&D: Nil
Distance: Touch Other: Nil

Special Materia Cost: Nil

E/F/M: This Casting allows the operator to identify simple chemicals, including mixtures of these materials, and know what is their basic use. Those chemicals which are basic Reagents will also be identified easily, but any compounds of mundane kind or Heka-imbued chemicals, such as magickal potions, oils, etc., will not be subject to the Effect of this Casting, so the practitioner might not be able to identify such substances.

Liquid Light FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz liquid R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 10 BUCs

E/F/M: This Casting creates and opaque yellowish liquid which provides a steady light source equal to a continual flame in a 30′ diameter for six hours. Note that this potion must be activated by shaking or striking the container sharply. Thereafter, the activated contents may be used by applying the liquid to a surface, or simply using the potion in the vial as a light source.

Question Elemental FORMULA:

Time: 1 AT + 1 BT/10 STEEP points Other Heka Costs:

Area: 1 Elemental R&D: Nil
Distance: 1 Foot/STEEP point Other: Nil

Special Materia Cost: 10 BUCs

E/F/M: This Formula allows the caster to question creatures and beings of the Elemental Planes/Spheres, by translating between the subject and the operator, and compelling the Elemental to answer questions directed by the caster. Note however, that this Casting does not protect the persona from an angry Elemental, nor does it summon the creature to the practitioner's presence.

Questioning can relate to anything, of course, but queries are usually of the sort aimed at gaining information on items forged using the element of the sort native to the Elemental.

Reveal Invisible Writing CANTRIP:

Time: Instantaneous and Special Other Heka Costs:

Area: 1 page R&D: Nil Distance: Touch Other: Nil

Special Materia Cost 10 BUCs

E/F/M: The dweomer of this Casting Effect causes magickally changed, hidden, or invisible writing to be made clearly visible to the caster. The actual writing will remain thus visible for as many BTs time as the practitioner has points of STEEP in this K/S Area. The revealed material will not necessarily be understandable to the caster. While a Special Success both doubles the Time duration and allows all present to see the writing, a Special Failure will actually erase the content of the page! There will be a lingering aura of unusual Heka remaining on the subject page for as many BTs after Casting expiration as the material remained visible.

Rope Homunculus FORMULA:

Time: 1 AT/STEEP point Other Heka Costs:

Area: up to 1 cu ft of "rope" R&D: Nil
Distance: Touch and Special Other: Nil

Special Materia Cost: 100 BUCs

E/F/M: This dweomer allows the caster to animate and direct a small being of string, yarn, rope, twine, cord, etc. Size can be as small as 6 Inches or as large as 2 Feet in height. The *Rope Homunculus* will otherwise resemble a human figure, of course. It will be quick of movement, having -5 Initiative and speed equal to the caster's running movement rate. Such a creature has no intelligence, or self-motivation, and acts only at the direction of the practitioner who cast the Formula. The operator has a visual link with the rope creature, and can see normally through it, using this ability to cause the animated rope to bind small objects if he so desires. The visual link could be potentially dangerous, however, because it makes the caster susceptible to any gaze attacks or Mental/Spiritual Links directed at the homunculus. The creature can range as far distant from its operator as the caster has STEEP points in Chains.

The rope creature has a Physical Muscular Power of 1 per 10 STEEP of the practitioner. It has a Physical Damage points equal 1 point for each 10 STEEP points of the Alchemist in this Area, plus an additional d6 points lent to it by the operator. Should it be destroyed while under the direction of the caster, the practitioner will suffer d6 Physical Damage himself.

Weapon Oil - Iron FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz oil R&D: Nil Distance: Touch Other: Nil

Materia Cost: 10 BUCs

E/F/M: Also referred to as "Faebane", this formula creates a greyish oil which is used to coat the striking surface of one or more weapons or missiles. Once applied, the surface of weapons affected will strike as if made of iron, and damage creatures affected by iron. The material can coat one cubic foot of material, or the equivalent of a score of crossbow bolts, a dozen arrows, or one longsword. The effect lasts for six hours, but a weapon used in combat will be effective for 6 CTs before the oil is no longer effective.

CASTING GRADE II

Acid Jet CANTRIP:

Time: Instantaneous Other Heka Costs:
Area: 1 target R&D: 10:d3 add'l. D

Distance: 1 Rod Other: Nil

Special Materia Cost: 80

E/F/M: This dweomer causes a thin spout of acid to shoot forth from the caster's extended finger. It spurts forth as quickly as might a thrown dagger, hitting its target with unerring accuracy. The *Acid Jet* Effect inflicts 2d3 "Chemical" Physical Damage upon the target. For each 10 points of Alchemy STEEP possessed by the practitioner, he is able to add one extra d3 to this Effect. The cost is 10 additional Heka points per d3, the expenditure being made at activation of the Cantrip.

When cast as a FORMULA, the materia may be contained within a glass or ceramic vial and used as a bomb. When cast as a bomb, the damage effect is 10 points to target, with a splash damage of 5 in 5′ radius area. The effect is otherwise the same. Also, see the Rules & Errata section later on for rules on using (and avoiding) bombs.

Alter Hair Properties SPELL:

Time: IAT/STEEP point Other Heka Costs:

Area: 1 subject R&D: Nil Distance: Touch Other: Nil

Special Materia Cost: 20

E/F/M: This Spell allows the operator to change the subject's hair color, texture, straightness, and/or length (up to 1 Foot). The hair affected thus can include all body hair, not just that on the head. If body hair is generally induced by this Effect, it will not exceed 1 Inch length and will remain for no longer than one Week's time. The Casting Effect also enables the Alchemist to induce normal, healthy hair growth on a bald head, but if this is the case, nothing else can be changed, and the hair has a chance of falling out after one Week. This chance of falling out is equal to 100 minus the caster's STEEP, with the roll being made at DR "Difficult", and if the hair falls out, it will not grow back (unless, of course, the caster tries again).

Brand's Glowing Sphere Charm:

Time: 1 CT/STEEP Area: Special

Distance: 1 yard/10 STEEP

Contributed By Eric D. Smith from found material

E/F/M: This useful casting produces a floating one-foot diameter globe of glowing phosphorous which sheds light in a 1-rod radius and moves to the caster's will at $\frac{1}{2}$ rod/CT. The globe will ignite any combustibles it contacts and will inflict 1D6 Fire PD on any flesh it contacts, plus 1D3 points of PD for 1D6 additional BT's, or until the victim submerges the afflicted body region in water, which nullifies the additional damage.

Charnok's Corpse Golem FORMULA:

Time: Special Other Heka Costs:

Area: 1 Corpse Golem Special R&D: Nil Distance: Touch and Special Other: Nil

Special Materia Cost: 200

E/F/M: Through the use of this Casting, the Alchemist can animate one corpse or human or animal sort whose P TRAIT is equal to or less than human normal. The corpse will be under the command of the caster, and will have no thought of its own. The caster may provide the *Corpse*

Golem with simple commands to follow, with the base chance of the golem's success equal to the Caster's STEEP at DR "Easy". Each directive beyond the first increases the Difficulty Rating of the golem's chance of successfully carrying out all commands. Note that the golem can be ordered to "guard", "attack", and so on; but to have one employ a weapon counts as one instructional command. The Corpse Golem cannot function beyond a 1 Furlong radius of the place it was activated. If it goes beyond such radius the dweomer will be negated, and the golem will become a normal corpse.

The corpse will not decay while under this dweomer, and it will function for 1 month for every 10 points of the caster's Alchemy STEEP. Thereafter, unless a supplemental Casting is performed, the *Corpse Golem* will become immobile and resume its natural state (including decomposition). This problem can be avoided if the corpse is initially the subject of a preparatory Casting such as *Enchantment*, which will allow it to function indefinitely.

The golem's Initiative is +10, and it moves at a rate of 4 Feet per CT when in motion. There is no slower or faster speed possible. It attacks at a BAC of 20, but with a weapon can add the Weapon Factor to this percentage chance. Base PD without use of a weapon is 2d3 "Blunt", with one attack per CT possible.

A Corpse Golem possesses a P TRAIT equal 40 Physical Damage points, no WL or CL, and the following scores:

PM: 25 PN: 15 PMC: 10 PNC: 5 PMP: 10 PNP: 5 PMS: 5 PNS: 5								
Natural Armor:	PIER	<u>CUT</u>	BLUNT	<u>FIRE</u>	CHEM	STUN	<u>ELEC</u>	
Ultra	40	40	16	40	40	60	40	
Super	30	30	12	30	30	45	30	
Vital	20	20	8	20	20	30	20	
Non	10	10	4	10	10	15	10	
Average PIERCII	Average PIERCING: 25, CUTTING: 25, BLUNT: 10, FIRE: 25, CHEMICAL: 25, STUNNING: 37, ELECTRICAL: 25							

Note that as with Zombies, a Corpse Golem has Susceptibility to Salt. An Ounce of salt thrown or otherwise in contact with such a golem inflicts d6 damage, Natural Armor notwithstanding.

Employment of this dweomer is antithetical to many individuals because of their beliefs, Pantheon, and Ethos, especially the White School of Dweomercræft and the Sunlight Ethos of Priestcræft. Any persona under a Vow is most unlikely to employ this Casting.

Decryption SPELL:

Time: 2 BTs + 1 BT/10 STEEP points Other Heka Costs:

Area: 1 page R&D: Nil
Distance: Touch Other: Nil

Special Materia Cost: 20

E/F/M: Through use of this Casting, the Alchemist is able to read and understand information recorded in arcane and/or coded format, such as lost scripts, cryptograms, magickally altered documents, etc. Note that though the comprehension of the information contained is enabled by the Spell, the caster will not otherwise have broken the code. Thus, the Casting is effective for the stated time, and for with respect to a one-page document only. This dweomer can be utilized in conjunction with the *Decipher* Casting, above.

It is possible to use this Casting to increase one's chance of breaking a code using the Cryptography K/S Area. In such case, the practitioner rolls to see if the Casting is successful, and if such is the case, the persona can immediately make a Cryptography roll adding 20% of his Casting STEEP in Alchemy to the roll. If the second roll is successful, then the code is broken, and any other use of the cipher or code can be read.

Enhanced Crystal RITUAL:

Time: Permanent Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: Special

E/F/M: This ritual is a staple of Alchemists when performing alchemical operations with gems and crystals and especially when any of the target items must be imbued by the Alchemist. It is often used to prepared gems for Heka-Forging as well. Although useful even at lower casting grades, the Enhanced Crystal RITUAL increases in capability at higher skill levels, as shown in the table below:

Operation	BUCS	Materia	CG	Purpose
Clean	25	20	II	Remove impurities, Cleanse Item
Infuse with color	50	40	III	Add or enhance color of stone
Infuse with glow	50	40	III	Bright (temporary) or Dim (permanent)
Growth	75	40	IV	Increase size of stone by 50%
Harden	150	75	V	Stone is resistant to cracking and chipping
Imbue w/ S, M, P Force*	200	100	VI	2-pt bonus to CAT score for 6 ATs, useable once/day
Imbue w/ Heka **	300	100	VII	Useable as a reservoir, self-recharging

Similar to the potions of Faith, Inspiration, and Strength, except it only provides 6 ATs to its owner. Rechargeable function.

Feather Step Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: This Casting creates an opaque white liquid which is akin to levitation in that it reduces the weight of the subject, so much so that they will leave no discernable tracks in dirt, mud or snow. The length of time is determined by size of the subject. The effect will persist for six hours for small and medium creatures, while large creatures will be affected for only four. This potion will not function for huge or gigantic creatures at all.

Know Chemical Compound SPELL:

Time: Instantaneous Other Heka Costs:

Area: 1 compound R&D: Nil Distance: Touch Other: Nil

Special Materia Cost: Nil

E/F/M: This Casting allows the Alchemist to identify chemical compounds and have a general idea of their effects. All manner of Alchemical, Heka-induced, and herbal mixtures, as well as magickal reagents and all other sorts of compounds can be identified easily.

Poison Dust FORMULA:

Time:SpecialOther Heka Costs:Area:1 oz jarR&D: See EFMDistance:TouchOther: Nil

Materia Cost: 40 BUCs

E/F/M: This formula creates a basic powder which is the basis for the majority of Alchemical poisons, and some potions to a lesser extent, depending on the concentration. There are

^{**} See the section in Mythus Magick on Reservoirs for more information.

approximately 8 doses of poison (3.5 grams each) in a standard 1 oz jar. While this may seem like a large size for a dose, unlike other simple poisons, Poison dust is water soluble and generally undetectable unless an investigator is looking for it – and even then, the materia dissipates within several hours. There are two variations in this basic type: A relatively fast acting poison with 10 STR and an ER of 6 BTs, and a slow poison of 20 STR and an ER of 30 minutes. The relative STR may be increased or reduced by changing the dose size, but the Effect Rate for either type is constant. At doses higher than two (7 grams), the presence of the poison becomes noticeable as a bitter chemical smell.

Potion of Maximus FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: This potion duplicates the Grade II Dweomercraeft casting of the same name, increasing the subject's size and mass by 50% for one hour. Multiple doses will further increase size, but the duration is not cumulative.

Potion of Minimus FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: This potion duplicates the Grade II Dweomercraeft casting of the same name, decreasing the subject's size and mass by 50% for one hour. Multiple doses will further decrease size, but the duration is not cumulative.

Potion of Spiderwalk FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: This potion duplicates the Grade I Dweomercraeft casting of the same name, allowing the imbiber to adhere to non-slippery vertical, horizontal, or diagonal surfaces, including walls and ceilings for an hour.

Summon Elementary RITUAL:

Time: 1 AT/10 STEEP points Other Heka Costs:

Area: 1 subject R&D: Nil
Distance: 1 Yard radius Other: Nil

Special Materia Cost: 200

E/F/M: This Ritual of but 1 Action Turn casting length enables the caster to Summon one Elementary creature to his presence. As Elementaries are basically evil, it is usual for the Alchemist to have adequate protection from the one summoned by this dweomer. The protection might be in the form of an Inclusive Pentacle (to contain the Elementary), an Exclusive Pentacle (to protect the practitioner), or both; or the Alchemist might have other means of protection and/or control.

The Elementary will recognize the caster to be an Alchemist, and will require something to control and/or contain it, for it knows that the caster cannot generally manage it otherwise. The Elementary will answer questions or else the Alchemist can attempt to induce or force the creature to perform

one simple command from the him, fulfill its requirement(s), and then depart. Inducement is typically a "feeding" of M or S points, or something it values bestowed upon the subject. Force is typically of Heka-based sort. The command can be to fetch something, investigate something, or to attack.

Elementary Base Schem	Elementary Base Scheme (+/- d6)							
M: 50	EL:10	P: 100	EL: 10	S: 90	CL: 18			
MR: 25 MRC: 9 MRP: 8 MRS: 8	MM: 25 MMC: 9 MMP: 8 MMS: 8	PM: 50 PMC: 25 PMP: 10 PMS: 15	PN: 50 PNC: 20 PNP: 15 PNS: 15	SM: 20 SMC: 8 SMP: 6 SMS: 6	SP: 70 SPC: 30 SPP: 20 SPS: 20			

Elementaries are actually evil nature spirits from the Material Plane that are summoned and contained and/or controlled by practitioners. They feed vampirically on Mental fear and Spiritual terror. Elementaries are useful for their ability to invisibly pass through material or provide information about what is around. For example, an Elementary could pass through a wall, to say what was beyond, tell a persona how thick the wall is, and what type of material it is made of. However, Elementaries are basically untrustworthy and malign spirits, so they must be considered dangerous! Note that Elementaries may not affect any material that is enchanted or magickally formed. However, they must have a PPM or FPM to be subject to any Physical Damage whatsoever, for in spirit (NPM) form they are invulnerable to such attacks.

If any human/humanoid with an M TRAIT above that of the Elementary is very afraid, this fear will "feed" the S TRAIT of the Elementary if the latter is within a 20' radius of the individual feeling fearful. "Feeding" at a rate of d3 points per person per CT of extreme fear, the Elementary temporarily adds these points to its SP CATEGORY. The gain lasts only 1 AT after "feeding", so the thing must act quickly. If and when this "feeding on fear" brings the SM CATEGORY total in excess 120, the Elementary can then create a feeling of *terror*, a Spiritual form of fear. All personas within a 15 Foot radius of such an Elementary must make a roll versus their SM CATEGORY at DR "Hard". Each failing this roll will be subject to a vampiric draining of their S TRAIT at the rate of d3 points per CT. For every 10 SD points so inflicted, the Elementary gains 1 SP CATEGORY point, accruing to SPPow and SPSpd alternately until they total SPCap, i.e. 20-point maximum gain.

PIER	CUT	BLUNT	FIRE	CHEM	STUN	ELEC
8	8	8	40	40	8	40
6	6	6	30	30	6	30
4	4	4	20	20	4	20
2	2	2	10	10	2	10
NG: 5, CU	TTING: 5	, BLUNT:	5, FIRE:	25, CHE	MICAL: 2	25, STUNNING: 5, ELECTRICAL: 25
	8 6 4 2	8 8 6 6 4 4 2 2	8 8 8 6 6 6 4 4 4 2 2 2	8 8 8 40 6 6 6 30 4 4 4 20 2 2 2 10	8 8 8 40 40 6 6 6 6 30 30 4 4 4 4 20 20 2 2 10 10	8 8 8 40 40 8 6 6 6 30 30 6 4 4 4 20 20 4

Wakeful Solution FORMULA:

Time: 1 AT/STEEP Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: The material created by this formula is a silvery liquid which, when consumed, provides the person with a level of alertness that enables them to stay awake for extended length of time, and provides enhanced focus in performing tasks requiring such. Such does not come without a cost – for every full day the subject remains awake, they will require an additional four hours of sleep once the potion wears off.

CASTING GRADE III

Alkaline Shower CANTRIP:

Time: Instantaneous and Special Other Heka Costs:

Area: 1 Foot r./STEEP point R&D: Nil Distance: 1 Foot/STEEP point Other: Nil

Materia Cost: 120 BUCs

E/F/M: The Effect of this dweomer produces a rain of alkaline material in either powder or liquid form falling onto the Area indicated. The Distance range of the center point of the Area of Effect can be anywhere up to the maximum indicated, from the caster himself to the farthest range possible. In the case of a powder Material the stuff will negate/prevent 1d6 of "Chemical" Physical Damage from any Acid released in the Area previously or for as many CTs time thereafter as the Alchemist activating this Casting has 10s of STEEP in this K/S Area. If falling as liquid, the *Alkaline Shower* inflicts d6 "Chemical" PD (modified by Location, of course) to all subjects within the Effect Area not protected from Invulnerable to the chemical.

When cast as a FORMULA, the materia may be contained within a glass or ceramic vial and used as a bomb. When cast as a bomb, the damage effect is 10 points to target, with a splash damage of 5 in 10' diameter area. The effect is otherwise the same. Also, see the Rules & Errata section later on for rules on using (and avoiding) bombs.

Alter Skin SPELL:

Time: 1 Hour/STEEP point Other Heka Costs:

Area: 1 subject R&D: Nil
Distance: Touch Other: Nil

Special Materia Cost: 30

E/F/M: This Casting affects one creature or persona, changing its or his skin color, texture, and markings/flaws (such as freckles, moles, warts, wens, scars, tattoos, etc.). The Casting will also change the subject's complexion and add/remove markings as the Casting *Alter Complexion*. Note that all natural and artificial markings save those of Heka-induced nature can be removed by this Spell, and even most magickal markings can be concealed by its Effect. The Spell's Effect is not permanent in itself, although if an *Enchantment* Ritual (q.v.) is performed first, it will make it so.

Enhanced Solvent RITUAL:

Time: Permanent Other Heka Costs:

Area: 4 oz solvent R&D: Nil Distance: Touch Other: Nil

Materia Cost: Special

E/F/M: This is another fundamental Alchemical Operation used to create Heka-engendered solvents for a variety of uses by the Alchemist. Although useful even at lower casting grades, the Enhanced Solvent RITUAL increases in capability at higher skill levels, as shown in the table below:

		L	y 9
Solvent For	BUCs	Materia	Min CG
glue	50	20	III
leather	75	40	IV
wood	75	40	V
crystal/gem	150	75	VI
metal, soft	200	100	VI
stone	200	100	VII
metal, hard	300	150	VIII

Fae Breeze Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 30 BUCs

E/F/M: This formula creates a potion which, when ingested, makes the subject odorless for two hours. When used in conjunction with invisibility, it renders the subject nearly impossible to detect by creatures that depend on olfactory senses, such as bloodhounds.

Flashbang FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 2 oz pot R&D: Nil Distance: As Thrown Missile Other: Nil

Materia Cost: 30 BUCs

E/F/M: The material created by this formula functions as a bomb, creating a loud noise and bright flash of light at the point where it strikes when thrown or propelled. Treat the thrown container as similar to a dart or dagger in terms of distance and accuracy. This effect causes temporary blindness and disorientation to all within a 5' radius area for d4+3 CTs. Bombs and their use are covered more fully in the Rules & Errata section later on.

Heka Reading CANTRIP:

Time: 1 AT/10 STEEP points Other Heka Costs:

Area: Caster R&D: Nil Distance: 1 Foot/STEEP point Other: Nil

Special Materia Cost: 50

E/F/M: With this Cantrip, the Alchemist gains the ability to see and analyze the ebb and flow of magickal energy. This capability is useful in determining the location of a continuing radiation, direction of a burst, kind (Preternatural, Supernatural, Entital), type (mixed, Negative, Positive), and relative strength of the Heka observed.

Homunculus RITUAL:

Time: 1 Hour/STEEP point Other Heka Costs:

Area: Up to 1 cubic Foot R&D: Nil Distance: Touch and Special Other: Nil

Special Materia Cost: 300

E/F/M: Through this Ritual of 3 ATs casting time the Alchemist forms, animates and directs a small Mandrake-like creature of tough and rubbery flesh-like substance. Its size can be as small as 6 Inches or as large as 2 Feet in height. The *Homunculus* will otherwise resemble a human figure, of course. It will be quick of movement, having -5 Initiative and speed equal to the caster's running movement rate. Such a creature has a very low intelligence, and acts primarily at the direction of the persona who created it — although the caster can give the homunculus detailed instructions to follow which it can perform with relative ability equal to about half the caster's own in most cases. The operator has a visual and mental link with the *Homunculus*, and he can see normally through its eyes, as well as give it simple mental commands, as noted. This is dangerous, because it makes the operator susceptible to any gaze attacks or Mental/Spiritual Links directed at the *Homunculus* creature. The creature can range as far distant from its operator as the caster has STEEP points in Furlongs.

The rope creature has an M TRAIT of 18, each ATTRIBUTE being 3. Its Physical Muscular Power is 3 plus 1 per 10 STEEP of the practitioner. It has a Physical Damage points equal 1 point for each 10

STEEP points of the Alchemist in this Area, plus an additional 4d6 points lent to it by the operator. Should it be destroyed while under the direction of the caster, the practitioner will suffer 4d6 Physical Damage himself.

Identify Potion SPELL:

Time: Instantaneous Other Heka Costs:

Area: 1 Potion R&D: Nil
Distance: Touch Other: Nil

Special Materia Cost: 100

E/F/M: Through use of this Casting, the Alchemist seeks to divine the contents and exact function of a magickal potion or other liquid substance which is Heka-formed or powered. The procedure for doing this directs the Effect at the container, and as the Spell is completed, the container will temporarily display one or more runes, glyphs, etc. which the caster uses to determine the properties of the substance (and thus the type of potion) held within. A Special Success will require no interpretation on the caster's part, indicating exactly what the potion is. Should the attempt at identification fail, the runes will appear blurred and indistinct. If a Special Failure is indicated, the symbols upon the container will be wrong, and will display the opposite or different properties than those of the potion.

Lightning Rod CHARM:

Time: 1 CT + 1 CT/10 STEEP points Other Heka Costs:

Area: 1 Rod d./10 STEEP points R&D: Nil
Distance: Touch + Special Other: Nil

Special Materia Cost: 300

E/F/M: This dweomer enables the Alchemist to create a ground for electrical discharge of the sort generated by Casting or natural phenomenon. The practitioner selects any large object (including a living one) as the central point of the Area of Effect. If the central point is a living subject unwilling to be touched, and able to attempt avoiding such, the caster must score a successful hit using Combat, Hand-to-Hand (either kind) to touch that individual. The *Lightning Rod* Effect redirects the sending or occurrence of the electrical charge from its intended target or random strike point to its central point, and by so doing dissipates its Effect and is negated. This Effect is negated/negates *Non-Conductivity*'s Effect.

Potion of Faith I FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 30 BUCs

E/F/M: This casting creates a thick golden syrup that grants the imbiber a 2-point bonus to their SMCap and SMPow scores, as well as all associated skills for a period of two hours.

Potion of Inspiration I FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 30 BUCs

E/F/M: This casting creates a thick violet syrup that grants the imbiber a 2-point bonus to their MRCap and MRPow scores, as well as all associated skills for a period of two hours.

Potion of Strength I FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 30 BUCs

E/F/M: This casting creates a thick green syrup that grants the imbiber a 2-point bonus to their PMCap and PMPow scores, as well as all associated skills for a period of two hours.

Sun Po's Fire Wind Spell:

Time: 1 CT/10 STEEP

Area: 1 yard width/10 STEEP

Distance: 1 chain

Contributed by Eric D. Smith from found castings

E/F/M: This potent casting brings into being a fiery gust of wind which instantly sweeps from the caster through the affected area, igniting all flammable substances and inflicting 6D3 points of Fire PD/CT of exposure to living creatures.

Weapon Oil - Silver FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz oil R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 30 BUCs

E/F/M: This weapon coating is also called "werebane", for obvious reasons. This formula creates a silvery oil which is used to coat the striking surface of one or more weapons or missiles. Once applied, the surface of weapons affected will strike as if made of silver, and damage creatures affected by such. The material can coat one cubic foot of material, or the equivalent of a score of crossbow bolts, a dozen arrows, or one longsword. The effect lasts for six hours, but a weapon used in combat will be effective for 6 CTs before the oil is no longer effective.

CASTING GRADE IV

Alter Eyes CHARM:

Time: 1 Day/10 STEEP points Other Heka Costs:

Area: 1 Rod d./10 STEEP points R&D: Nil Distance: Touch Other: Nil

Special Materia Cost: 40

E/F/M: This Casting allows the persona to change a single subject's eye color. It will alter by 1% of the caster's STEEP in this Area the size of the eyeball, cornea, and/or retina, if desired. The Effect will also change the setting (from/to deep-set/protruding and that which lies between those two extremes) and lid shape (slanted, folded, heavily lidded, etc.). The Charm's Effect is not permanent in itself, although if an Enchantment Ritual (q.v.) is performed first, it will make it so.

Dark Whispers Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 40 BUCs

E/F/M: The potion created by this formula enables the person ingesting it to hear and communicate with spirits of the dead (as would a Medium) for a duration of 2 hours. Those spirits are limited to PPM and NPM only, and while there is no way to tell whether there are spirits nearby, or if they are benign or malign, those spirits may harass the person under the effects of this potion, but will be unable to form a link for Mental or Spiritual Combat.

Fludd's Fire SPELL:

Time: Instantaneous and Special Other Heka Costs:

Area: 10-foot diameter R&D: Nil Distance: 1 Foot/STEEP point Other: Nil

Materia Cost: 400 BUCs

E/F/M: This Casting creates an adhesive-substanced, splattering incendiary missile which is hurled forth from the palm of the caster at the speed of a thrown Axe for up to the Distance in Feet indicated. (Think of pitch, sulphur, potassium perchloride, wax, and a touch of denatured alcohol to get an idea of the combustibility and intensity of the material.) When sent forth the missile explodes on contact for d3 points of Continuing "Fire" Physical Damage, with an "Exposure roll of D6 for the target subject, a d3 "Exposure" for all others in the 10' diameter Effect Area. The fire will continue to burn for d3 CTs after striking a target, igniting anything that it burns upon which is inflammable.

When cast as a FORMULA, the materia may be contained within a glass or ceramic vial and used as a bomb. The effect is otherwise the same. Also, see the Rules & Errata section later on for rules on using (and avoiding) bombs.

Imbue RITUAL:

Time: Special Other Heka Costs:
Area: 1 object/subject R&D: See EFM
Distance: Touch Other: Nil

Materia Cost: 40 BUCs

E/F/M: "Through this casting, the Alchemist is able imbue a target (usually a small item or consumable) with Heka, supplied by a source such as a reservoir, gathered stockpile of Heka-endowed gems, or personal Heka.

The effect of this ritual is permanent if used on an item, but only temporary (1 AT/10 STEEP) if placed upon a person or creature. It is most often used by the Alchemist to imbue crystals or potions/solutions for further alchemical operations. The amount that can be placed in an object is limited to the supply available to the Alchemist performing the ritual on a single day, to a maximum of 400 points of Heka. However, this amount could be larger if the caster is working with others assisting up to the 400 Heka maximum per person. Note that this casting does not provide abilities or powers to the target, merely the Heka potential."

Know Alchemical Work SPELL:

Time: Special Other Heka Costs:

Area: 1 Operation Special R&D: Nil
Distance: Centered on caster Other: Nil

Special Materia Cost: 200

E/F/M: This Spell is designed to aid the Alchemist in performing magickal Operations of Alchemical sort, and thus it confers what is effectively a greater skill upon him for purposes of performing a single part of or one Operation by lowering the difficulty of the Difficulty Rating by one step (easier). Thus, a persona under this Effect can perform a "Difficult" operation at one Difficulty Rating easier than normal, i.e. Moderate". The dweomer affects only one such K/S modification before

expiration. In no event will two Castings of this sort ever function at the same time for the same individual or Operation. One cancels the Effect of the other in such case.

Non-Conductivity CANTRIP:

Time: 1 BT/10 STEEP points Other Heka Costs:

Area: 1 subject or object R&D: Nil Distance: Touch Other: Nil

Special Materia Cost: 40

E/F/M: When this Cantrip is placed on a subject or an object its dweomer causes that one thing to have a non-conductivity of electrical current, whether of naturally occurring or Hekagenerated sort. A living subject will effectively have a Resistance to "Electrical" Physical Damage equal to 1 point per STEEP point of the Alchemist. No object or subject can have more than one such dweomer in active Effect at the same time, but each distinct, discreet subject and object is unique. Thus, for example, armor of ferrous metal can be made non-conductive, or the wearer of that armor can be made Resistant, or both. This Effect is negated/negates *Lightning Rod's* Effect.

Oil of Slipperiness FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz oil R&D: Nil Distance: Touch Other: Nil

Materia Cost: 40 BUCs

E/F/M: This formula creates a clear oil which is typically used for lubricating fine machines such as clockwork mechanisms. Although this amount of mundane oil or liquid of this volume would normally only cover a surface of perhaps one square foot, this oil will rapidly and easily spread to cover a surface area of ten times as much. Used in such a way, the covered surface becomes too slippery to walk on or grip for six hours.

Reflex Boost CANTRIP:

Time: 1 AT/STEEP Other Heka Costs:

Area: 1 Subject R&D: Nil Distance: Touch Other: Nil

Materia Cost: 40 BUCs

E/F/M: When cast upon a subject, this cantrip increases the reflexes and reaction speed for a period of time equal to the casters STEEP in AT. Such a boost serves to increase all initiative rolls by -5, and temporarily provides a +2 bonus to PNCap.

When cast as a FORMULA, the materia may be made into a potion, with a duration of four hours. The effect is otherwise the same.

Sleep Gas FORMULA:

Time: Instantaneous / d4+4 BTs Other Heka Costs:

Area: 1 oz liquid R&D: Nil Distance: Touch Other: Nil

Materia Cost: 40 BUCs

E/F/M: When the alchemist creates this material, it is in liquid form. However, when the liquid is exposed to air, such as when a container is shattered, it becomes a rapidly expanding gas, causing all within a 10' diameter area to fall asleep for d4+4 BTs, or until they suffer damage or are otherwise awakened.

Transmute Metal SPELL:

Time:SpecialOther Heka Costs:Area:ForgeR&D: See EFMDistance:TouchOther: Special

Materia Cost: Special

E/F/M: This SPELL is used to temporarily apply a transmutation effect on the Alchemists forge and tools, enabling the Alchemist to work with one metal, slowly transforming it into another. It is a requirement based on the Law of Sympathy that the Alchemist have present a sample of the metal the desired source will be transmuted into – on a 1:10 ratio. For example, to turn 10 ounces of lead to silver, the caster must have at least one ounce of the purest silver. The transmuted metal will only ever have the same purity as the sample.

For a transmutation aimed at altering the structure, i.e., hardening or lightening, the Alchemist must likewise have a small sample of the quality available. Note that this will not infuse Heka into a metal, but if the target sample is enchanted, it will adjust the operation's DR by -1.

Transmutation	BUCs	Materia	DR Mod
harden bronze	75	40	Hard
lead to silver	80	40	Hard
lighten bronze	80	40	Hard
harden steel	150	75	Difficult
inflammable	150	75	Difficult
lead to gold	150	75	Difficult
lighten adamantine	150	75	Difficult
lighten steel	150	75	Difficult
insinuate hekalite	500	75	Difficult
lead to platinum	300	100	Very Difficult
transparent steel	300	100	Very Difficult
copper to oricalcum	300	150	Extreme
iron to adamantine	300	150	Extreme

Wateracid SPELL:

Time: 1 CT/10 STEEP points Other Heka Costs:

Area: 1 Pint/10 STEEP p. Special R&D: Nil Distance: Touch Other: Nil

Materia Cost: 400 per Pint created

E/F/M: This Spell is used to create a powerful acid liquid from an equal volume of normal water. The liquid must be created and stored in ceramic containers specially made and fired for this purpose. Otherwise, as the water is transformed, the acid thus formed will eat the container, losing its potency in the process. This liquid, known as Wateracid, will destroy metal of any normal type (hekalite alloys included, but not metal armor of enchanted sort). It will even eat through stone. A Pint of the stuff will destroy about 10% of the total protection of any metal armor, 50% of metal and leather armor, or all of leather/cloth armor's protective value. It will eat a hole of about 1 cubic Foot size in stone. If Wateracid is delivered to a subject's exposed and unprotected body, it inflicts 4d3 "Continuing" damage for the duration of Time the Effect is active. Compare Alkaline Shower, above.

When cast as a FORMULA, the materia may be contained within a glass or ceramic vial and used as a bomb. When cast as a bomb, the damage effect is 10 points/CT for 3 CTs, with a splash damage of 5 points in a 10' diameter area. The effect is otherwise the same. See the Rules & Errata section later on for rules on using (and avoiding) bombs.

Wood Golem RITUAL:

Time: 1 Month/10 STEEP points Other Heka Costs:

Area: 1 Wood Golem Special R&D: Nil Distance: Touch Other: Nil

Special Materia Cost: 400

E/F/M: Through this Ritual of 4 AT's casting time, the practitioner is able to animate and control by verbal or mental command a creature of wood. The golem must have been built and shaped of hard wood by the caster its wood must be of the finest quality. (Lumber cost is not included in Special Material Cost.) It can be man-shaped or so formed as to resemble an animal, but it performs in the same manner in either case.

The golem has a low intelligence, and acts primarily at the direction of the persona who created it. The Alchemist can give it detailed verbal instructions to follow, and the golem will perform with relative ability equal to about half the caster's own in most cases. The operator has a mental Link with the golem, and can give it simple mental commands, thus. This is dangerous, though, because it makes the operator susceptible to any Mental Link directed at the golem. The creature can range as far distant from its operator as the caster has STEEP points in Furlongs.

The duration of Time of Effect can be altered from Months to Years through prior laying of an *Enchantment* Casting.

The golem's Initiative is +5, and it moves at a rate of 6 Feet per CT when in motion. This can be modified to 2 at slow or 12 at fastest rate of speed possible, 18 Feet if the golem is four-legged. It attacks at a BAC of 25, but with a weapon can add the Weapon Factor to this percentage chance. Base PD without use of a weapon is 4d3 "Blunt", with one attack per CT possible.

A *Wood Golem* possesses 80 Physical Damage points, plus 10% of the Alchemist's STEEP in Agriculture, Construction, and Sculpture as an addition to the P TRAIT. The golem has the following (base) TRAIT scores:

M: 30	EL 6		P: 80	CL 8					
MR: 15 MRC: 5 MRP: 5	MM: 1 MMC: MMP:	5	PM: 45 PMC: 20 PMP: 20	PN: 35 PNC: 15 PNP: 15	5				
MRS: 5	MMS:	5	PMS: 5	PNS: 5	5				
Natural Armor:	PIER	<u>CUT</u>	BLUNT	FIRE	CHEM	STUN	<u>ELEC</u>		
Ultra	40	20	60	-	20	80	80		
Super	30	15	45	-	15	60	60		
Vital	20	10	30	-	10	40	40		
Non	10	5	15	-	5	20	20		
Average PIERCII	Average PIERCING: 25, CUTTING: 12, BLUNT: 37, FIRE: -, CHEMICAL: 12, STUNNING: 50, ELECTRICAL: 50								

CASTING GRADE V

Alter Facial Features FORMULA:

Time: 1 Day/10 STEEP points Other Heka Costs:

Area: 1 subject R&D: Nil
Distance: Touch Other: Nil

Special Materia Cost: 500

E/F/M: This Casting enables the Alchemist to alter as radically as desired the facial features of one subject. In addition to changing the form of the subject's face (chin, mouth, lips, cheekscheekbones, brow, and forehead) head and ears too are subject to the Effect. This makes for a very effective disguise, and is detected as such only through the use of *True Sight*, for Castings which

detect disguise or illusion will not indicate either, for they do not exist here. Use of the *Enchantment* Ritual prior to this one will make changes permanent.

Alter Respiration FORMULA:

Time: 1 Day/10 STEEP

Area: 4 oz jar

Distance: Touch

Other Heka Costs:
R&D: See EFM
Other: Nil

Materia Cost: 40 BUCs

E/F/M: This casting allows the Alchemist to imbue powdered materia with properties affecting the respiration of up to 4 subjects. Once inhaled, the powder engenders a modification the subject's respiration, allowing to breathe and function in adverse elemental conditions, as seen in the table below:

Transmutation	BUCs	Materia	DR Mod	Functional/Non/Inimical
Aquarespiration	100	40	Hard	Water / Air&Ærth / Fire
Terrarespiration	100	75	Difficult	Ærth / Fire&Water / Air
Pyrorespiration	200	100	Very Difficult	Fire / Ærth&Air / Water

Braccesco's Artificial Elemental RITUAL:

Time: 1 AT/10 STEEP points Other Heka Costs:

Area: 1 cubic Yard/10 STEEP points R&D: Nil Distance: 1 Chain Other: Nil

Special Materia Cost: 500

E/F/M: This Ritual of but 1 Action Turn of casting allows the caster to create a motive force of pure elemental constitution from Air, Fire, Water, or Ærth (not Heka). The Force can be structured in any shape within the area allowed, even appearing humanoid in form. An *Artificial Elemental* has no intelligence whatsoever and must be specifically controlled by the caster. This manipulation requires full concentration, and the caster can perform no other activity while the *Artificial Elemental* remains, or else the dweomer is negated.

The *Artificial Elemental* has the percentage of P TRAIT points equal to a Major Elemental's total times the Alchemist's STEEP as a percentage multiplier. It can otherwise perform all that a normal Elemental of the same element could — as controlled by the practitioner. (See Dweomercræft, Elemental School, Casting *Summon Elemental Aid*)

Conductivity SPELL:

Time: 1 BT/10 STEEP points Other Heka Costs:

Area: 1 subject/object R&D: Nil Distance: 1 Rod Other: Nil

Special Materia Cost: 500

E/F/M: This dweomer causes the subject object to become an electrical conductor. If the material of the object is normally non-conductive, it will become a good conductor of electrical current and have no protective quality against "Electrical" PD. If already a conductive substance, it will be doubly so under this Effect, and "Electrical PD will be increased accordingly.

This Effect doubles the Time duration and conduction ability Effect of the *Lightning Rod* Casting, and negates/is negated by the *Non-Conductivity* Casting.

Diamond Eyes Gas FORMULA:

Time: Instantaneous/Special Other Heka Costs:
Area: 1 rod dia/10 STEEP / 2 oz pot
Distance: 1 chain/10 STEEP or thrown
Other: Nil

Materia Cost: 50 BUCs

E/F/M: Once completed, this formula has two effects - as a show of colorful pyrotechnics which will awe the nearby observers, or as a contained consumable in the form of a gas bomb. Both have the same effects on those in the area effect of the resulting discharge.

First, all within the diameter of the casting will be stunned for d4+3 CTs, per the Flashbang Casting (q.v.). After the stunning effect, those within the area will thereafter be subjected to strong hallucinations until the effect has passed, another d4+5ATs later. So severe is the impairment to a persona's reasoning, that those under the effect will be highly unlikely to pursue a rational course of action for the duration (DR Extreme). This does not mean they will be unable to actively participate, but they will follow their nature while being assailed by constant distraction of the unreal and fantastic patterns, colors, sounds, and imaginary creatures of benign and hostile nature. Beasts and aggressive animals and creatures will attack the closest thing to them. The same goes for bandits, and other hostile humans - they will attack their companions. Should the creatures under the effect be passive in nature, they will likely withdraw from interaction and sit or lie placidly, blissfully enjoying the hallucinations.

For those within a twenty-foot diameter area of the exploding gas bomb, the effect will be much the same: stunned by the explosion for d4+3 CTs, and recovering only to face a severely altered reality. In addition to the reduction in area, subjects exposed to the glittering, colorful gas will suffer the hallucinatory effects for only d4+5CTs. Because of the nature of this gas bomb, it cannot be avoided like other bombs, with a successful roll against PNSpd.

Additionally, those under the effects of Diamond Eyes (*casting or bomb*) will suffer a penalty of 10 points to their Mental Reasoning, but gain a corresponding amount to their SP for the duration of the effect. While there is nothing that will negate the effects, it can be somewhat minimized by both Armor, Mental, and Armor, Spiritual, both of which will reduce the intensity such that actions will suffer a +2 DR to actions.

Distillate FORMULA:

Time:PermanentOther Heka Costs:Area:8 oz containerR&D: See EFMDistance:TouchOther: Nil

Materia Cost: Special

E/F/M: This alchemical operation seeks to transmute the properties of a properly prepared oil, both purified and refined, into one from the table below

Process	BUCs	Materia	DR Mod
inflammable	50	20	Moderate
poison	50	30	Moderate
warming	75	40	Hard
cooling	150	75	Difficult
frictionless	300	150	Extreme

Elixir of Dragon's Blood FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 500 BUCs

E/F/M: The potions created by this formula all grant an attribute bonus, as well as a resistance and a special ability, based on the type created. The types are listed below.

Type	Attribute	Resistance	Special Ability
Black	+2 MR	+10 fear	+10 STEEP to fear-based castings
Blue	+2 PM	+10 electrical	+10 STEEP to electricity-based castings
Green	+2 PN	+10 poison	+10 STEEP to poison-based castings
Red	+2 PM	+10 fire	+10 STEEP to fire-based castings
White	+2 PN	+10 cold	+10 STEEP to cold-based castings

Grasshopper Oil FORMULA:

Time: Instantaneous Other Heka Costs:
Area: 1 oz oil R&D: Nil

Distance: Touch Other: Nil

Materia Cost: 50 BUCs

E/F/M: When the oil created by this formula is spread upon a subject's feet – whether bare feet or the soles of their footwear – the subject is able to jump a distance equal to or less than triple their P Trait in feet. The subject is able to perform these extended jumps up to 6 times before the material wears off. The oil is not removed by water or wet surfaces, although landing on such surfaces makes the oil function as Oil of Slipperiness (q.v.).

Invisibility CANTRIP:

Time: 1 AT/STEEP point Other Heka Costs:

Area: 1 subject Special R&D: Nil Distance: Touch Other: Nil

Materia Cost: 200 BUCs

E/F/M: Through use of this Casting, the Alchemist is able to make one object or subject(s)/subject group invisible for the Time duration indicated. A subject group is a number of similar things within an Area of no larger than a Rod diameter. No more material than about 1 cubic Foot per STEEP point of the practitioner in this K/S Area total material can be affected. A portion of a whole object *can* be affected by this Casting. Note that for a creature to remain invisible, no quick movement (including any form of Combat) is possible, although slow, controlled movement will not negate the Effect. Odor and sound are not affected by this dweomer. In any case, those capable of detecting invisible things will be able to see the subject clearly.

When cast as a FORMULA, the materia may be contained within a glass or ceramic vial and used as a potion. This potion renders a subject invisible for thirty minutes. If the subject makes a quick movement or engages in combat. the effect is negated for one CT before returning. The effect is otherwise the same.

Leather Golem RITUAL:

Time: 1 Month/10 STEEP points Other Heka Costs:

Area: 1 Leather Golem Special R&D: Nil Distance: Touch Other: Nil

Special Materia Cost: 500

E/F/M: Through this Ritual of 5 AT's casting time, the practitioner is able to animate and control by verbal or mental command a creature of leather. The golem must have been sewn and shaped of fine, thick leather by the caster. The leather must be of the finest quality tanning and supple in places necessary for movement. (Leather cost is not included in Special Material Cost.) It can be man-shaped or so formed as to resemble an animal, but it performs in the same manner in either case.

The golem has a low intelligence, and acts primarily at the direction of the persona who created it. A *Leather Golem* can be used as a minor servant, a guard, or as an assistant. The Alchemist can give it detailed verbal instructions to follow, and the golem will perform with relative ability equal to about half the caster's own in most cases. The operator has a mental Link with the golem, and can give it simple mental commands, thus. This is dangerous, though, because it makes the operator susceptible to any Mental Link directed at the golem. The creature can range as far distant from its operator as the caster has STEEP points in Furlongs.

The duration of Time of Effect can be altered from Months to Years through prior laying of an *Enchantment* Casting.

The golem's Initiative is normal, and it moves at a rate of 10 Feet per CT when in motion. This can be modified to 2 at slow or 20 at fastest rate of speed possible, 30 Feet if the golem is four-legged. It attacks at a BAC of 30, but with a weapon can add the Weapon Factor to this percentage chance. Base PD without use of a weapon is 5d3 "Blunt", with one attack per CT possible.

A *Leather Golem* possesses 100 Physical Damage points, plus 10 % of the Alchemist's STEEP in Leatherwork as an addition to the P TRAIT. The golem has the following (base) TRAIT scores:

	M: 32		EL 6		P: 100		CL 10	
	MR: 16 MRC: 6		MM: 10		PM: 55		PN: 4: PNC: 2	
	MRP: 5		MMP:	5	PMP: 20)	PNP: 1	5
	MRS: 5		MMS:	5	PMS: 10)	PNS: 1	0
Natural A	Armor:							
		PIER	CUT	BLUNT	FIRE	CHEM	STUN	<u>ELEC</u>
Ultra		40	8	60	20	8	80	20
Super		3 0	6	45	15	6	60	15
Vital		20	4	30	10	4	40	10
Non		10	2	15	5	2	25	5
Average	PIERCIN	IG: 25, C	:DAITTING	5, BLUN	T: 37, FI	RE: 12, C	CHEMICA	AL: 5, STUNNING: 50, ELECTRICAL: 12

Metalgrow FORMULA:

Time: 1 AT/10 STEEP points Other Heka Costs:

Area: 1 object/object group Special R&D: Nil

Distance: 1 Rod Other: 1:1% growth

Special Materia Cost: 500

E/F/M: This magickal Operation causes one or more pieces of metallic substance to grow and enlarge. The affected metal will gain a percentage of mass equal to one-half the amount of Heka applied during the casting process — i.e. a metal dagger blade can be enlarged to double its original size (100% growth) by channeling an additional 200 points of Heka to so do. No more objects that the Alchemist has 10s of STEEP can be subjected to this dweomer. All subject objects must be of like sort in kind and composition (alloy). Each object must be whole and not an attached portion of some larger thing. Note that while the metal or metal alloy will be the same, and Quality constant, no Hekaengendered effects or enchantments will be increased thus; what is placed on the object remains unchanged in all aspects. Objects under this Effect will radiate Heka accordingly.

The Effect can be held so that initial activation will be upon command, whatever audial trigger the Alchemist desires. However, the Time duration of the Casting runs even while the Effect is being held. If this Effect delay is triggered on a metal weapon object when that object is piercing a target, damage inflicted will be increased by the percentage of growth of the metal object.

Oil of Sharpness FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz oil R&D: Nil Distance: Touch Other: Nil

Materia Cost: 50 BUCs

E/F/M: The oil created by this formula sharpens the edge of an item, such as a blade, increasing the damage by 1d6 PD for twenty-four hours. A weapon used in combat will be effective for 6 CTs before the oil is no longer effective.

Paralyzation Gas FORMULA:

Time: Instantaneous / d4+5 BTs Other Heka Costs:

Area: 2 oz pot R&D: Nil Distance: Touch Other: Nil

Materia Cost: 50 BUCs

E/F/M: Initially a liquid form, activation occurs when the container holding the liquid is broken and the material is exposed to air – whereupon the Heka-imbued liquid instantly transforms into a rapidly expanding gas and spreads to fill a 20' square area. Those within a 10' radius of the point of activation will be paralyzed for 4+5 BTs.

Potion of Faith II FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 50 BUCs

E/F/M: This casting creates a thick golden syrup that grants the imbiber a 4-point bonus to their SMCap and SMPow scores, as well as all associated skills for a period of two hours.

Potion of Inspiration II FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 50 BUCs

E/F/M: This casting creates a thick violet syrup that grants the imbiber a 4-point bonus to their MRCap and MRPow scores, as well as all associated skills for a period of two hours.

Potion of Strength II FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil

Distance: Touch Other: Nil

Materia Cost: 50 BUCs

E/F/M: This casting creates a thick green syrup that grants the imbiber a 4-point bonus to

their PMCap and PMPow scores, as well as all associated skills for a period of two hours.

CASTING GRADE VI

Alchemical Fireball Bomb FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz liquid R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 600 BUCs

E/F/M: The contents of the vial created by this formula creates an exploding ball of fire in a 60' diameter area at the point of impact. Damage is 30 points of PD to all within the area, plus an additional 10 points per CT for three CTs. See the Rules & Errata section later on for rules on using (and avoiding) bombs.

Clay Golem RITUAL:

Time: 1 Month/10 STEEP points Other Heka Costs:

Area: 1 Clay Golem Special R&D: Nil
Distance: Touch Other: Nil

Special Materia Cost: 1,200

E/F/M: Through this Ritual of 6 AT's casting time, the practitioner is able to animate and control by verbal or mental command a creature of clay. The golem must have been formed and sculpted of pure, fine clay by the Alchemist's own hands. The clay must be of the highest quality such as that suitable for pottery. (Clay cost is not included in Special Material Cost.) It can be man-shaped or so formed as to resemble an animal, but it performs in the same manner in either case.

The Golem has a low intelligence, and acts primarily at the direction of the persona who created it. A *Clay Golem* can be used as a minor servant, a guard, or as an assistant. The Alchemist can give it detailed verbal instructions to follow, and the golem will perform with relative ability equal to about half the caster's own in most cases. The operator has a mental Link with the Golem, and can give it simple mental commands, thus. This is dangerous, though, because it makes the operator susceptible to any Mental Link directed at the Golem. The creature can range as far distant from its operator as the caster has STEEP points in Furlongs.

The duration of Time of Effect can be altered from Months to Years through prior laying of an *Enchantment* Casting.

The golem's Initiative is normal, and it moves at a rate of 12 Feet per CT when in motion. This can be modified to 2 at slow or 24 at fastest rate of speed possible, 36 Feet if the Golem is four-legged. It attacks at a BAC of 35, but with a weapon can add the Weapon Factor to this percentage chance. Base PD without use of a weapon is 6d6 "Blunt", with one attack per CT possible.

A *Clay Golem* possesses 120 Physical Damage points, plus 10 % of the Alchemist's STEEP in Geology/Minerology and Sculpture as an addition to the P TRAIT. The Golem has the following (base) TRAIT scores:

M: 40)	EL 8		P: 120		CL 12		
MR: MRC: MRP: MRS:	7 6	MM: 2 MMC: MMP: MMS:	- 7 6	PM: 6 PMC: 3 PMP: 2 PMS:	5 5	PN: 55 PNC: 30 PNP: 15 PNS: 10	0 5	
Natural Armoi	r:							
	<u>PIER</u>	<u>CUT</u>	BLUNT	FIRE	CHEM	STUN	<u>ELEC</u>	
Ultra	80	20	80	20	80	80	40	
Super	60	15	60	15	60	60	30	
Vital	40	10	40	10	40	40	20	
Non	20	5	20	5	20	20	10	
Average PIERO	Average PIERCING: 50, CUTTING:12, BLUNT: 50, FIRE: 12, CHEMICAL: 50, STUNNING: 50, ELECTRICAL: 25.							

Control Elementary FORMULA:

Time: 1 AT/10 STEEP points Other Heka Costs:

Area: 1 Elementary/10 STEEP points R&D: Nil Distance: 1 Foot/STEEP point Special Other: Nil

Special Materia Cost: 600

E/F/M: This Formula is for use in conjunction with the Grade II Casting *Summon Elementary*. When activated, this Casting enables the Heka user to control up to as many Elementaries as he has 10s of STEEP in Alchemy, to the Distance indicated; or, if there is but a single Elementary subject, he can command d3 services from it, with a Distance Range measured in Furlongs. Note that nature spirit of the Mundane/Material Planes/Spheres are subject to this dweomer as if they were ordinary Elementaries. A Special Success allows the caster to command double the number Elementaries or of services from the single Elementary or nature spirit. An Elementary will usually attack the caster if it has the opportunity, so protections need to be in place to prevent this while the Casting is being performed, but once activated, and with no more subjects than may be controlled, the practitioner need not fear attack while this Effect persists. For information on Elementaries see the Dweomercræft, Elemental School, Casting, *Summon Elementary*.

Elixir of False Health FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 70 BUCs

E/F/M: This casting creates a sickly-sweet potion which temporarily increases the subject's P Trait by 50% for a period of 3d6 ATs. Note that attribute scores are not increased, and after the duration, the false increase disappears. This could be fatal if the subject has otherwise suffered enough injury to render them at a negative P Trait score.

Heka Binding RITUAL:

Time: Special or 6 ATs Other Heka Costs:

Area: 1 subject or object R&D: Nil
Distance: Touch + Special Other: Special

Special Materia Cost: 600/100 Heka points bound

E/F/M: Through this Ritual of 6 ATs time of casting, the practitioner enables the binding of Heka to an object or creature/being upon which or whom the caster has laid a dweomer needing Heka to power its activation of Effect. The practitioner must expend whatever additional amount of Heka

as required for the result desired. Note that this Casting can be utilized to provide a persona with a Heka Reservoir, but in such case the Time duration, rather than being indefinite as usage demands, extends to only a 6 Action Turns.

Compare the Dweomercræft and Heka Forging Castings of this same name.

Ironwood SPELL:

Time: 1 AT/10 STEEP points Other Heka Costs:

Area: 1 c. Foot/10 STEEP points R&D: Nil Distance: Touch + Special Other: Nil

Special Materia Cost: 1,200

E/F/M: Through this magickal Operation, the caster is able to confer temporarily the strength and hardness of iron into a quantity of wood. Such material is then the equivalent of tempered iron with respect to tensile strength, hardness, resistance to fire, physical attacks, etc. However, the weight of the wood is not affected, and it is not ferrous metal with respect to conductivity. This makes the *Ironwood* dweomer quite effective for shields as they are not subject to adjustments from "Electrical" attack Physical Damage, yet provide superior protection otherwise. Also, the Effect provides a good weapon against creatures and beings subject to iron Susceptibility, for the wood so dweomered affects all such ones as if it were actual iron. On average, two small, one medium, or one-half large shield equals 1 cubic Foot with respect to Casting Area.

Neutralize Gravity FORMULA:

Time: Special Other Heka Costs:
Area: 4 oz jar R&D: See EFM
Distance: Touch Other: Nil
Materia Cost: 40 BUCs

E/F/M: This casting is similar in many ways to the Elemental Dweomercraeft Negative Gravity Spell (CG IX), but it actually causes the subject to be repelled from the ground by inducing in them a negative charge, which causes them to be repelled by Ærth and stone. In humans, or medium-sized creatures of less than 250 pounds, the repulsion will lift the subject 20 feet in the air. In heavier subjects, the height will be less, as shown in the table below. The effect doubles for beings from the plane of Ærth. Note that this casting has no effect on subjects travelling over water more than ten feet in depth."

Oxidize (Reduce) Metals Cantrip:

Time: Instantaneous

Area: 1 metal object/Special

Distance: Touch

Contributed By Eric D. Smith from found material

E/F/M: Although effective to some extent on most metals, the more spectacular results occur in ferrous or cupric-based metals; rust or verdigris corroding away such metal or alloy as to render it useless within 5 CT's. Silver, gold and platinum simply tarnish; adamantite, aluminum, chromium, zinc, or nickel develop an oxide coating within 1 CT and are then further unaffected. Hekalite is utterly unscathed by this casting.

The reverse of this cantrip reverses the oxidation of a mass of metal, not repairing any holes, cracks or such but otherwise returning the existing metal to a shiny, non-oxidized state.

The caster may affect a quantity of metal equal to 1 pound/STEEP; double that in the event of a Special Success. Note that this casting need not necessarily affect the entirety of an object to be successful in its effect.

Poison Gas FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 2 oz pot R&D: Nil Distance: Touch Other: Nil

Materia Cost: 60 BUCs

E/F/M: This formula creates a cloud of poisonous gas which causes 25 points of Physical damage all within a 10' diameter area and a 1 DR penalty to attacks for 2d3 BTs.

Potion of Fire Breath FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 60 BUCs

E/F/M: After imbibing this smoky liquid, the subject can breathe fire in a 15' cone. Victims within this area of effect suffer 10 points of fire damage from this magickal attack, which bypasses normal armor and sets flammable items on fire. Three such attacks can be made per dose.

Reduce Heka Flow CANTRIP:

Time: Special Other Heka Costs:

Area: 1 Rod d. or Special R&D: Nil
Distance: Special Other: Special

Special Materia Cost: 600

E/F/M: This dweomer simply cuts down the flow of energy into or out of an area. The Alchemist laying the Cantrip must decide what aspect of a Casting he wishes to affect thus. As a general-purpose protective measure, the Effect operates first on Time, then Area, and lastly on Effect/Force/Material. If two or all three are to be reduced, then double triple the Base Heka Cost amount for this Casting must be expended accordingly at activation. If laid on an Area in which a dweomer is already active, the Effect will, again, operate first on Time duration. If that is not applicable, then it will abridge the flow of Heka so as to diminish Area. If this is not applicable, the dweomer will then reduce the Heka so as to diminish the Effect/Force/Material, unless extra Heka is spent to affect two or three aspects. Note also that if laid on an area with a held-activation Effect or an individual able to use Castings or Powers, it will operate in exactly the same manner with respect to the activation of Effect in the area or next Heka use by the subject individual. However, the steps are Time, Area, Distance, and only thereafter is the E/F/M diminished; so, a quadruple expenditure of Heka is required to affect all four aspects of a Casting as it is activated.

Time Duration of this Casting is "Instantaneous" if laid on an active Effect. If held activation until Heka flow operates in its Area, then it lasts for as many ATs as the Alchemist has 10s of STEEP. If laid on a held activation Effect or another individual, the Effect has a Time duration of but 1 CT per 10 STEEP points of the practitioner casting it.

Area is not actually applicable with respect to this dweomer if it is sent and laid on a held activation or Casting/Power-employing individual, as the *Reduce Heka Flow* Effect then affects only the next Heka flow from the subject.

Distance to which the dweomer can range is either "centered on caster" or else 1 For/STEEP point of the Alchemist.

The *Reduce Heka Flow* dweomer causes the aspect affected to be diminished by that percentage equal to the 10s of STEEP of its caster, i.e. 10%, 20%, 30%, etc. However, if the dweomer to be affected is of origination at 70 or greater STEEP, then the diminishment by this Casting's Effect is reduced by 1% per point of STEEP greater than 70. Thus, a reduction of 90% by an Alchemist with 90+ STEEP, would itself be diminished if the dweomer it affected had been cast as above 70 STEEP ability — say 90 for this example, so the subtraction from 90% would be 20 in this case, and the net

Reduce Heka Flow Effect would then be 70% — of Time, and Area, Distance, etc. as paid for and applicable.

Weapon Oil - Hekalite FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz oil R&D: Nil Distance: Touch Other: Nil

Materia Cost: 60 BUCs

E/F/M: Also referred to as "Heka Oil", this formula creates a shimmering multi-hued oil which is used to coat the striking surface of one or more weapons or missiles. Once applied, the surface of weapons affected will strike as if the weapon were enchanted, and damage creatures affected by magick weapons. The material can coat one cubic foot of material, or the equivalent of a score of crossbow bolts, a dozen arrows, or one longsword, adding a bonus of +1 to hit and damage. The effect lasts for six hours, but a weapon used in combat will be effective for 6 CTs before the oil is no longer effective.

CASTING GRADE VII

Aethereality Powder FORMULA:

Time: Special Other Heka Costs:
Area: 4 oz jar R&D: See EFM
Distance: Touch Other: Nil

Materia Cost: 70 BUCs

E/F/M: This enchanted power confers a temporary change of physical state, granting Aethereality to the person consuming it. Within a period of d6 CTs, the subject and all they wear or carry (up to their normal encumbrance) will fade from the Prime Material plane and transition to the Aethereal Plane.

Alfabri's Eldritch Fire CANTRIP:

Time: 1 CT/10 STEEP points Other Heka Costs:

Area: 7 Inch diameter sphere R&D: Nil Distance: Touch + Special Other: Nil

Materia Cost: 700 BUCs

E/F/M: This Cantrip creates a palm-sized ball of magickal flame, which can be held and manipulated by the Alchemist without harming him. Its fire and heat are such that inflammable objects (including the caster's clothes) or subjects, will catch fire instantly if exposed to the '*Eldritch Fire*'s Effect, so care must be taken when handling the stuff. Contact with exposed flesh (other than that of its activator's) inflicts 7d3 "Fire" PD per CT of such contact. Metal so heated will begin transferring this Damage after but 1 Critical Turn.

Though *Alfabri's Eldritch Fire* is normally used for magickal Operations, it can be employed as a powerful weapon, for it will retain its shape and coherence if thrown as a missile. It can be hurled as fast as a thrown axe, traveling with unerring accuracy to a Distance in Feet equal to the Alchemist's STEEP. Note also that it will remain "stuck" fast to its target when released from the practitioner's grasp and hurled, and that it is not extinguishable through normal means. This dweomered flame will burn for the Casting's Time duration, or until it is negated or dispelled by some means.

When cast as a FORMULA, the materia may be contained within a glass or ceramic vial and used as a bomb. When used thus, it is a 4'' (10 cm) diameter sphere which sticks fast to its target and burns for 1 BT, doing 10 points of PD per CT. The effect is otherwise the same. Also, see the Rules & Errata section later on for rules on using (and avoiding) bombs.

Blindness Gas FORMULA:

Time: Instantaneous / d4+7 BTs Other Heka Costs:

Area: 2 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 70 BUCs

E/F/M: The material of this gas bomb affects all within a 10' diameter area, causing blindness

for d4+7 days, unless otherwise treated with First Aid or a Disjunction casting (q.v.).

Change Heka Energy CHARM:

Time: 1 AT/10 STEEP points Special Other Heka Costs:

Area: 1 Rod diameter R&D: Nil Distance: Centered Special Other: Nil

Special Materia Cost: 700

E/F/M: This dweomer has the Effect of altering radically the Heka energy of the first Casting or Power which enters its Area. The Area must be centered on the Alchemist of some object he elects to use for the purpose. The subject energy upon entering the *Change Heka Energy*'s Casting Area will then do exactly the opposite of the Casting's or Power's intended, usual Effect. The dweomer functions once thus, and its Time duration then expires.

Control Elemental RITUAL:

Time: 1 AT/10 STEEP points Other Heka Costs:

Area: 1 Elemental R&D: Nil Distance: 1 Chain Other: Nil

Special Materia Cost: 700

E/F/M: This Ritual of 3 Action Turns performance time allows the Alchemist to command a single service from any Elemental creature or being from one of the Preternatural Planes of Air, Fire, Water, or Ærth. If an Elemental is present when the Casting is begun it cannot and will not attack the practitioner as he performs the Ritual, but it is wise to attempt control of such beings only if they are properly contained in a Pentacle of some sort, in case the Casting fails or is disrupted for some reason. For information regarding Elementals see the Dweomercræft, Elemental School, Casting, *Summon Elemental Aid*.

Elemental Form RITUAL:

Time: 1 AT/10 STEEP Other Heka Costs:
Area: 1 Subject R&D: See EFM
Distance: Touch Other: add 1:1 T

Materia Cost: 40 BUCs

E/F/M: Similar to cg IX Elemental Dweomercraeft casting of the same name, this casting enables the Alchemist to assume a humanoid form *similar to one of the four standard elementals, Air Ærth, Fire, or Water.

Form	BUCs	Materia	DR Mod	Bonus/Penalty
Airform	100	40	Hard	Immune vs Air/Double PD vs Ærth
Aquaform	100	40	Hard	Immune vs Water/Double PD vs Fire
Fireform	100	40	Hard	Immune vs Fire/Double PD vs Water
Terraform	100	40	Hard	immune vs Ærth/Double PD vs. Air

Although the subject does not gain the Standard Trait scheme of an elemental, while in this form, Physical Trait score is doubled for the duration, and they gain the special attacks of an elemental, as shown in the tables below:

	PIER	CUT	BLUNT	FIRE	CHEM	STUN	ELEC
Ultra	40	40	40	*	*	40	*
Super	30	30	3 0	*	*	30	*
Vital	20	20	20	*	*	20	*
Non	10	10	10	*	*	10	*
Average PIERCING: 25, CUTTING: 25, BLUNT: 25, FIRE: *, CHEMICAL: *, STUNNING: 25, ELECTRICAL: *							

*Fire Elementals are immune to Fire; Ærth Elementals are immune to Chemicals; Air Elementals are Immune to Electricity.

Air: Per CT - 75 MPH wind or 5d6 "Electrical" PD/CT

Fire: Per CT - combustion of inflammables and 5d6 "Fire" PD

Water: Per CT - drowning effect or 5d6 "Impact" PD Ærth: Structural damage or 5d6 "Chemical" PD

Note that when the subject resumes their natural form damage taken will reflect that percentage done to the elemental body, i.e., If they have 100PD normally and it was inflated to 200 points, if they took 100 points of damage while in that form, once the subject returned to their true form, they would have taken 50 points, or 50% of their normal P trait.

Full Armor Elixir FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 70 BUCs

E/F/M: Similar to the CG V Dweomercraeft casting *Armor*, *Full Persona Heka* (q.v.), this potion provides the subject with 30 points of armor protection from the damage component of Heka of Physical, Mental, and Spiritual attack forms, divided as the subject desires. The effect lasts for four hours or 30 points of damage is taken.

Ghost Essence Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 70 BUCs

E/F/M: Utilizing grave moss and a variety of poisonous material, this casting creates a potion that renders the subject catatonic for four hours. While in this state, the person consuming this potion enters a non-corporeal state.

Increase Lifespan RITUAL:

Time: Instantaneous Other Heka Costs:

Area: 1 subject R&D: Nil

Distance: Touch Other: 1:1 P TRAIT

Special Materia Cost: 14,000

E/F/M: This Ritual requires 10 ATs time to complete. Through the Effect of its dweomer the Alchemist is able to add 1 Year to the lifespan of the subject. The Casting does not affect the chronological age, condition, or health of the subject, but it adds to the longevity of the individual. The Alchemist must both expend 10,000 BUCs for special Materia to perform the Ritual and expend additional Heka points equal to the subject's Physical TRAIT total. A special Failure shortens the subject's lifespan by d3 Years!

Stone Golem RITUAL:

Time: 1 Month/10 STEEP points Other Heka Costs:

Area: 1 Stone Golem Special R&D: Nil
Distance: Touch Other: Special

Special Materia Cost: 2,100 and Special

E/F/M: Through this Ritual of 7 AT's casting time, the practitioner is able to animate and control by verbal or mental command a creature of stone. The Golem must have been formed and sculpted of pure, fine-grained stone by the Alchemist's own hands. The mineral used must be of the highest quality of its sort such as that suitable for sculpting statuary. (Stone cost is not included in Special Material Cost.) It must be man-shaped and so formed as to resemble an actual human as closely as possible according to the Alchemists Sculpture K/S Area ability. The *Stone Golem* must be no less than 5 Feet tall and can be no taller than 10 Feet tall (at which size it gains a Combat advantage due to height, if applicable).

The Golem has a low-medial intelligence, and acts primarily at the direction of the persona who created it. However, it resents its creation and thus hates all life, and its creators in particular. A *Stone Golem* can be used as a minor servant, a guard, or as an assistant. The Alchemist can give it detailed verbal instructions to follow, and the Golem will perform with relative ability equal to about two-thirds the caster's own in most cases. For example, the instructions, "Guard this chamber from any except me who enter, and kill those intruders who do gain access and touch or attempt to take anything." If the Golem is ever freed from this Mental Link (via any dweomer which negates or dispels such) it will seek out its creator and attempt to kill him, attacking any and all other living things on its direct route as it so does.

The operator has a Mental Link with the Golem, and can give it simple mental commands thus. This is dangerous, though, because it makes the operator susceptible to any Mental Link directed at the Golem. The creature can range as far distant from its operator as the caster has STEEP points in Miles. At a cost in BUCs of $d10 \times 1,000$ per "eye" the Alchemist can set two gemstones into the eye sockets of the Golem, and these are its "eyes". If double Base Heka is expended, these "eyes" will function for the caster. The Alchemist can see through the golem's "eyes" as if they were his own.

The duration of Time of Effect can be altered from Months to Years through prior laying of an *Enchantment* Casting.

The golem's Initiative is -5, and it moves at a rate of 14 Feet per CT when in motion. This can be modified to 2 at slow or 28 at fastest rate of speed possible. It attacks at a BAC of 40, but with a weapon can add the Weapon Factor to this percentage chance. Base PD without use of a weapon is 7d6 "Blunt", with one attack per CT possible.

A Stone *Golem* possesses 140 Physical Damage points, plus 10 % of the Alchemist's STEEP in Geology/Minerology, Masonry, and Sculpture as an addition to the P TRAIT. The Golem has the following (base) TRAIT scores:

M: 50	EL 10		P: 140		CL 14		
MR: 25 MRC: 10 MRP: 8 MRS: 7	MM: 2 MMC: 1 MMP: MMS:	10 8	PM: 75 PMC: 35 PMP: 30 PMS: 10	5	PN: 65 PNC: 30 PNP: 30 PNS: 10)	
Natural Armor:	DIED	CUT	DILINT	EIDE	CHEM	CTUN	PI PC
Ultra	<u>PIER</u> 80	<u>CUT</u>	<u>BLUNT</u> 20	FIRE	<u>CHEM</u> 80	STUN	ELEC 40
		80		80		80	40
Super	60	60	15	60	60	60	30
Vital	40	40	10	40	40	40	20
Non	20	20	5	20	20	20	10
Average PIERCII	NG: 50, (CUTTING	: 50, BLU	NT: 12,	FIRE: 50,	CHEMIC	AL: 50, STUNNING: 50, ELECTRICAL: 25.

Weakness Gas FORMULA:

Time: Instantaneous / d4+7 BTs Other Heka Costs:
Area: 2 oz jar R&D: See EFM
Distance: Touch Other: Nil

Materia Cost: 40 BUCs

E/F/M: This formula creates a concentrated, Heka-infused liquid that reacts when exposed to air, expanding to fill a 20 x 20 square foot area with a noxious cloud designed to incapacitate those within it, reducing them to helplessness, able to perform little except gasping and retching for the duration.

CASTING GRADE VIII

Astral Powder FORMULA:

Time: Special Other Heka Costs:

Area: 4 oz jar R&D: Nil Distance: Touch Other: Nil

Materia Cost: 80 BUCs

E/F/M: This formula creates a concentrated powder with a shiny silver hue. This powder, when applied to the forehead of a medium-sized subject, switches their consciousness to that of their astral bodies, as it springs invisibly from the point of application. Note that their physical body and all they wear or carry will remain, and the subject will be tethered to it by a silver cord. While they are in the astral state, their physical bodies should be guarded, for if their body damaged in any way, the astral counterpart will likewise suffer damage.

da Vinci's Reverse Motion CHARM:

Time: Instantaneous Other Heka Costs:

Area: 1 cubic Yard/10 STEEP points R&D: Nil
Distance: 1 Chain/10 STEEP points Other: Special

Special Materia Cost: 1,600

E/F/M: Through this Charm the Alchemist is able to change Physical motion in one or more subject creature(s) or object(s) whose total area, including any volume or space (or material) contained by it or them, is equal to or less than the Area indicated and are in the contiguous space of the Area. However, the weight of the subject creature(s) or object(s) cannot exceed the caster's STEEP in Hundredweights. When motion is reversed, the subject(s) will retrace the exact path of

movement prior to the Dweomer's Effect acting upon it, doing so to the Distance it covered over the last 7 Critical Turns.

Draught of Dragon's Tears FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion/user R&D: Nil Distance: Touch Other: Nil

Materia Cost: 80 BUCs

E/F/M: The clear liquid produced by this casting provides colorful visions, profound insight into the future and a feeling of enlightenment. While under its effect, the subject feels a connection to the universe, and the JM may choose to provide the persona with subtle clues related to the current state of the existing campaign, it will be vague and relate to that person similar to the CG VI Fortune Telling Prevision casting (q.v.).

Metal Golem RITUAL:

Time: 1 Month/10 STEEP points Other Heka Costs:

Area: 1 Metal Golem Special R&D: Nil
Distance: Touch Other: Special

Special Materia Cost: 3,200 and Special

E/F/M: Through this Ritual of 8 AT's casting time, the practitioner is able to animate and control by verbal or mental command a creature of metal. The Golem must have been formed and sculpted and molded of the purest, finest alloy of bronze by the Alchemist's own hands. The metal used must be of the highest quality of its sort such as that suitable for sculpting cast metal statuary. (Metal cost is not included in Special Material Cost.) It must be man-shaped and so formed as to resemble an actual human as closely as possible according to the Alchemists Sculpture K/S Area ability. The *Metal Golem* must be no less than 6 Feet tall and can be no taler that 12 Feet tall (at which size it gains a Combat advantage due to height, if applicable.

The Golem has a lower-medial intelligence, and acts primarily at the direction of the persona who created it. However, it resents its creation and thus hates all life and its creators in particular. A *Metal Golem* can be used as a servant, a guard, or as an assistant. The Alchemist can give it detailed verbal instructions to follow, and the Golem will perform with relative ability equal to about three-quarters the caster's own in most cases. For example, the instructions, "Guard this chamber from any except me who enter, get the name of any attempting to come in, and kill those intruders who do gain access and touch or attempt to take anything." If the Golem is ever freed from this Mental Link (via any dweomer which negates or dispels such) it will seek out its creator and attempt to kill him, attacking any and all other living things on its direct route as it so does.

The operator has a Mental Link with the Golem, and can give it mental commands thus. This is dangerous, though, because it makes the operator susceptible to any Mental Link directed at the Golem. The creature can range as far distant from its operator as the caster has STEEP points in Leagues. At a cost in BUCs of $5d6 \times 1,000$ per "eye" the Alchemist can set two gemstones into the eye sockets of the Golem, and these are its "eyes". If double Base Heka is expended, these "eyes" will function for the caster. The Alchemist can see through the golem's "eyes" as if they were his own.

The duration of Time of Effect can be altered from Months to Years through prior laying of an *Enchantment* Casting.

The golem's Initiative is -10, and it moves at a rate of 16 Feet per CT when in motion. This can be modified to 2 at slow or 32 at fastest rate of speed possible. It attacks at a BAC of 45, but with a weapon can add the Weapon Factor to this percentage chance. Base PD without use of a weapon is 8d6 "Blunt", with one attack per CT possible.

A Metal *Golem* possesses 160 Physical Damage points, plus 10 % of the Alchemist's STEEP in Geology/Minerology, Mechanics, Smithing/Welding, and Sculpture as an addition to the P TRAIT. The Golem has the following (base) TRAIT scores:

	M: 60		EL 12		P: 160		CL 16	
	MR: 30 MRC: 13 MRP: 10	3	MM: 30 MMC: 1 MMP: 1	. 3 0	PM: 8 PMC: 4 PMP: 3	.0 5	PN: 80 PNC: 40 PNP: 35	0 5
NT 1	MRS: 7		MMS: 7	/	PMS:	5	PNS: 5	5
Natural	l Armor:	DIED	CUT	DILING	EIDE	CHEM	CTUN	DI DC
		<u>PIER</u>	<u>CUT</u>	<u>BLUNT</u>	<u>FIRE</u>	<u>CHEM</u>	STUN	<u>ELEC</u>
Ultra		100	100	80	40	40	120	20
Super		75	75	60	30	3 0	90	15
Vital		50	50	40	20	20	60	10
Non		25	25	20	10	10	30	5
average	e PIERCIN	1G: 67, (CUTTING:	67, BLU	NT: 50, 1	FIRE: 25,	CHEMIC	AL: 25, STUNNING: 70, ELECTRICAL: 25.

Potion of Faith III FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 80 BUCs

E/F/M: This casting creates a thick golden syrup that grants the imbiber a 6-point bonus to their SMCap and SMPow scores, as well as all associated skills for a period of two hours.

Potion of Inspiration III FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 80 BUCs

E/F/M: This casting creates a thick violet syrup that grants the imbiber a 6-point bonus to their MRCap and MRPow scores, as well as all associated skills for a period of two hours.

Potion of Strength III FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 80 BUCs

E/F/M: This casting creates a thick green syrup that grants the imbiber a 6-point bonus to their PMCap and PMPow scores, as well as all associated skills for a period of two hours.

Reverse Result CANTRIP:

Time: 1 AT/10 STEEP points Special Other Heka Costs:

Area: 1 Foot d./10 STEEP points R&D: Nil
Distance: Centered Special Other: Nil

Special Materia Cost: 800

E/F/M: This dweomer returns a Heka Casting or Power's Effect to its source of origination, causing that Effect to impact that source, rather than the target subject protected by the *Reverse Result* Casting. Its Area is centered upon the Alchemist or some point of the practitioner's choosing. When its Effect operates, the Time duration expires.

Serum of Elemental Command FORMULA:

Time: Special Other Heka Costs:
Area: 4 oz jar R&D: See EFM
Distance: Touch Other: Nil

Materia Cost: 40 BUCs

E/F/M: This formula creates a potion that allows the person consuming it to attempt control of an elementary or elemental that they have not summoned. Success is gained in a contested roll of the subjects SM vs base DR of Difficult. An Alchemist or Elemental DMC have a bonus, as do HPs with an affinity for the element. Those with an affinity for the opposite element have a penalty +1 DR.

Entity Attempted To Be Controlled	Target SM	Subject is Alchemist Or Elemental DMC	Affinity for Element	Affinity for opposing Element
Elementary	20	-1 DR	-1 DR	+1 DR
Elemental	30	-1 DR	-1 DR	+1 DR

Serum of Gender Reversal FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 80 BUCs

E/F/M: When ingested, the potion created by this casting causes the gender of the subject to *permanently* reverse. Only the most potent restoration magick (or another dose of this potion) may reverse the effects.

Work Tau RITUAL:

Time: Permanent Other Heka Costs:

Area: 1 cubic Foot/10 STEEP points R&D: Nil Distance: Touch Other: Nil

Special Materia Cost: 1,600/cubic Foot

E/F/M: Through the use of this potent magickal Operation, the caster is enabled to shape and mold the intrinsic stuff of all things within the Multiverse. Thus, one or more physical properties of a non-living substance or item can be changed — color, shape, size, weight, base material, properties, etc. A subject can also be made to be totally exclusive of and Invulnerable to one element thus, Heka included. For example, a suit of Plate Armor could be made Invulnerable to the effects of air, fire, water, Ærth, or Heka — but not two or more of these elements. If Heka were selected, the armor would never be subject to any Laying or a Casting, Power, or Heka of any sort, including damage from its energy. It would not translate effects of the element to which it was Invulnerable. However, the metal would be otherwise completely normal. Note that any increase or decrease in size or weight balances proportionally against the other, as mass remains constant. For example, if the size of an object is increased, its weight will decrease.

If tau alone is to be retained sans any elemental material composition included it its matter, then the Alchemist must expend both double normal Heka for this Ritual and the Material cost changes from 1,600 per cubic Foot to the same cost per cubic Ounce!

CASTING GRADE IX

Alcahest FORMULA:

Time: Permanent Other Heka Costs:

Area: Special R&D: Nil Distance: Touch Other: Nil

Materia Cost: 4,500 BUCs

E/F/M: This special Casting requires the Alchemist to have as its subject 100 Pints of Wateracid (q.v.). From this liquid the Alcahest is distilled through the Effect of this operative dweomer. The end result is one Pint of Alcahest... the universal solvent. The stuff is sovereign with regard to any of the four Mundane Elements (air, fire, water, Ærth) but not tau. It is not so potent against Heka, in that the Alcahest is neutralized by Heka at a 1 Ounce to 10 Heka-point basis when interacting with some basic element as well. Thus, the Alcahest, in dissolving a suit of enchanted armor, will lose 1 Ounce of its effective power for each point of Heka that the armor could have withstood, up to 160 points. Otherwise, the Alcahest dissolves 1 cubic Rod of any sort of non-Heka bearing matter of solid or liquid sort, turning it into a vapor in the process, per 1 ounce of its substance. For example, if the Alcahest were so poured as to begin its dissolution over a 1 square Yard area, 1 Ounce would dissolve 272.25 cubic Feet of matter before being exhausted. Working straight down, the stuff would leave a generally square shaft 30.25 Feet deep by one Yard square in approximately 9 CTs time. The 1 Ounce of Alcahest would then be neutralized.

As noted, the *Alcahest* will not dissolve or react with tau, so the Alchemist must have a vessel of pure tau matter to contain the stuff. This can be fashioned only through the *Work Tau* Casting.

Amaranth Nectar FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 4,500 BUCs

E/F/M: While true nectar of the Amaranth blossom can confer immortality in legends, this alchemical concoction is able to increase longevity of the subject by a factor of 10.

Enchantment RITUAL:

Time: Permanent Other Heka Costs:

Area: Special R&D: Nil Distance: Touch Other: Nil

Special Materia Cost: 900

E/F/M: This Ritual Casting of varying length enables the operator to place Heka Castings and their Effects upon one object or creature by readying the subject — making it able to accept, retain, and utilize a dweomer. Note that this Ritual is different from a *Heka Binding* in that it is a preparatory Casting, and it must be used when a subject has the potential to resist or reject or not otherwise be properly a receptacle for/receive the Heka. (Any non-Heka-able persona classifies thus.) A Special Failure indicates that the creature or item will never be capable of retaining Heka-Engendered Powers. Otherwise, the Ritual requires 5 Action Turns plus 1 per Grade of Heka Casting to be contained, held, or otherwise laid upon the subject.

Once successfully laid on the subject or object, the individual can employ such Casting or Power as is enabled it via some subsequent dweomer. The object will be able to perform likewise. Note that in either case Heka to power the Casting or Power must be available — from personal sources, a Reservoir, the *Heka Binding* Casting's Effect, etc.

Psychic Elixir FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 1,800 BUCs

E/F/M: This casting produces a potion which confers temporary psychic ability upon the subject for four hours. Such ability typically manifests in telepathy, telekinesis, or some other metaphysical power of the JM's choice.

Remove Years RITUAL:

Time: Instantaneous Other Heka Costs:

Area: 1 subject R&D: Nil Distance: Touch Other: Nil

Special Materia Cost: 18,000 plus 1,800/Year removed

E/F/M: The *Remove Years* Ritual requires 1 Action Turn of casting time for each Year of Physical age to be taken from the subject by the Dweomer's Effect. The Alchemist can remove no more total Years of age than he has 10s of STEEP. No subject can withstand this Effect more times than he has Physical Muscular and Neural Capacity ATTRIBUTES scores average total. A Special Failure adds as many Years age to the subject as were attempted to be removed, and unless the individual succeeds in a roll against his P TRAIT (as adjusted for dweomered age!) at "Difficult", the shock of this ageing will result in instant death.

Simulacrum of Parcelus RITUAL:

Time: Permanent Special Other Heka Costs:

Area: 1 subject R&D: Nil
Distance: Touch Special Other: Nil

Special Materia Cost: 90,000

E/F/M: The Ritual requires 9 ATs performance to complete. A Simulacrum is a magickally-created duplicate of a creature or persona. The "picturing" of the subject to be duplicated must be done prior to the casting of the Ritual. That is, the subject of supplication must be in sight of the Alchemist; or else be well known to him, a likeness of the subject be before the practitioner, and many details of the subject's persona and life must be in his mind at commencement of the Dweomer's casting. This "copy" of the subject is under the absolute control of the Alchemist, and although its pure physical appearance is exactly the same as the subject, it initially lacks a vital force upon creation, and its Physical scores are only 50% of the subject which it duplicates. The Simulacrum functions as would a near-mindless Zombie, heeding little save the commands of the caster, until a Casting such as "Ritual of the Heart" is used to Link a spirit within the physical shell. (This can be a tricky business...) Until so vitalized, the Simulacrum appears much as might a manikin fashioned in the likeness of the subject.

When it is created the Simulacrum acquires some of the *capabilities* of the original subject, but until the Alchemist can get assistance, one who can find an appropriate spirit being to inhabit the body, the Mental and Spiritual TRAIT scores of the creature are equal to 25% of those of the subject. Oddly enough, when a spirit is found and joined with the Simulacrum, it will begin to acquire many of the original subject's personality traits and K/S Areas. As much as 75% of the subject's skills, abilities, and knowledge will be regained by the duplicate. (To determine the similarity, roll 5d3 and multiply the result by 5 to arrive at a range of 25-75%. The GM will determine all questions regarding the matter.) The Simulacrum's STEEP in each K/S Area will depend on the Mental and Spiritual TRAIT scores of the inhabiting spirit. Its Ethos will likewise be a matter to be determined...

The Simulacrum can increase its STEEP in those K/S Areas gained from the subject only if the one it duplicates is no longer alive. However, it otherwise operates as would the individual it duplicates.

Steelskin Elixir FORMULA:

Time: Special Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 90 BUCs

E/F/M: This formula creates a dull grey potion that provides the person consuming it with the equivalent physical armor protection of a Metal Golem, as shown below:

Natural Armor:	PIER	CUT	BLUNT	FIRE	CHEM	STUN	ELEC		
Ultra	100	100	80	40	40	120	20		
Super	75	75	60	30	30	90	15		
Vital	50	50	40	20	20	60	10		
Non	25	25	20	10	10	30	5		
Average PIERCING: 67, CUTTING: 67, BLUNT: 50, FIRE: 25, CHEMICAL: 25, STUNNING: 70, ELECTRICAL: 25.									

If cast upon a person, the enchantment will last for a number of BT equal to the casters STEEP. If made into a potion, the duration of the protection will last 30 +2d6 minutes."

Tau Bomb FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 3,600 BUCs

E/F/M: The function of this casting creates a bomb which disintegrates matter struck by the container when hurled at an object or creature. It is advisable for the person using this type of bomb to be able to throw or direct it with accuracy, for whatever this bomb strikes will be absolutely consumed by the missile. The material used by the formula is contained by a magick form of stasis cast upon the container, but the duration of the container -and matter within – is only viable for a period of three days. After this time period, the bomb and container simply revert to the fifth element and disappear.

Troll Blood Elixir FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 1,800 BUCs

E/F/M: When ingested, the potion created by this formula causes the subject to regenerate all lost P Trait points, including lost limbs and digits over a period of 1d6 ATs. Note that any formerly lost body parts whose wounds had healed will not be so restored.

Universal Glue FORMULA:

Time:SpecialOther Heka Costs:Area:4 oz jarR&D: See EFMDistance:TouchOther: Nil

Materia Cost: 40 BUCs

E/F/M: This formula creates a universal adhesive. The thick, tar-like substance is the opposite of Alcahest, which is the only substance capable of dissolving this glue. Because the first rule of any glue is: Never use one unless you have the corresponding solvent.

Without Alcahest, it is doubtful anything bonded using this glue will ever separate by normal, or even Preternatural, means.

🧪 Table of Alchemical Consumables: Solutions, Oils, & Gases 🙊

Buoyancy Potion 10 20 Elixir of White Drag Endure Elements Potion 10 20 Grasshopper Oil Glow Powder 10 20 Invisibility Potion Liquid Light 10 20 Oil of Sharpness Weapon Oil - Iron "Faebane" 10 20 Paralyzation Gas B Acid Jet Bomb 80 120 Potion of Faith II Feather Step Potion 20 50 Potion of Inspiration Poison Dust 40 100 Potion of Strength Maximus Potion 20 50 Alchemical Firebal Minimus Potion 20 50 Elixir of False Heal Spiderwalk Potion 20 50 Potion of Fire Bread Alkaline Shower Bomb 120 160 Weapon Oil - Hekat Fae Breeze Potion 30 75 Aethereality Powder	gon's Blood 500 50 200	600 150
Glow Powder 10 20 Invisibility Potion Liquid Light 10 20 Oil of Sharpness Weapon Oil - Iron "Faebane" 10 20 Paralyzation Gas B Acid Jet Bomb 80 120 Potion of Faith II Feather Step Potion 20 50 Potion of Inspiration Poison Dust 40 100 Potion of Strength Maximus Potion 20 50 Alchemical Firebal Minimus Potion 20 50 Elixir of False Heal Spiderwalk Potion 20 50 Poison Gas Bomb Wakeful Solution 20 50 Potion of Fire Bread Alkaline Shower Bomb 120 160 Weapon Oil - Hekat		150
Liquid Light 10 20 Oil of Sharpness Weapon Oil - Iron "Faebane" 10 20 Paralyzation Gas B Acid Jet Bomb 80 120 Potion of Faith II Feather Step Potion 20 50 Potion of Inspiration Poison Dust 40 100 Potion of Strength Maximus Potion 20 50 Alchemical Firebal Minimus Potion 20 50 Elixir of False Heal Spiderwalk Potion 20 50 Poison Gas Bomb Wakeful Solution 20 50 Potion of Fire Bread Alkaline Shower Bomb 120 160 Weapon Oil - Hekat	200	100
Weapon Oil - Iron "Faebane" 10 20 Paralyzation Gas B Acid Jet Bomb 80 120 Potion of Faith II Feather Step Potion 20 50 Potion of Inspiration Poison Dust 40 100 Potion of Strength Maximus Potion 20 50 Alchemical Firebal Minimus Potion 20 50 Elixir of False Heal Spiderwalk Potion 20 50 Poison Gas Bomb Wakeful Solution 20 50 Potion of Fire Bread Alkaline Shower Bomb 120 160 Weapon Oil - Heka		300
Acid Jet Bomb 80 120 Potion of Faith II Feather Step Potion 20 50 Potion of Inspiration Poison Dust 40 100 Potion of Strength Maximus Potion 20 50 Alchemical Firebal Minimus Potion 20 50 Elixir of False Heal Spiderwalk Potion 20 50 Poison Gas Bomb Wakeful Solution 20 50 Potion of Fire Bread Alkaline Shower Bomb 120 160 Weapon Oil - Heka	50	150
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Alkaline Shower Bomb 120 160 Weapon Oil - Heka	60	300
•	ath 60	200
Fae Breeze Potion 30 75 Aethereality Powder	alite 60	200
	er 70	250
Flashbang Bomb 30 75 Alfabri's Eldritch Fi	ire Bomb 700	1,200
Potion of Faith I 30 75 Blindness Gas Bor	nb 70	350
Potion of Inspiration I 30 75 Full Armor Elixir	70	250
Potion of Strength I 30 75 Ghost Essence Pot	tion 70	250
Weapon Oil - Silver "Werebane" 30 75 Weakness Gas Bor	mb 70	350
Dark Whispers Potion 40 100 Astral Powder	80	300
Fludd's Fire Bomb 400 500 Draught of Dragor	Tears 80	300
Oil of Slipperiness 40 100 Potion of Faith III	80	300
Reflex Boost 40 100 Potion of Inspiration	on III 80	300
Sleep Gas Bomb 40 150 Potion of Strength	III 80	300
Wateracid Bomb 400 500 Serum of Element	al Command 80	300
Diamond Eyes Gas Bomb 50 250 Serum of Gender I	Reversal 80	300
Elixir of Dragon's Blood 500 600 Alcahest	4,500	5,000
Elixir of Black Dragon's Blood 500 600 Amaranth Nectar	4,500	10,000
Elixir of Blue Dragon's Blood 500 Fsychic Elixir	1.000	3,600
Elixir of Green Dragon's Blood 500 600 Tau Bomb	1,800	•
Elixir of Red Dragon's Blood 500 600 Troll Blood Elixir	1,800 1,800	3,600

While some prices are high, it's usually because the materia is either exotic, hard to find or attached to something dangerous

Bombs are expensive and hard to find. They are also not infallible, nor are they necessarily safe in any environment where they could be jostled or accidentally detonated (for more information, see the Rules & Errata section later on for the rules on handling and using bombs). If you made bombs, would you sell them to just any murder hobo who wandered into town?



HERBALISM

A Word on Behalf of Healers

Umm, hello? You may not recognize me, but I exist in many places throughout the multiverse, and I wander through the collective consciousness of bright and curious people like you. I am a Dream Wyrd, commonly known as a muse, and my name is Mhyrranda. I'm here to give you another view of Herbalism. You might think Herbalists are a minor kind of Vocation, since we don't do much to create the Heka that goes into our consumables – Poultices, Balms, Potions, and Simples. But that's because we recognize the *reagents* in them for what they are: natural vessels for Heka. We don't need to harness the power of *tau*. It's in everything, after all. Alchemists get really high and mighty about it, as they extract, transmute, enhance, and all that other fiddling about that they do, just to *perfect things*.

Nope. We don't need all that. Just a little skill in Botany, a good eye for spotting them, and Nature's Grace – and a green thumb helps. Most of what people need is right there under their feet, and there are plenty of organic Hekons just flowing all around us. Enough to heal, cure, protect, enhance, and even entertain. Ask me about my entheogenic selection sometime.

Anyway, the materia for Herbalism doesn't need to be perfect. It's just right the way the universe intended. You just have to know how to use the right ingredients for a cosmic mix and BAM! No lab needed, just a mortar and pestle and a few vials and jars. And herbalism is a great adjunct for most professions, especially those who want to utilize nature's ingredients to heighten their senses and abilities, regenerate, resist diseases, and neutralize the nastiest poisons (and just between us, toxicologists can learn a thing or two from us about making antidotes and poisons).

But you probably already know all this. So, let's just get on to the collection of Herbalism castings. Sweet dreams, sugar. I'll see you there.



Castings of the Herbalism K/S are primarily used for the betterment of the well-being and health and vigor of living things. They are also to mix, brew or otherwise create potions, concoctions, oils, powders, and other magickal substances. As opposed to those magickal operations performed by Alchemists, the substances produced through Herbalism Castings are frequently derived from living or dried flora, typically augmented by Mundane/Material or Preternatural forces harnessed by the herbalist.

Special Note regarding Herbalism Castings:

The duration of Formulas that are used to create Heka-Imbued substances such as Potions, Oils, and the like is listed as "Special". This is because such substances will typically last for an indefinite period of time if stored properly in sealed containers. However, once the seal is broken, the Reagents will begin to break down and their power will fade with time. For every day after the substance becomes exposed to air, there is a 1% cumulative chance that the substance will lose all magickal properties.

Herbalism Archetypical Castings

Below is a complete list of new and existing Herbalism castings. Many are used to create potions, oils, and ointments, while many are new casting with new capabilities. All of these new entries will be listed with a **bold blue title**. In the case where an existing casting is modified, the title and any modified or additional text in the casting will appear in **bold/italic green**. Unless otherwise noted, castings used for creating potions, oils, and ointments are cast as formulas, reflecting the time required to create and bottle the materia. This does not include time spent preparing the ingredients which could vary from a few ATs to hours. Additional cost (in BUCs) for special Materia required for a Casting appears before the Effect/Force/Materia generated by Casting activation is detailed. A table following these castings will list both the materia cost and the typical sell price for such items.

Note from Dave:

While creating all the new castings, one of the things that fairly jumped out at me was the very high cost of some of the potions and materia. In attempt to revise the entries in this list and bring them all into line with a standard pricing model, I have reduced the cost of a number of them. In some cases, there were reasons I chose to reduce the costs only slightly, and some remained the same. In these cases, it was because of the relatively exotic or limited supply of such materia – in other words, the dragons refused to give a discount...

HERBALISM ARCHTYPICAL CASTINGS

51 TOTAL NEW AND MODIFIED CASTINGS OF 70

Grade I Castings: Base Heka Cost: 20

Auraread SPELL Botanomancy SPELL Chiromancy SPELL Detect Poison CHARM

Enhancement Powder FORMULA Fire Pepper Dust FORMULA

Healing Poultice SPELL

Love Potion SPELL

Purification Potion FORMULA

Stabilize Potion FORMULA

Tears of the Frost Giant FORMULA

7 new or modified - 11 TOTAL

Grade II Castings: Base Heka Cost: 35

Air Bubbles Potion FORMULA

Detect Disease SPELL
Identify Disorder SPELL
Identify Poison CANTRIP

Iron Water Potion FORMULA

Parasitesrid CANTRIP

Pestrid CANTRIP

Remove Paralysis Oil FORMULA

Shield Potion FORMULA

Sleep Potion FORMULA

5 new or modified - 10 TOTAL

Grade III Castings: Base Heka Cost: 50 8 r

8 new or modified - 11 TOTAL

Acute Senses Potion FORMULA

Adjust Chi RITUAL

Cat's Grace Potion FORMULA

Herbal Poison FORMULA

Levitate Potion FORMULA

Ointment of Speed FORMULA

Paralyzing Oil FORMULA

Potion of Healing FORMULA

Resist Disease FORMULA

Resist Poison FORMULA

Trollweed Potion FORMULA

6 new or modified – 9 TOTAL

Grade IV Castings: Base Heka Cost: 75

Animal Attractant FORMULA

Darkvision Potion FORMULA

Identify Potion CHARM

Insight Potion FORMULA

Minimize Poison SPELL

Ointment of Strength FORMULA

Painkiller FORMULA

Spikesprout CHARM

Wraithwood Flower Elixir FORMULA

Grade V Castings: Base Heka Cost: 100

7 new or modified - 8 TOTAL

Antitoxin FORMULA

Aethereal Sight Elixir FORMULA

Flying Potion FORMULA

Healing Infusion FORMULA

Hekaberry SPELL

Oil of Infection FORMULA

Potion of Greater Healing FORMULA

Truth Serum FORMULA

Grade VI Castings: Base Heka Cost: 125 6

6 new or modified – 7 TOTAL

Add Chi RITUAL

Arrest Disease SPELL

Forgetfulness Elixir FORMULA

Gentle Repose Ointment FORMULA

Neutralize Poison SPELL

Oil of Invisibility FORMULA

Psychic Infusion FORMULA

Grade VII Castings: Base Heka Cost: 150 5 new or modified – 6 TOTAL

Beast Repellant CANTRIP

Catatonic FORMULA

Effluvium of Delusion FORMULA

Mystic Oil FORMULA

Potion of Superior Healing FORMULA

Powercrystal SPELL

<u>Grade VIII Castings: Base Heka Cost: 200</u> 3 new or modified – 4 TOTAL

Balm of Regeneration FORMULA

Elemental Oil FORMULA

Elixir of Increased Health FORMULA Gaseous Form Potion FORMULA

Grade IX Castings: Base Heka Cost: 250 4 new or modified – 4 TOTAL

Effluvium of Aethereality FORMULA Invulnerability Potion FORMULA Potion of Supreme Healing FORMULA Rejuvenating Draught RITUAL

CASTING GRADE I

Auraread SPELL:

Time: 1 CT Other Heka Costs:

Area: 1 living subject R&D: Nil Distance: Sight to 1 Foot/STEEP point Other: Nil

Materia Cost: Nil

E/F/M: This Dweomer's Effect enables the Herbalist to discern the outstanding aural qualities of any living thing, but only in respect to general nature. This Casting enables the practitioner to do any one of the following through its Effect:

- 1) Scan the aura of the subject for Heka, determining thereby if there is none, a small amount, a moderate amount, or a large amount.
 - 2) Look at the subject and see if it is basically well and sound or sick and/or injured.
- 3) Examine the aura of the subject so as to have some idea as to whether it is beneficial, neutral, or baneful.

Botanomancy SPELL:

Time: 1 BT/10 STEEP points Other Heka Costs:

Area: 1 subject R&D: Nil Distance: 1 Foot Other: Nil

Materia Cost: Nil

E/F/M: This Spell divines the true identity of a single Mundane or Preternatural herbal substance, either in natural or processed form. Such a positive identification allows the caster to verify their suitability for use as possible Reagents. It requires 1 BT to subject the herbal substance to the scrutiny of this dweomer, and mixed substances will require 1 BT each, so the Time duration might disallow the examination of many specimens even for an Herbalist with considerable STEEP.

Chiromancy SPELL:

Time: Instantaneous Other Heka Costs:

Area: 1 subject R&D: Nil Distance: Touch Other: Nil

Materia Cost: Nil

E/F/M: *Chiromancy* is a Spell which diagnoses the nature of any Mundane physical problems, illnesses or ailments of one subject. Thus, it will detect poisons, diseases, etc. of normal sort, although it will not necessarily detail the exact nature of the harmful substances, organisms, etc. present. For example, poison noted might be toxins from a bacterial/parasitical infection/infestation. This general information provides the Herbalist with some indication of the possible treatment or cure or alerts the practitioner to the need for further Castings required to pinpoint the problem, aiding in the determination of treatment.

Detect Poison CHARM:

Time: Instantaneous Other Heka Costs:

Area: 1 subject R&D: Nil
Distance: Touch Other: Nil

Materia Cost: Nil

E/F/M: This Casting enables the Herbalist to determine the presence of any Mundane, Preternatural, or Supernatural poison or similar toxic substance within a subject. The dweomer will reveal how the poison was administered or came to be in the subject. The caster is otherwise unable to determine the identity of the poison, its STR rating, but in many cases this Spell will be adequate as a positive diagnosis.

Note that this dweomer will work to discover poison on or within a non-living subject.

Enhancement Powder FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 lb. powder R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: When mixed with other materials, this dust enhances the potency and flavor of an herb or spice. Thus, sweet items will become sweeter, spicy items will become spicier - and in some cases, as determined by the JM, magickal herbs will increase in potency.

Fire Pepper Dust FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 lb. spice R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: The fine powder created by this casting is a tasteless and odorless substance that warms up liquids as if they had been heated over a fire.

Healing Poultice SPELL:

Time: Instantaneous Other Heka Costs:

Area: 1 subject R&D: Nil Distance: Touch Other: Nil

Materia Cost: 40 BUCs

E/F/M: Through this Spell, the Herbalist enchants a prepared poultice (from such healing herbal substances as he must have on hand), which will heal immediately minor Physical Damage, and

allow any remaining Damage to heal at twice the normal rate. The practitioner rolls 2d6 to determine the point amount of PD thus healed. Note that the healing from this Casting does not affect poison or disease of any sort. Subjects who have been poisoned or exposed to a Disease as a result of their wounds will still suffer any effects of these.

Love Potion SPELL:

Time: 1 Day/STEEP point Other Heka Costs:

Area: 1 Potion of 1 dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 100 BUCs

E/F/M: The *Love Potion* Spell enchants a simple Potion using the Magickal Law of Sympathy. The Potion will affect the person or creature who consumes it by causing him (or it) to become enamored of, or attached by filial or brotherly love, to the first living thing seen after it is ingested. The extent of the Effect is similar to the power of the Magnetism K/S Area, and will begin to fade slowly in intensity after a period in Days equaling the Herbalists STEEP in this K/S Area.

Purification Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: When added to food or drink, this clear liquid removes any impurities, including poisons or diseases. Curdled milk is restored, as is fruit which has spoiled. Rot and mold are neutralized, and even magickal effects are negated to some extent.

Stabilize Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: This potion keeps a grievously wounded subject from dying by keeping them from slipping below 1 P Trait point. A stabilized individual will hold constant and bleeding will stop, although any wounds will not heal without attention from First Aid or other treatment, such as healing via magick or potions.

Tears of the Frost Giant FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 Liter R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: This tasteless and odorless substance cools liquids without ice, and is useful for keeping all forms of liquids at a temperature slightly above freezing. It also serves as an intoxicant if mixed with drinks, though its normal state is heavier than water.

CASTING GRADE II

Air Bubbles Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: When consumed, the potion created by this casting allows a subject to breathe underwater for 2 hours as if there were a source of breathable air.

Detect Disease SPELL:

Time: Instantaneous Other Heka Costs:

Area: 1 subject R&D: Nil Distance: Touch Other: Nil

Materia Cost: Nil

E/F/M: This Casting will allow the persona to determine the presence of any Mundane, Preternatural or Supernatural disease within a subject. The caster can determine the identity of the disease, know its effects and contagiousness (STR/CON-R) and whether or not it is Heka-induced, though it will be unlikely that the exact source will be known, especially if the disease was acquired through normal contagion. This will enable treatment of appropriate sort.

Note that this dweomer will work to discover Disease vectors of a non-living sort, so that contagion potential from objects or places can be determined.

Identify Disorder SPELL:

Time: Instantaneous Other Heka Costs:

Area: 1 subject R&D: Nil
Distance: Touch Other: Nil

Materia Cost: Nil

E/F/M: Through this Spell, the Herbalist is able to positively identify the presence and type of any Mundane or Preternatural Mental disease or disorder, whether Heka-induced or not. Such knowledge will enable the caster to determine the correct method of treatment. This Casting will not identify Supernatural disorders of the mind.

Identify Poison CANTRIP:

Time: Instantaneous Other Heka Costs:

Area: 1 subject R&D: Nil Distance: Touch Other: Nil

Materia Cost: Nil

E/F/M: Through this Cantrip, the practitioner is able to positively identify the presence and type of any Mundane, Preternatural, or Supernatural poison, its likely method of entering the subject's system, and its Strength (STR) rating. Such knowledge will enable the Herbalist to determine the correct antidote and method of treatment. This Casting will also identify Entital poisons, but cannot provide the caster with sufficient knowledge to determine the required cure.

Iron Water FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: The potion from this casting makes the subject smell like iron, and repels Fae creatures. The duration of this effect is 2 hours.

Parasitesrid CANTRIP:

Time: Instantaneous or Special Other Heka Costs:

Area: 1 dose Special R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: The Infusion, Ointment or Balm (Herbalists choice) enchanted through this Casting will destroy most internal parasites (worms, mites, etc.) if ingested or when applied to the skin will kill insects outright on contact, and will repel fleas, ticks, horseflies, and other small insects/arachnids/myriapods. The effects are instantaneous with respect to the Infusion taken internally. Once either the Ointment or the Balm is applied to the subject's exposed skin its repellant effect will last for one hour for every 10 STEEP points of the caster. Note that even giant-sized insects/arachnids/myriapods will be affected. If the Ointment/Balm is used as a weapon poison, there will be one application per 10 STEEP of the Herbalist, and each application will inflict an extra 2d6 PD to the subject insect/arachnid/myriapod. In regards to repelling effect, the Time duration will be reduced by the relative size of the subject.

Pestrid CANTRIP:

Time: 1 AT/10 STEEP points Other Heka Costs:

Area: 1 Rod d./10 STEEP points R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: This Cantrip enables the Herbalist to enchant a floral substance so as to form a Fumigant that will repel insects, arachnids, and/or myriapods of all sorts for the Time indicated in an Area of Effect commensurate with the practitioner's ability. The herbage must be set alight, and it will then smoke and create a thin, nearly invisible haze over the Effect Area. This smoke will be sufficient to drive off even giant-sized insects for a reduced duration equal to their abnormal size.

Remove Paralysis Oil FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz oil R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: When rubbed into the skin over the course of 3 ATs, this oil removes the effects of paralysis on a single subject.

Shield Potion FORMULA:

Time: Instantaneous <u>Other Heka Costs:</u>

Area: 1 oz potion R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: Consuming this potion provides 10 points of natural armor for a period of 2 hours. Multiple applications will not increase the effect, though the natural armor is renewing and damage from combat does not destroy it.

Sleep Potion FORMULA:

Time: 1 Hour/10 STEEP p. Special Other Heka Costs:

Area: 1 dose of 1 Ounce R&D: Nil Distance: Touch Other: Nil

Materia Cost: 20 BUCs

E/F/M: The Potion created through this Formula Casting will cause one subject with up to as many Physical TRAIT points total as the Herbalist has STEEP points to become drowsy within 2d6 CTs time, and instantly thereafter fall into a deep sleep. Of course, the Potion must be ingested, but because it is almost odorless and nearly tasteless, and a single dose is only about 1 ounce in volume, it is easy to add to another liquid. The Effect will last for one Hour for every 10 STEEP points of the Herbalist, plus 1 AT additional period for each factor of the Potion in excess of the subject's M TRAIT.

Multiple doses of this liquid can be combined so as to affect more powerful subjects or to keep one asleep for an extended period.

CASTING GRADE III

Acute Senses Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 30 BUCs

E/F/M: This potion sharpens the five senses, and in addition, raises the subject's Perception STEEP by 10 points for a duration of 2 hours.

Adjust Chi RITUAL:

Time: Special Other Heka Costs:

Area: 1 subject R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 30 BUCs

E/F/M: The completion of this Ritual requires 3 Action Turns of performance with the subject a central part of the Casting. This dweomer enables the practitioner through external and internal application of herbs to aid the whole of the individual's systems. The resulting Effect is to add 1d3 to each TRAIT, restoring Damage sustained and balancing losses between Mental, Physical, and Spiritual Damage to a like extent (d3 from stronger to weaker), or else otherwise adding a false total to a TRAIT or TRAITS, and lending 3d3 points of personal Heka as well, for as many ATs duration as the Herbalist has STEEP points.

Cat's Grace Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 30 BUCs

E/F/M: This formula creates a milky pink potion which temporarily increases the PN category of the subject by 10 points for a period of 2 hours. The subject becomes more dexterous, and is capable of greater feats of balance and acrobatics while under the effects of this potion.

Herbal Poison FORMULA:

Time: 1 Day/10 STEEP points Other Heka Costs:

Area: 1 dose of 1 Ounce R&D: Nil Distance: Touch Other: Nil

Materia Cost: 30 BUCs

E/F/M: Using this Formula, the Herbalist can create a lethal poison whose deadly form can be either powder or liquid. The liquid is colorless, nearly odorless, and almost tasteless. It can, for example, be introduced to a subject by being mixed with a drink or falsely labeled as another,

beneficial Potion. The rust-colored powder, is also almost tasteless and nearly odorless, can be stirred into drinks or broth, for example. Either form has a Strength Rating (STR) equal to the caster's STEEP in points. The time Effect Rating of either form is as short as 1 AT minus the Herbalist's STEEP point total in CT, 1 CT minimum, or a period up to as long as the practitioner's STEEP in ATs. For more information regarding the STR and effects of poisons, please refer to the section in *Mythus* on Combat.

Levitate Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 30 BUCs

E/F/M: This potion has the effect of the Grade II Dweomercraeft casting. The effects last for 30 minutes, and the maximum weight possible to levitate is 400 pounds.

Ointment of Speed FORMULA:

Time: 1 CT/STEEP point Other Heka Costs:

Area: 1 dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 120 BUCs

E/F/M: One Battle Turn after being applied to the soles of the feet, the Ointment created by this magickal Formula enables the subject to move at double the normal rate, gain an Initiative bonus of -10, and have twice the normal attack rate. The magickal quickness conferred through use of the ointment lasts for as many CTs time as is indicated.

Paralyzing Oil FORMULA:

Time: 1 Hour/10 STEEP p. Special Other Heka Costs:

Area: 1 dose of 10 ounces R&D: Nil Distance: Touch Other: Nil

Materia Cost: 30 BUCs per Ounce

E/F/M: This Casting creates a slippery, metallic-appearing Oil which, when brought into contact with exposed flesh, will cause the subject to become completely paralyzed within 2d3 CTs. The Oil's full effect last for a number of Hours equal to the Herbalist's 10s of STEEP, with less than the full dose reducing the time proportionately. It otherwise causes no lasting harm.

Note that if this stuff is poured, sprayed, thrown, etc. at a target, the attacking device or attacker must have a Combat, Missile Weapons rating to determine if a hit is scored. The GM will then decide on what sort of Exposure roll a target subject (or subjects) will have to make — d2 for least possibility (multiple subjects) to d10 or even d3 +7 for a "can't miss" situation.

Potion of Healing FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 30 BUCs

E/F/M: This formula creates a potion that restores 3d6+15 points of physical damage to the subject.

Resist Poison FORMULA:

Time: 1 AT/STEEP point Other Heka Costs:

Area: 1 dose vs. 1 specific Poison R&D: Nil Distance: Touch Other: Nil

Materia Cost: 30 BUCs

E/F/M: This Formula magickally charges an Infusion, providing the subject who drinks it with the ability to withstand all effects from a specific type of Poison named by the Herbalist as he activated the dweomer, for a period indicated by the Time duration noted above. Note that the poison itself is not neutralized, and the individual utilizing this Infusion can be subject to the full effects of the Poison if it's Strength is not diminished over time or some other means, or it is a time-delayed Poison.

Resist Disease FORMULA:

Time: 1 Hour/STEEP point Other Heka Costs:

Area: 1 oz. dose R&D: Nil

Distance: Touch Other: 1:1 D STR R

Materia Cost: 30 BUCs

E/F/M: The prepared Infusion which is enchanted by this Formula enables the subject to resist contraction of most forms of Disease. The Dweomer's Effect will protect against diseases of 50 STR or less, and the Herbalist can increase the level of Resistance by channeling additional Heka at the time of activation of the Formula. For every additional point of Heka that the caster expends when activating the Casting, an additional point of STR will be countered. Note, however, that while not himself subject to the Resisted Disease, the individual might be a vector, carrying a Contagious Disease.

Trollweed Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 30 BUCs

E/F/M: The subject who ingests this potion gains the ability to see magickal auras for 1 hour, similar to the Grade IV Dweomercraeft casting *Detect Heka Sources* (q.v.).

CASTING GRADE IV

Animal Attractant FORMULA:

Time: 1 Hour/10 STEEP points Other Heka Costs:

Area: 1 Furlong d./10 STEEP points R&D: Nil Distance: Touch Other: Nil

Materia Cost: 40 BUCs

E/F/M: When spread upon creatures or surfaces of an area of about 1 square Rod, the oily contents of the gallon of liquid dweomered of this Casting will attract Animals of carnivorous and omnivorous kind from the Effect Area noted. The nearest will appear in d6 ATs time after the Animal Attractant is exposed to the surface determined. Thereafter, a few more will appear each Hour to the Effect's Duration. Note that the responding creatures will be wild, and none of these animals will be friendly or tame. In a semi-civilized or very barren Area no more than 2d3 animals will appear. In normal wilderness d3 animals per Hour will be attracted. In regions teeming with wild life 3d6 per Hour will come.

Darkvision Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 40 BUCs

E/F/M: Allows subject to see in complete darkness, up to a distance of 60 feet, in a manner similar to the Grade I Gloomy Darkness casting *Dark Vision* (q.v.). This effect lasts for 4 hours.

Identify Potion CHARM:

Time: Instantaneous Other Heka Costs:

Area: 1 subject Potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: Nil

E/F/M: Through this Charm's dweomer the Herbalist is able instantly identify with such assurance as is commensurate with his STEEP in this K/S Area at DR "Easy" the type of a Mundane Potion, "Moderate" the type of Preternatural Potion. and at DR "Routine" (x 1.5) the type of a Supernatural Potion. Note that until a successful dweomer is laid upon the subject Potion, the type and Heka utilized in the liquid...

Insight Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 40 BUCs

E/F/M: User can tell when someone is lying or attempting to otherwise deceive them, in a manner similar to the Grade II Apotropaism casting *Protection from Deception* (q.v.). The duration of the potion's effects lasts for one hour.

Minimize Poison SPELL:

Time: Instantaneous Other Heka Costs:

Area: 1 oz. dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 40 BUCs

E/F/M: The magickal draught engendered as a result of this Casting's Effect will serve to reduce damage caused by any single poison to the minimum amount, slowing the effects until proper treatment can be found. This includes poisons which are of a time-delay nature, and those of staged damage, although the latter type will cause their minimum damage in each and every stage. In regards to Poisons with a fixed Strength (STR) Rating, the dweomer of the draught will cut the Damage to one-tenth, but the time will be extended by a factor of 10 likewise, and there will be that many more stages of Damage too. Such toxins must be countered by antidote or some more powerful Heka-related neutralization agent.

Additional doses of this liquid do not further aid the subject or reduce Poison effects.

Ointment of Strength FORMULA:

Time: 1 AT + 1 AT/10 STEEP points Other Heka Costs:

Area: 1 dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 400 BUCs

E/F/M: This magickal formula creates a thick, white Balm that engenders a temporary increase in the user's strength. 1 Hour after rubbing the Ointment onto the shoulders and arms of a subject that individual will gain a bonus of 10 points each of PMC and of PMP, not to exceed 30 in either ATTRIBUTE in any case, for a period of ATs commensurate with the Herbalists skill. On the expiration of this time, however, the subject will suffer a *loss* of 5 PMC and PMP points for a like period of Action Turns.

Painkiller FORMULA:

Time: 1 Hour/10 STEEP points Other Heka Costs:

Area: 1 dose of 12 Ounces R&D: Nil Distance: Touch Other: Nil

Materia Cost: 40 BUCs

E/F/M: This enchanted concoction will render a general anesthetic Effect upon the subject who ingests it. The individual will gain a false P TRAIT addition of 4d3 points, which will be removed in calculating PD sustained before any actual harm comes to the subject. The subject will feel no pain from actual Physical Damage of any sort, and so will not be aware of his bodily wellbeing, but will suffer a 25% penalty to all rolls based on Mental Reasoning and Mental Mnemonic CATEGORIES. No more than one application of this drink will be effective.

Spikesprout CHARM:

Time: 1 BT/10 STEEP points Other Heka Costs:

Area: 1 cubic ft/10 STEEP R&D: Nil
Distance: 1 Rod/10 STEEP points Other: Nil

Materia Cost: Nil

E/F/M: When activated, this Casting's Effect causes clusters of needle-pointed, thorns or spines to spring from all directions on selected wooden items and surfaces. Each and every creature or persona coming in contact with these sharp spikes will suffer 4d3 points of "Piercing" Physical Damage modified by armor and Heka protection, as applicable, of course. This Charm is especially nasty when cast upon wooden furniture, armor, or weapon handles.

Wraithwood Flower Elixir FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 40 BUCs

E/F/M: Similar to the grade I Necromancy casting *Questiondead* (q.v.), this elixir allows the subject to see and speak with spirits in the general area for a period of 2 hours. Such spirits could be those of the recently deceased or simple nature spirits. Note that this potion neither confers protection for the person using it, nor does it summon the spirits to the area of the subject.

CASTING GRADE V

Antitoxin FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz. dose R&D: Nil

Distance: Touch Other: 10:1 Poison antidote

Materia Cost: 50 BUCs

E/F/M: The liquid Simple created through this magickal operation will serve to completely neutralize the effects of all Mundane and Preternatural poisons, including those inhaled (gases) of 50 STR points or less. For each 10 points of the Herbalists STEEP in this K/S, and/or for each additional 10 points of Heka channeled by the caster at dweomer activation, the power of the antitoxin is increased by 1 STR point. The liquid can be drunk and in the case of contact poisons also applied directly to the poisoned area. Because the practitioner does not usually know the STR rating of a Poison, it is always safer to administer too strong an *Antitoxin* Simple, than one too weak (and thus useless).

Aethereal Sight Elixir FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 50 BUCs

E/F/M: By drinking this elixir, the subject is granted the ability to see into the nearby Aethereal plane and view creatures within close relative proximity (60 feet diameter in the Material plane, centered on the subject. In addition to viewing aethereal items and creatures, the subject is also able to see through solid objects in the Material location, viewing everything with a filmy, insubstantial quality. This potion does not allow the person to speak or physically interact with aethereal beings, but visual communication is possible. The effects of this potion last for 2 hours.

Flying Potion FORMULA:

Time: d10 ATs + 1 AT/10 STEEP p. Other Heka Costs:

Area: 1 oz. dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 250 BUCs

E/F/M: Through this Casting's dweomer, the Herbalist is able to concoct a Potion which confers the magickal power of flight upon the subject who imbibes the liquid. The duration of such a potion's effects is always variable, so the subject consuming the Potion will never be certain of the exact period of the Time duration.

Healing Infusion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 50 BUCs

E/F/M: The Heka-bearing Infusion created through this Formula restores immediately 5d6 (5 - 30) points of Physical Damage to the subject who drinks it.

Hekaberry SPELL:

Time: 1 Day/10 STEEP points Other Heka Costs:

Area: Special R&D: Nil Distance: Touch Other: Nil

Materia Cost: Nil

E/F/M: The *Hekaberry* Spell imbues a quantity of edible berries with magickal energy, enabling the Herbalist to store Heka for later use. The caster stores 1 point of Heka in each berry via casting this dweomer, and so infuses as many berries as he possesses points of Herbalism STEEP. These energy-charged berries can be used in creating herbal concoctions or drawn upon as a General-Purpose Reservoir.

Oil of Infection FORMULA:

Time: Special Other Heka Costs:

Area: 1 dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 50 BUCs

E/F/M: Otherwise appearing as *Oil of Invisibility* (q.v.), the nasty substance generated by this Casting actually causes the user to become stricken with a potent and highly contagious Disease. Within d3 Critical Turns after applying the substance, the subject will develop hot flashes, his nose will begin to run, and he will begin sneezing uncontrollably (infecting others nearby, most likely). The Disease has a Contagiousness Rating of 50, an STR of 30, and causes a total of 50 points of damage over a period of d6+6 hours.

Potion of Greater Healing FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 50 BUCs

E/F/M: This formula creates a potion that immediately restores 5d6+25 points of physical damage to the subject.

Truth Serum FORMULA:

Time: 1 AT/10 STEEP points Other Heka Costs:

Area: 1 dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 50 BUCs

E/F/M: This Casting's Effect generates a thick, sweet syrup which generally resembles honey, although the coloration can range from pale yellow to a dark sepia. When consumed by a subject, this substance begins immediately to take effect. For the Time duration indicated, the subject will be literally be unable to lie, and will have to tell the complete truth to any who ask a question

CASTING GRADE VI

Add Chi RITUAL:

Time: Special Other Heka Costs:

Area: 1 subject R&D: Nil Distance: Touch Other: Nil

Materia Cost: 60 BUCs

E/F/M: The completion of this Ritual requires 6 Action Turns of performance with the subject a central part of the Casting. The Effect of the dweomer enables the practitioner through external and internal application of herbs to add 1d6 to each TRAIT, restoring Damage sustained and balancing losses between Mental, Physical, and Spiritual Damage to a like extent (d6 from stronger to weaker), or else otherwise adding a false total to a TRAIT or TRAITS. In either case this Casting also gives the recipient 6d6 points of personal Heka, this added energy remaining until used or for General-Purpose as many ATs duration as the Herbalist has STEEP points.

Arrest Disease SPELL:

Time: Instantaneous & Permanent Other Heka Costs:

Area: 1 subject R&D: Nil Distance: Touch Other: Nil

Materia Cost: 60 BUCs

E/F/M: This Spell, when cast upon the herbal mixture prepared by the practitioner and then applied to the Diseased subject, halts the progress of the infection, negates further damage, destroys the causative of the illness, and prevents further spread of that Disease through its Contagious Rating regardless of how potent it might be. Note however, that any Damage suffered by the subject is not healed — there will just be no further effects from the Disease.

Forgetfulness Elixir FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 60 BUCs

E/F/M: After consuming this potion, the individual's memory is altered to forget circumstances of the past hour. The application of multiple doses could be used to forget a cumulative amount of time, but there is always the chance that too much will be forgotten, and the subject could actually develop amnesia.

Gentle Repose Ointment FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 10 oz ointment R&D: Nil Distance: Touch Other: Nil

Materia Cost: 60 BUCs

E/F/M: This ointment preserves and prevents organic material from the ravages of decay. Once applied, further degrading of organic material ceases for a period of one week.

Neutralize Poison SPELL:

Time: Instantaneous Other Heka Costs:

Area: 1 Potion of 1 dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 60 BUCs

E/F/M: Through this Spell, the caster is able to create a pale-colored liquid which effectively neutralize any Poison — Mundane to Supernatural. The base Strength neutralized by the Potion is 60 plus 1 for each 10 points of the Herbalist's STEEP in this K/S Area, plus 1 for each additional 10 points of Heka he invests in the dweomer at the time of Spell activation. Because of the considerable power of the antitoxin thus created, it is seldom necessary for the practitioner to invest a large amount of extra Heka to create an antidote with sufficient strength to nullify all toxins. Regardless of how the Poison entered the victim's system, this remedy must be consumed internally.

Oil of Invisibility FORMULA:

Time: 1 AT/10 STEEP points Other Heka Costs:

Area: 1 dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 300 BUCS

E/F/M: When applied to the forehead and temples of a subject, the Heka-imbued substance created by this Formula confers the power of Invisibility. No masking of odor or sound is conferred by this dweomer, however. The effects of the magickal Oil begin to work within d3 Critical Turns and last for a period of ATs commensurate with the Herbalist's STEEP. Note that unlike the Dweomercræft Casting which generates a like condition, rapid movement and Combat will *not* negate the effects of the Oil, and only after the its effects wear off will the subject become visible again.

Psychic Infusion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 60 BUCs

E/F/M: The golden liquid dweomered through this Formula provides Mental and Spiritual healing to the subject who drinks it. The amount of damage restored is determined by the skill for the Herbalist, and is equal to 1d3 points in each of the two TRAITS for each 10 points of STEEP possessed by the persona. Note that only one Potion of this type will be effective on the same individual in any Week. When Purchased as a potion, the person who consumes it will be healed for 25 points each in both Mental and Spiritual TRAITS.

CASTING GRADE VII

Beast Repellant SPELL:

Time: 1 Hour 10 STEEP points Other Heka Costs:

Area: 1 Rod d./10 STEEP points R&D: Nil Distance: Touch Other: Nil

Materia Cost: 350 BUCs

E/F/M: When spread upon creatures and/or surfaces within an area of 1 Rod diameter, the silvery powder dweomered through this Casting will deter Beasts and Brutes of Nether and other Lower Plane/Sphere origination, as well as all Mundane predatory animals, repelling them from the effect Area. This dust causes animals and like neutral subjects to avoid the Area of Effect entirely, and keeps even those who are directly hostile at bay for the Time duration indicated. The herbal mixture created through this Casting equals 1 Pound in weight. Note that if 1 ounce of the granules contact a creature (Beast or Brute included) from the Netherrealms, the subject so contacted will suffer 1d3 points of Physical Damage for each 10 points of the Herbalist's STEEP in this K./S Area. (Normal Combat K/S ability will generally be required to score a hit thus, although some trap might dust the stuff upon the subject...)

Catatonic FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 70 BUCs

E/F/M: A poison that lasts until treated with an antidote or dispelled, forcing the subject into a state where they will cease movement and communication with others, and merely exist. Unless an antidote is given or a disjunction is applied from a caster of grade VII or higher is cast on the subject, they will not be able to move or respond, unless someone with the ability to form a Mental link enters the dreamlike subconscious mind of the subject.

Effluvium of Delusion FORMULA:

Time: 1 Hour/10 STEEP points Other Heka Costs:

Area: 1 dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 70 BUCs

E/F/M: This Formula creates a liquid which may or may not, at the Herbalist's option, appear as any of the other sorts of Herbal Potions and concoctions. In fact, the caster can choose to have this Potion take on the characteristics of another completely different substance — such as ale, milk, etc. When ingested, this liquid causes mind-wrenching delusions and thus the subject must will immediately be afflicted with an Insanity — roll on the Insanity/Madness Table (see Chapter 5, Section 19.5), to determine its effect. The subject will be afflicted with the resulting insanity for a period of Hours as indicated above.

Mystic Oil FORMULA:

Time: 1 Hour/10 STEEP points Other Heka Costs:

Area: 1 dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 350 BUCs

E/F/M: The substance created by this Casting appears to possess a crystalline hue; and, if examined closely, it will display a faint, multi-colored play, an iridescence. If the Oil is applied to the middle of the subject's forehead, it will confer the ability to detect Heka and Invisible things (whether spirits, NPM, PPM, Aethereal, caused by Heka, etc.). In addition, it enables the subject to see the auras of creatures and beings and most other things. (See any of the *Aura Reading* Castings.)

If the subject possesses STEEP in the Mysticism K/S Area, the Oil will also provide him with a temporary bonus of 10 points. The effects of this substance last for a number of Hours for every 10 STEEP of the Herbalist.

Potion of Superior Healing FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 70 BUCs

E/F/M: This formula creates a potion that immediately restores 7d6+35 points of physical damage to the subject.

Powercrystal SPELL:

Time: 1 Hour/10 STEEP points Other Heka Costs:

Area: Special R&D: Nil Distance: Touch Other: Nil

Materia Cost: 700 BUCs

E/F/M: This dweomer enables the Herbalist to Heka-charge a crystal so that for the Time duration indicated he can employ that object for any one of the following purposes:

- 1) Serve as a repository for any other Herbalism Casting or Castings of Grade V or lower, whose total Heka Cost is equal to or less than 100 points. Any one Casting's dweomer so carried in the crystal can be activated instantly (in the same Critical Turn) by the practitioner upon mentally willing its Effect. The Casting to be stored in the crystal requires no Heka, but the practitioner must concentrate on it for the length of time commensurate with its type (Charm, Cantrip, etc.).
- 2) Serve as a Heka-shield against Mental, Spiritual, or Heka-engendered Physical Damage, the protection afforded equaling 100 points.
- 3) Serve as a general Heka Reservoir of 100 points able to be used at will for the duration of the dweomer.

Upon full expenditure of its dweomer(s), otherwise at expiration of the Time duration, the crystal becomes dark, flawed, and worthless for any use whatsoever.

Important Note: Two *Powercrystal* stones of the same nature of charge within 1 Rod will negate each other, but differing nature crystals do not have this effect.

CASTING GRADE VIII

Balm of Regeneration FORMULA:

Time: 1 Month and Special Other Heka Costs:

Area: 1 dose for 1 subject R&D: Nil Distance: Touch Other: Nil

Materia Cost: 800 BUCs

E/F/M: This Formula creates a magickal Balm which enables bodily regeneration. If used for healing of traumatic wounds, against Poisons, Diseases, etc., the Balm must be applied liberally to the chest and back of the individual, and it will thereafter restore to the subject 1 lost point of Physical Damage every BT for half as many ATs time as the Herbalist has 10s of STEEP. Thus, assuming a practitioner with 81 STEEP, the Balm would restore 40 lost PD points to the subject over 20 Battle Turns time period after application.

The substance will also be effective in the restoration of lost limbs and organs. To perform the regeneration, the damaged limb or organ/organ area (such as an eye socket) must have the Balm applied daily for a period of 1 Month. For the substance to be useful thus, it must be used within 1 Month of its manufacture.

For every Day after 30 that the compounded Materia has aged, the relative strength of the balm decreases by a random percentage equal to a d6 roll. Balm with under 90% strength will be ineffective for major limb or organ restoration. That under 70% effectiveness will not even regrow a lost digit.

Elemental Oil FORMULA:

Time: 1 AT/10 STEEP points Other Heka Costs:

Area: 1 dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 8,000 BUCs

E/F/M: The Herbalist performing this Casting is able to create a magickal Oil that confers Invulnerability to all forms of Physical Damage based upon or drawn from the Elemental forces of Air, Fire, Heka, Water, or Ærth. The power of the *Elemental Oil* created is singular, and the caster must stipulate which sort he is creating at the time of Formula preparation and activation. One sort will

protect against one Element only. Consumption of two Oil concoctions is destructive and dangerous. The admixture will either negate the dweomer of each, or else it will cause the subject to have Susceptibility to one or both Elements. The duration of this Effect is equal to the number of ATs commensurate with the practitioner's skill in this Area.

Heka Elemental Invulnerability is not as broad and can be risky. The Oil will confer its dweomer with respect to one sort only of Preternatural magickal energy — Mixed, Negative, or Positive. If Mixed, then both Negative and Positive Heka will inflict 50% more Damage. If Negative, then Mixed causes full Damage, and Positive Heka Damage is doubled. The same, in reverse, holds true for Positive Heka Invulnerability.

Lightning, gas, and wind are of the Element of Air.

Fire and heat are of the Element of Fire.

Water, ice, and cold are of Elemental Water.

Metal and stone are of Elemental Ærth.

Wood is never protected against via this dweomer.

Enchanted weapons of stone or metal are likewise not subject to the Invulnerability Effect.

Elixir of Increased Health FORMULA:

Time: 1 CT/STEEP point Other Heka Costs:

Area: 1 oz potion R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 80 BUCs

E/F/M: This dark green liquid provides a temporary increase of 50 points to the P Trait score of the person consuming it. Once the effects wear off, the phantom points so created fade away within 5 CTs, at a rate of 10 points per CT.

Gaseous Form Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 80 BUCs

E/F/M: The thin, vaguely luminescent liquid enables the user to assume gaseous form for up to 8 hours. The imbiber will feel light and airy after imbibing it, and their appendages will begin to take on a smoky hue as they are the first to become insubstantial, followed by the rest of the subject, The enchantment is such that all the subject wears or carries follows suit. Should the subject wish to remain solid, it will require concentration as does a return to solidity any time during the duration.

CASTING GRADE IX

Effluvium of Aethereality FORMULA:

Time: 9 Hours +1 Hour/10 STEEP p. Other Heka Costs:

Area: 1 dose Special R&D: Nil Distance: Touch Other: Nil

Materia Cost: 900 BUCs

E/F/M: The Potion created by this Formal enables its imbiber, along with all he wears and holds, to become Aethereal at will. Effect lasts for the Time duration noted, but if the dosage is halved or quartered, the minimum possible amount to be effective, the Effect will be cut to one-quarter or one-eighth standard duration Time. The subject is able to roam the Material or Aethereal Plane/Spheres, and likewise able to perform as any Aethereal creature would while so attuned. Upon termination of the Dweomer's Effect, while moving aethereally in the Mundane Plane/Spheres or on the Aethereal or Astral Planes/Spheres, the subject will return immediately to Material form upon the Material

Plane/Sphere at a location determined by his position at the time of expiration. However, if the individual is otherwise on some other Plane or Sphere he will be brought into Full Physical Manifestation upon that location, and this could be dangerous, if not fatal! For more details see the Dweomercræft, General, Casting Aethereal Travel.

Invulnerability Potion FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 9,000 BUCs

E/F/M: The person consuming this milky white potion becomes invulnerable to all physical damage from weapons or spell effects for 2 BTs after drinking. They do not have the same protection from attacks of mental or spiritual sort, however.

Potion of Supreme Healing FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 oz potion R&D: Nil Distance: Touch Other: Nil

Materia Cost: 90 BUCs

E/F/M: This formula creates a potion that restores 9d6+50 points of physical damage to the

subject.

Rejuvenating Draught RITUAL:

Time: Instantaneous Other Heka Costs:

Area: 1 dose R&D: Nil Distance: Touch Other: Nil

Materia Cost: 900 BUCs

E/F/M: This Ritual requires a full 9 Action Turns of performance to complete. Its dweomer creates a potent draught of magickal liquid which restores lost youth/vitality to a single subject who consumes it after having been magickally aged by *Withering* or *Aging* or other like attacks. The amount of aging which is reversed by the dose is equal to only as many Years as the Herbalist has 10s of STEEP, but it also heals Mental, Physical, and/or Spiritual Damage of up to 9d6 total for all TRAITS extent at the same time, distributing the healing equally in those TRAITS where Damage has been sustained. Thus, despite the cost of this draught, several might have to be consumed to bring the subject back to full, normal age and vigor.

🧲 Table of Herbalism Consumables: Potions, Concoctions, and Ointments 🌿

Herbalism Item	Materia Cost	Typical Price	Herbalism Item	Materia Cost	Typical Price
Enhancement Powder	20	25	Antitoxin	50	120
Fire Pepper Dust	20	25	Aethereal Sight Elixir	50	120
Healing Poultice	40	80	Flying Potion	250	350
Love Potion	100	120	Healing Infusion	50	120
Purification Potion	20	25	Oil of Infection	50	120
Stabilize Potion	20	25	Potion of Greater Healing	50	175
Tears of the Frost Giant	20	25	Truth Serum	50	120
Air Bubbles Potion	20	50	Arrest Disease	60	200
Iron Water Potion	20	50	Forgetfulness Elixir	60	200
Remove paralysis Oil	20	50	Gentle Repose Ointment	60	200
Shield potion	20	50	Neutralize Poison	60	200
Sleep Potion	20	50	Oil of Invisibility	300	400
Acute Senses Potion	30	75	Psychic Infusion	60	200
Cat's Grace Potion	30	75	Beast Repellant	350	500
Herbal Poison	30	75	Catatonic	350	500
Levitate Potion	30	75	Effluvium of Delusion	70	250
Ointment of Speed	120	200	Mystic Oil	350	1,000
Paralyzing Oil (10oz)	300	400	Potion of Superior Healing	70	250
Potion of Healing	30	100	Balm of Regeneration	800	1,200
Trollweed Potion	30	75	Elemental Oil	8,000	8,500
Darkvision Potion	40	100	Elixir of Increased Health	80	300
Delay poison	40	100	Gaseous Form Potion	80	300
Insight Potion	40	100	Effluvium of Aethereality	900	1,400
Ointment of Strength	200	250	Invulnerability Potion	9,000	10,000
Painkiller	40	100	Potion of Supreme Healing	90	400
Wraithwood Flower Elixir	40	100	Rejuvenating Draught	900	1,500

Prices have generally been reduced to follow a formula based on the casting's grade, but some still have a multiplier applied. While some prices are still high, it's either because the materia is exotic, hard to find or attached to something dangerous



HEKA RESERVOIRS

Heka Storage

Part of the challenge to writing a game system is making it readable, understandable, and playable. Add to that the need for organization so that, you don't have to constantly jump from one section to another to find the information you need – or to find it in the first place, as Ed pointed out earlier. As an author, it's sometimes an extra challenge to make sure you get all of your ideas out of your head and in the document. This might not seem like a big deal initially, but during development, we are sometimes carrying a huge amount of information around, and rely on notes and detailed outlines just so we can give it to you, dear readers, in a manner that not only fills in the blanks, but does so in an orderly enough fashion that it makes sense. And Mythus was a huge undertaking that grew from a single point: Gary Gygax.

While working with him, sometimes it was hard to keep up, because he had so much knowledge about what was going to be in the game. All in his head. As the game developed, I was always asking questions, and there were many, many times that something would come up that neither of us had considered. We would find the best place to insert it, without rewriting and reorganizing the outline from scratch. In almost every case, it worked. But with complicated mechanics like Heka, materia, and castings, there were bound to be times when all we could do was insert the relevant information and keep moving.

And I found this to be true for this document as well. I'm incredibly fortunate to be able to communicate with those who have added to the information in Mythus 2025, either to include things that were not detailed, or to clarify the information that was there. This is one of those cases. I knew that because my framework was going to talk about Reagents/Materia, the information Ed had developed would be crucial. And as Mythus 2025 grew from 50+ pages, I knew I would probably need to revisit Heka storage – Reservoirs. Luckily, Ed pointed out some excellent articles that Eric D. Smith recently wrote for the Dangerous Journeys group on Facebook.

I have known Eric for years, and am always impressed with not only what he writes, but the way he writes it. Once upon a time he and I talked about his ideas for the Sorcery Vocation, and the Negotiation K/S. He wrote them up and I liked them so much, they became canon. And like Lars and Ed, Eric now has me pondering a future release to compile viable Vocations and K/S Areas.

Anyway, back to this Release. I just had to place them so that they wouldn't come too soon, or too late in the revision to be helpful. I initially started to place them separately, but the order in which the existing chapters appeared would place them out of order. I wanted to put the section on glyphs in or around the Gemsmith/Lapidary section (and you'll see why when you get there). Still not good, as it needed to come before his writing about Pentacles and Pyramids, and I didn't want them to wait until later.

In the end, I opted to put them here, where Heka reservoirs really begin to show their usefulness. Eric has really nailed it, capturing the essence of Heka storage, and the cornerstone of their functionality. Because without reservoirs, a Heka-engendered society would be incapable of harnessing enough power for the incredible Castings that would create a path forward for that society.

My apologies if this repeats material from *Mythus*. I think Eric clarifies much that may have been missed.

Heka Reservoirs: An Essential Tool for Grand Magicks

Eric D. Smith

In the Mythus roleplaying system, magickal energy—Heka—fuels Castings, Rituals, and Operations. While a practitioner's personal Heka generation and storage can be sufficient for simple Charms or Spells, truly grand magickal endeavors demand a far greater reservoir of power. This is where Heka Reservoirs come into play. By creating external storage devices for Heka, magicians, priests, and other magickally-adept individuals gain the means to undertake ambitious Castings without running out of energy mid-ritual.

General vs. Dedicated Reservoirs

According to the rules presented in Mythus Magick, there are two basic types of Reservoirs: General and Dedicated.

General Purpose Reservoirs store Heka on a one-to-one basis. For every point of Heka placed into a Reservoir, the caster can later draw out exactly one point. These Reservoirs are flexible, allowing the stored Heka to be used for any magickal purpose. They can be fashioned into items like wands, rods, staves, or even intricate Runic Pentacles on the floor of a mage's sanctum.

Dedicated Reservoirs, on the other hand, provide a two-to-one return on invested Heka. Put simply, every point of Heka stored yields double when drawn upon. The trade-off is specificity: a Dedicated Reservoir might only empower Castings from a certain School of Magick or function solely for Entital-level Rituals. Thus, while more powerful, their applicability is more limited.

Limitations on Reservoir Control

A practitioner may control a limited number of General-Purpose Reservoirs—specifically, one plus the number of Dweomercræft Sub-Areas (Schools) they possess. For example, a Dweomercræfter with two Schools could maintain up to three separate Reservoirs. This rule encourages magicians to focus their Reservoir creation efforts, avoiding a proliferation of poorly managed Pools.

Glyphs: The Building Blocks of a Reservoir

The simplest and most common method of creating a Heka Reservoir involves inscribing Glyphs. Glyph rules, as discussed in the "Glyph Inscribing" table, detail how each successfully inscribed Glyph can hold a certain amount of Heka. The capacity depends on the Difficulty Rating (DR) of the inscribing attempt:

Easy DR:	10 Heka per Glyph	
Moderate DR:	20 Heka per Glyph	
Hard DR:	30 Heka per Glyph	
Difficult DR:	40 Heka per Glyph	
Very Difficult DR:	50 Heka per Glyph	
Extreme DR:	60 Heka per Glyph	

The object's size sets a maximum number of Glyphs: from 3 Glyphs on a tiny charm to 36 on a large, portable item. Runic Pentacles, a special category, can hold 2 Glyphs per foot of circumference, allowing for immense Reservoirs under one's feet.

Tools, Materials, and Quality

Inscribing Glyphs requires Dweomercræft K/S checks. The quality of tools and ink influences the DR. Using inferior materials or tools not crafted by the practitioner raises the DR by one step; while employing finely wrought, Heka-conducive materials can lower DR by up to two steps. However, even

with the best implements, the maximum Heka storage of each Glyph remains capped by the chosen DR level.

For instance, imagine a Mage who invests time and resources into forging a special silver-tipped pen and concocting rare inks infused with Heka. By doing so, the Mage reduces the DR for each Glyph inscribed, increasing the chance of success and preserving the value of the Reservoir.

Permanent vs. Temporary Glyphs

Normally, when a Glyph's Heka is expended, it becomes inert and must be traced over again (without ink) to recharge. Making the Glyph permanent (+1 DR) allows recharging simply by looking at it and channeling Heka. Though more challenging upfront, permanent Glyphs are extremely convenient for long-term Reservoirs.

Accessing the Reservoir's Power

To draw Heka from a Glyph-bearing object, the caster must touch it. Standing inside a Runic Pentacle inscribed with Glyphs allows access to all the Heka stored therein—no direct contact with the floor is required. This mechanic proves crucial in tense situations, like a Ritual needing immediate boosts of power. The color of the ink also plays a thematic role:

Color	Purpose
Black	General or Casting
Red	Warnings or instructions
Green	Evil or malevolence
Blue	Spiritual or Astral workings, Good
Brown	Elemental or Nature
Purple	Death or Darkness
Gold	Sun, light, or life
Silver	Moon, weather, or twilight

While color may not mechanically affect the Heka capacity, it can influence Journey Master decisions, scenario flavor, and recognition of magickal intent by knowledgeable observers.

Strategic Use of Heka Reservoirs

Heka Reservoirs can mean the difference between triumph and disaster in scenarios requiring immense magickal power. Consider a Mage preparing a grand Summoning Ritual. Without a Reservoir, the Mage's personal Heka might prove insufficient. With well-prepared Glyphs and a Reservoir at hand—perhaps a carved staff inscribed with Hard-DR Glyphs to store 30 Heka each—the Mage can confidently complete the Ritual. Similarly, a Priestcræfter faced with healing a village struck by a supernatural plague might rely on a General-Purpose Reservoir built into a Runic Pentacle in the temple's sanctum. Drawing from the Pentacle's stored energy, the Priest can perform successive miracles without personal exhaustion.

Heka Reservoirs embody the Mythus game's emphasis on preparation, craftsmanship, and strategic foresight. By investing time, skill, and resources into creating Reservoirs—through Glyph inscriptions and careful material selection—practitioners ensure that they stand ready to harness extraordinary magickal forces. Whether fueling a city-protecting ward, summoning potent Allies from other spheres, or conducting intricate healing Rituals, Heka Reservoirs provide the stable energy base that turns ambitious visions into achievable magickal realities.

Pentacles

Eric D. Smith

I have been thinking about Pentacles lately. What follows is my attempt to make my thoughts clear on the subject. Maybe it will help others as well. Do your players (or you as a player) use them often like my players do? Do they stray away from using them for conjurations as mine do? How do you feel about them as a game mechanic? (I like them! $\stackrel{\text{cop}}{=}$) [I do, too! -Dave]

Types of Pentacles and Their Functions

Pentacles come in several fundamental forms, each tailored to different needs and approaches:

Heka Reservoirs (Type I and II):

Large Pentacle Reservoir (Type I): Found in Mythus Magick, these do not require a Casting and serve as pure Heka storage devices. They are simple diagrams (physical or mental) drawn on a surface, and while they have no barriers to keep entities in or out, their primary use lies in acting as a power source. For example, a drawn Heka Reservoir might be used by a Mage to fuel complex Castings, allowing for more potent effects during a siege of a fortress or a delicate ritual negotiation with a spirit. These Pentacles require only Magick or Religion K/S and can even be placed inside a protective Pentacle (Type III or IV) to supplement its defenses (pg. 16 MMB.)

Miniature Pentacle Reservoir (Type II): Detailed in the Miniature Pentacle Ritual Grade I Conjuration (Mythus Magick, pg. 186), this variant involves forging a small metal disk through Alchemy and Heka-Forging, then enchanting it to store Heka. Different metals provide special benefits, such as protection against certain energies or the ability to recharge Heka from nearby sources. Though tiny—just a few inches in diameter—these Pentacles grant mobile magickal reserves to Conjurers and Mages, especially useful in adventures where portability is essential, such as infiltrations or protracted chases across hostile terrain.

Barrier-Forming Pentacles (Type III and IV):

The more iconic Pentacles are those that create invisible walls, either to keep threats out (Exclusive Pentacles) or to confine something within (Inclusive Pentacles). These always require a Ritual Casting and upfront Heka investment. They can be found throughout the magickal Castings in Mythus Magick:

Exclusive Pentacle (Type III): Often created via the Circle of Magick Ritual Grade II General Dweomercræft Casting (Mythus Magick, pg. 36-37) or through Conjuration's Exclusive Pentacle Ritual Grade III (Mythus Magick, pg. 189-190), these devices serve as protective barriers. The caster stands inside, shielded from outside magick, spirits, or even physical entities, allowing them to cast further dweomers without interruption. Pentacles of this type are crucial for defensive strategies—imagine a Mage preparing a mighty Spell while under siege by supernatural or physical foes. By establishing an Exclusive Pentacle, the caster can work undisturbed, trusting the invisible walls to repel enemy magicks and sword blows.

Inclusive Pentacle (Type IV): Created via Rituals like the Inclusive Pentacle Ritual Grade V Conjuration (Mythus Magick, pg. 191-192) or the Pentagram Ritual Grade I Sorcery (Mythus Magick, pg. 260), Inclusive Pentacles are ideal for binding or containing summoned entities. A Priest might use Pillar of Faith Ritual Grade V Priestcræft – Ethos of Sunlight (Mythus Magick, pg. 154-155) to confine a dangerous nether being, ensuring it cannot escape and rampage through the countryside. Similarly, a Sorcerer employing a Sorcerous Star Ritual Grade II Sorcery (Mythus Magick, pg. 260) can hold a summoned creature in place until bargains are struck, services rendered, or threats neutralized.

Runic and Complex Pentacles

Pentacles may also be Runic or Complex, integrating inscriptions and glyphs to function as both barriers and Heka Reservoirs. For instance, a Complex, Runic Pentacle created via Heart of Darkness Ritual Grade V Priestcræft – Ethos of Gloomy Darkness (Mythus Magick, pg. 126-127) might not only contain a malignant entity but also draw power from carved sigils, fueling the Priest's subsequent Castings.

Scaling Difficulty and Time

The complexity, size, and permanence of a Pentacle influence its Difficulty Rating (DR) and the time required for the Ritual. The Folds of Shadow Ritual Grade V Priestcræft – Ethos of Shadowy Darkness (Mythus Magick, pg. 146) and the Sanctuary of the Scales Ritual Grade IV (should be Grade V as the others) Priestcræft – Ethos of Balance (Mythus Magick, pg. 119) both illustrate how increasing casting time reduces DR, making it easier to create more robust Pentacles. This mechanic encourages strategic planning: a cunning Priest might spend extra hours crafting a Perfect Pentacle before a prophesied confrontation, ensuring it stands strong against attacks.

Likewise, Nostradamus' Circle of the Zodiac Ritual Grade VI Astrology (Mythus Magick, pg. 182) allows cooperative Pentacle creation, enabling multiple Astrologers to combine their STEEP and Heka. This cooperation can yield formidable structures, ideal when facing exceptionally powerful foes or when extended scrying is necessary.

Attacking and Opening Pentacles

Pentacles may be attacked by other magick-users. The Egar's Three-Ring Circuit Ritual Grade IX Conjuration (Mythus Magick, pg. 197) demonstrates highly advanced Pentacle use. Here, multiple rings can be combined to manipulate entities, drain Heka, or even forcibly expel spirits. Such complexity demands mastery of the underlying K/S Areas and a well-honed strategy.

Opening "doors" in Pentacles requires a Pentacle Wand. For example, inside an Exclusive Pentacle formed by the Power Ring Ritual Grade III Sorcery (Mythus Magick, pg. 261-262), the sorcerer can carefully create openings to allow allies in or Heka to flow out. Failure to open a door correctly, however, risks breaching the Pentacle entirely.

Full vs. Partial Practice and Heka Limits

With updates from Mythic Masters Magazine #3, Full Practitioners (those possessing both Dweomercræft & Magick or Priestcræft & Religion) can invest more Heka into Pentacles, making them stronger and more durable. Partial Practitioners face lower limits. This distinction is essential when an HP's effectiveness hinges on the Pentacle's resilience. For example, a Full Practitioner working on the Mystic Circle Ritual Grade VI Mysticism (Mythus Magick, pg. 246) can channel far greater energy, ensuring the Mystic Circle stands firm against attempts to breach its boundaries.

Why Use Pentacles?

Pentacles serve several critical roles in the Mythus game:

Protection and Defense: Exclusive Pentacles let casters operate safely, shielded from enemies, and free to conduct lengthy Rituals or engage in intricate negotiations with otherworldly entities.

Containment and Control: Inclusive Pentacles allow summoners, Priests, and Sorcerers to trap powerful beings, preventing them from wreaking havoc. This containment is invaluable in scenarios like interrogations of summoned demons or the safe study of dangerous supernatural phenomena.

Resource Management: Heka Reservoir Pentacles (Types I and II) let magicians store energy for future use, smoothing out the demands of Castings over time. This strategic reserve can mean the difference between success and failure in a protracted campaign against cunning foes.

Versatility and Customization: The various Pentacle forms—Simple, Complex, Runic, Physical, Mental, Temporary, and Permanent—afford great flexibility. A permanent, Complex, Runic Pentacle set in a mage's sanctum can serve as a long-term defensive bastion, while a Temporary, Simple Mental Pentacle, hastily erected, might provide a quick, if less durable, advantage in a sudden ambush.

Pentacles in Mythus are more than mere circles on the ground. They are foundational magickal constructs integral to strategy, narrative depth, and the unfolding of adventures. Whether storing precious Heka, shielding a fragile caster, or corralling a monstrous entity, Pentacles underscore Mythus' emphasis on planning, cooperation, and the artful use of magickal knowledge. The page references—from the Circle of Magick Ritual Grade II General Dweomercræft Casting (pg. 36-37) to advanced examples like Egar's Three-Ring Circuit Ritual (pg. 197)—showcase the system's richness, ensuring that Pentacles remain a hallmark of high-level play and an enduring tool for both JourneyMasters and players.

Pyramids

Eric D. Smith

Thinking about Pentacles got me to thinking about Pyramids of course, and I figured I would write about them as well (and general Heka Reservoirs) to keep it straight in my head lol. And found the same questions as to if your players or you use them often or scheme to ever build larger and greater constructs.

For myself, in my explorations of this subject in my games, I found it necessary (did I or did my players force me to?) to define the difference between a Lesser, Standard, and Greater Pyramids and to explain the difference in their recharge rates.

I did this by establishing a *Quality Factor* for the material used to build the Pyramid (or anything magickal). The table is based on the Crystal Quality Table on page 192 of the Mythus Core book. The main thing to understand about how the table is calibrated is to understand that all materials on Ærth fall only into the Poor or Below Average categories. This is not to say that every object on Ærth is crap, but to say that the Phæree equivalent is that much more potent in magickal potential. *[You are going to see this same basic mechanic throughout this revision. It seems Eric, Ed, and I have all been on the same wavelength as we each expanded our vision of the game - Dave]*

Note: Lesser Pyramids are considered to be built with Materials of Poor to Below Average, Standard Pyramids with Materials of Average to Above Average, and Greater Pyramids with Materials of Exceptional to Unsurpassed quality.

Material Quality

Quality	Cost	DR Mod.
Poor	0 - 200	+1
Below Average	201 - 400	-
Average	401 - 2400	-
Above Average*	2400 - 3200+	-1
Exceptional*	6400+	-2
Unsurpassed*	12800+	-3

Note: Aside from cost and availability, only items from Poor to Average quality are exclusively native to Ærth and are non-Magickal. Things like a Bronzewood tree growing on Ærth, Elemental Jewels, (Asylphar, Empyrium, Mahydroi, and Terriond, but not Hyacinth or Jacinth) and Hekalite, (in crystal, light, or metal form) etc. while native to Ærth, are also Magickal in nature, and thus are considered Above Average to Exceptional. Things such as Phæree Gems (Astarlite, Gagates, Lucidia, or Sunorb) from Færie, (the outer part of the world) or a part of a Færie Crystal Rainbow brought back to Ærth, are examples of Unsurpassed quality items.

Pyramids: The Apex of Heka Reservoir Technology

In the Mythus roleplaying system, practitioners of the arcane arts must contend with the inherent limitations of personal Heka generation. While lesser Reservoirs, such as Glyph-bearing items or Pentacles, are sufficient for many tasks, truly grand magickal operations require more formidable solutions. This is where Pyramids—the most potent and complex form of Heka Reservoir—come into play. Inspired by historical and mythical examples like the pyramids of Ægypt (and their parallels, the Sumerian ziggurats), these monumental constructs serve not only as powerful energy stores but as key magickal focal points enabling unprecedented feats of sorcery.

Types of Pyramids and Their Properties

As described in Mythus Magick there are three tiers of Pyramids, each with escalating difficulty and potency:

Lesser Pyramids:

Base Difficulty Rating: Hard

Capacity: 50 Heka per 6 inches of height

Passive Daily Recharge: 10 Heka

Even a comparatively "modest" Lesser Pyramid surpasses ordinary Reservoirs, supporting mid-level Rituals with consistent daily Heka gain.

Standard Pyramids:

Base DR: Difficult

Capacity: 75 Heka per 6 inches

Daily Recharge: 20 Heka

Standard Pyramids offer more robust energy storage, suitable for advanced practitioners or covens pooling resources for significant works, such as crafting intricate talismans or powering protective wards over a large estate.

Greater Pyramids:

Base DR: Very Difficult

Capacity: 100 Heka per 6 inches

Daily Recharge: 30 Heka

These massive constructs sit at the pinnacle of Reservoir design. A Greater Pyramid's reservoir can sustain epic Rituals—such as summoning powerful Entital beings or maintaining a city-spanning illusion—over extended periods.

Even Unenchanted Structures

One remarkable detail is that even an unenchanted Pyramid, properly aligned to the cardinal directions (North, East, South, West), generates 5 Heka per day. Such a structure might keep fruit from spoiling or subtly enhance a household's aura, hinting at the underlying magickal harmony in the Pyramid's geometry.

Construction: Frame vs. Solid

Two primary construction methods are detailed:

Frame Pyramids:

Crafted from eight rods of specific woods (olive or cedar), each rod must undergo the Ritual of the Archer beneath a full moon. The rods are anointed with Heka-infused ointments (5 Heka per ounce, totaling 120 Heka for the entire set) and carefully enchanted. This process is highly ritualized, allowing only one attempt per month. If successful, the rods form a skeletal Pyramid framework that channels Heka as effectively as a fully solid construct.

Solid Pyramids:

These are built from any material first (stone, metal, or other substances) and then enchanted. The Ritual of the Archer is performed at each of the Pyramid's five points (four corners and the apex), requiring a full gallon of magickal liquid and hundreds of Heka points invested per face. Solid Pyramids demand a steeper initial investment—20% of their total capacity up front—making their creation challenging but ultimately more stable and impressive.

Open vs. Closed Pyramids

Design choices extend beyond construction into how users access the Pyramid's Heka:

Open Pyramids:

Anyone can draw Heka by touching or standing within. While convenient, this accessibility can be a security risk in a world where enemy Magi might siphon off your energy reserves.

Closed Pyramids:

Restricting access requires forging a special Periapt or Scarab during the Pyramid's creation. Made of silver or lapis lazuli and infused with Heka equal to one Pyramid part, this key item allows its bearer to draw Heka from afar. This ensures control and exclusivity—an ideal solution for Archmagi who wish to safeguard their magickal "bank" from opportunistic raiders.

Use by the Creator and Others

A subtlety addressed in these rules is that non-creators drawing from a Pyramid receive only half the Heka benefit. For example, if a Greater Pyramid's energy would grant 50 Heka for a particular use, a second-party user tapping it (even with a Periapt) only gains 25 effective Heka. This ensures the creator's advantage, maintaining a form of "magickal signature" or attunement.

Recharging and Maintaining Pyramids

Pyramids naturally recharge daily, making them self-sustaining centers of magickal energy. Practitioners can also contribute personal Heka to top them up, though higher recharge rates might involve challenging checks and device "saves" as noted in the Heka Reservoir guidelines. The durability and complexity of a Pyramid come at a cost: significant physical damage can destroy it, dispersing its stored energies into the ether.

Dedicated Purpose Reservoirs

As with other Reservoirs, Pyramids can be Dedicated to a specific magickal Operation. Doing so doubles their effective output for that purpose. A Witch's Bottle storing 25 Heka would yield 50 Heka of protective force, and similarly, a Dedicated Pyramid could empower a specialized Spell or Ritual, turning a challenging feat into a manageable endeavor.

Why Use Pyramids?

The reasons to invest time, resources, and skill into building a Pyramid are manifold:

Unmatched Capacity:

A Greater Pyramid can store colossal amounts of Heka, surpassing any normal Pentacle or Glyphbearing item. For epic campaigns—magickal wars, grand transformations of landscape and weather, continent-wide illusions—a Pyramid is indispensable.

Stability and Autonomy:

Daily self-recharge and the option to "lock" a Pyramid via a Periapt ensure long-term reliability. Unlike one-time consumable items, a Pyramid becomes a permanent magickal infrastructure, a cornerstone of a Mage's sanctum or a Priest's temple.

Versatility and Security:

With Dedicated options and Open/Closed configurations, Pyramid owners tailor their device to personal style and circumstances. Need a private, fortified energy reserve for solo study? Close and dedicate it. Running a magickal academy or circle of apprentices who need training energy? Keep it Open, so all can learn and benefit.

Pyramids stand as the apex of Heka Reservoir creation in Mythus. Carefully referenced throughout Mythus Magick, they embody the game's deep magickal complexity, challenging players and JourneyMasters alike to plan, invest, and strategize. Whether serving as the hidden heart of a Mystical Order's power base (We must get to their power base and destroy it!) or fueling unimaginable Castings, Pyramids put unprecedented magickal might within reach—if one dares to undertake their ambitious creation.

Closing Thoughts of Reservoirs

Well, there you have it. As Eric says, whether it's a ring, charm, or other small item to store Heka in a pinch, or a massive pyramid designed to provide constant energy for a community, Reservoirs can be an important part of any campaign. Gary and I saw a need for spellcasters to save and harness larger amounts of energy for situations requiring it. And though it's possible for HPs to use teamwork for more complicated undertakings, the logic behind what Gary called "effect-to-cause" magickal activation is fixed in nature. Drawing energy from the appropriate plane becomes more difficult and costly the further the Casting source is from the Prime Material plane. The mechanics of the multigenre system needs a way to harness sufficient Heka to perform such Castings, and reservoirs are here to do just that.

Later, in the section on Gemsmith/Lapidary we'll see how that K/S Area uses inscriptions to place glyphs in pentacles, pyramids and more portable items.



HEKA-FORGING

Creating Magick Items

While most may think of Heka-Forging and Gemsmith/Lapidary as merely support K/S areas for the "True casting areas" of Dweomercraeft and the like, once these skills have grown in STEEP, those personas who possess them may find themselves in high demand, and not just by their immediate associates. Great skill in these allows personas to craft powerful, custom items, limited only by their imagination and the casting areas they can bring to bear for the forging process. Using others to supplement their casting ability, some truly fantastic creations can be achieved.

In the Mythus rules, it states that all functions of the object must be forged at the same time. While that is fair, it seems restrictive. I'm going to point out a loophole - it does not say that the **steps** must be performed all at once. The K/S area description mentions the assistance of another Heka-using persona, and with the process listed below, it becomes obvious that this can be something that takes time to accomplish – even with another persona assisting. But it can be broken into separate parts which need not happen all at once. It is only the last step that needs to be done all at once. With one or more assisting, placing all the functions which need to go into an item can be simplified.

The methodology presented here is a bit of a mix of the steps that should have been more detailed in the original book, and process given by Ed Anderson in *Mythus II*. The reasoning is simple – an item to be Heka-forged could be done in a (fairly) quick process by taking an item of a verified quality and applying the castings to forge. Alternatively, a lot of time could be spent on a complex forging. As an example of the former, some of my players like to save high-value gems and such for future use in Heka-Forging, and then when an item with a specific use is needed, simply spend additional money and perform the required castings, sacrificing the gems as materia. This offers the quickest turnaround and minimal disruption in game play. An example of the latter includes much more detail: figuring out exactly which materia is required, having to acquire such, determining which castings will be laid on the item, and creating a plan for the forging, possibly taking up a significant amount of time both in- and out- of game. This can be highly satisfying as well, but either method should suit your campaign and the situation surrounding the item in question

Ed has – once again – created a process that offered details on two methods of Forging – wherein one uses a quicker enchanting method, and another which considers the persona who forges an item using less casting, and more crafting, and sometimes eschewing spellcasting altogether – but still creating an item he calls a "true Heka-Forged item." How is that possible? In essence, it's because the item which is crafted has the Heka infused from the *materia* used in the process, in much the same way that we detail in the Section on Gemsmith/Lapidary.

What follows is my version of Heka-Forging. I urge you to also check out *Mythus II* to read Ed's most excellent ideas, and of course, use the one that best fits the playing style for you and your group.

Heka-Forging Process

While some of these steps are optional (as indicated in *italics*), the process is fairly straightforward. You may choose to streamline it somewhat, but your players may wish to perform each of the steps in order to ensure a successful forging. For further information of the individual castings listed you should consult the appropriate listings in *Mythus Magick*. Remember that you may also combine the efforts of multiple personas for some or all of the parts of the process using the rules on page 124 of the *Mythus* rules.

Divination (optional) - Divine the feasibility of the forging using the grade I Astrology casting Astromancy

Purchase - Acquire the item(s) and required materia for the Heka Forging. This is perhaps the most expensive step, but you could be kind and allow them to spend the materia cost for the castings in the later step at that time. I find it's not usually an issue, if they can determine what it will cost for the entire process before they begin.

Evaluate - Using the grade I *Evaluate Item* casting to ensure it is of suitable quality for the intended Heka-Forging. If the item indicates anything odd, they might want to evaluate it for potential influences using a grade II Astrology casting *Star Chart Item*.

Remove Prior Enchantments (*optional*) - If the item has prior enchantments or effects, they may want to use the grade VII Astrology casting *Incantation of Saturn*, or the grade IX *Unbinding* casting. I'm going to avoid the comparison to buying a used car, but you know...

Evaluate (*optional*) - If you followed the prior step, it would be a good idea to use another *Evaluate Item* casting, otherwise skip to the next step.

Cleanse - Cleanse Item to be sure it will hold subsequent enchantments.

Bless (*optional*) - Depending on the item and what it will be used for (or against), apply *Blessing*, or *Consecration* – on the item before the Heka-Forging, and certainly if it will be used for a holy or unholy purpose.

Chart (optional) - Astrology grade III Chart Heka Forging will determine if it is properly prepared.

Prepare - Prepare materia for use, and apply to item(s)

Concentration (optional) – If the item being forged is to contain Heka, using the grade VIII Astrology casting *Influence of Leo* will double the Heka-enabled content of a single item!

Add Heka and/or Castings – this is the step that must be completed all at once. If applying multiple castings, they must either be performed sequentially, or in tandem with other casters. You may decide that a single failed casting ruins the whole thing, or that casting simply didn't "take". Of course, provided the persona who performs the Heka-Forging included the prior steps. There should be enough DR adjustments that this part is not difficult at all.

Congratulations – That wasn't too complex, was it? If the purpose was for creating an item that will be important to the proud owner, it shouldn't be. And depending on the steps taken, it is not unusual for the Heka-Forger to have an adjustment of -3 to the DR of the final step. If the Heka-Forger plans to make a lot of money-making items using this K/S, they certainly can if they enjoy the process and time spent – or, you may have just convinced them there are easier ways to do so. Like adventuring. Especially after they pay everyone who assisted them.

If the process feels too complicated, feel free to skip the five optional steps. But make sure that you have the player roll for the appropriate steps that they perform. And if the item in question is truly important, remind them that using Joss is a wonderful way to ensure imbuing the item with Heka or Castings succeeds!

A Note on Item Quality

One way to both increase the power of the item and reduce the difficulty rating is to use items and material of the highest quality available. When you are using multiple items for the materia, such as

gems, the DR reduction is cumulative, but just as the DR can't get more than 3 steps harder, it can't get more than 3 steps easier. But modifications for other things, like amount of Heka stored, are not limited. Gems and glyphs add up, especially considering something the size of a sword, or a staff.

Sockets

Something that has been missing in the game is scalability of items. We always consider how a Heroic Persona grows in ability as they gain STEEP. But those items they carry and use don't. One way of addressing this is to introduce scalability using the concept of socketed magickal items. An item so created will, at the time of its initial Heka Forging, be given one to five "sockets" that can be fitted with enchanted gems or crystals over time, based on the size of the item in the table below. It allows an HP to have a serviceable item that can grow in strength as the persona can afford to add these to the item, it allows the JM to create more custom items, and it also enables the Heka-forger to follow "the functions of the object completed at the same time" rule, yet still enable scalability of items. The rules regarding socketed items are as follows: Sockets may only be placed in an item that is rigid enough for a permanent setting (i.e., cloth items may not contain sockets). Sockets must be added at the time of creation, and cannot be added later. Like reservoirs, they do not have to be filled when the item is created. If all of the sockets are filled, it will require a Heka-Forging to remove/replace one or more gems. Finally, once a gem is removed from a socket, the enchantment that was placed upon it is *lost*, as if it had been disjoined, though it will retain the value and other properties it had before the original Heka-Forging. It may be cleansed, prepared, and enchanted for subsequent use in another item.

Item	Available Sockets		
Ring, amulet	1		
Bracer (each)	2		
Dagger	3		
Sword	4		
Armor, staff	5		

Specific information on creating, integrating, and uncoupling sockets is given in the Casting list at the end of this section.

A Change to Damage Bonus Castings.

When forging an item with an Attack or Defense Bonus, the materia cost is based on the point value of the adjustment. But Damage Bonus was not originally handled this way. To normalize the cost, damage bonus castings will now be treated the same, instead of giving the device a random d6 bonus. Items with both an attack and damage will be more consistent in attack AND damage.

Figuring the cost to forge an item

Purchase the Item: 2x plus the cost of an average item.

An item of Average quality *can* be used, but as the quality of the item goes up, so too does the chance of success. Using an item of the highest quality is one of the single best things a persona can do to help the forging process. Spend the extra money for

something of Exceptional or even Unsurpassed quality, if you can find one.

Identify & Evaluate: Usually Nothing, unless checking for magick aura

Cleanse & Purify: 100 BUCs Preparation: 100 BUCs Enhance quality: 200 BUCs

Again, when preparing an item, the quality will reduce the DR of a forging. Therefore, it's well worth it to spend the money on a *Resiliency Ritual*. According to *MM*, the casting may only improve the quality by one step. However, for each item (i.e., gem) in a socketed device, increasing the quality of the item makes a difference in STEEP (for more information, see the section on Gemsmith/Lapidary). Add that to the

change in DR, and you can see the advantage.

At this point, the HP probably has nearly 500 BUCs invested. But here comes the expensive part...

Materia Cost Applied: This where the bulk of the cost is, and it varies by the casting.

Example: Armor & Protection

+5 Armor: Defense Bonus I (5,000 BUCs) +10 Ring of Protection: Defense Bonus II (30,000 BUCs)

The price for points of Defense goes up quite a bit as the numbers get better. Remember that a Heka-Forged item may never have more than +15 to any effect

Example: BAC + Weapon Damage

+1 Sword: Attack Bonus I (2,000) + Damage Bonus I (2,000) = 4,000 BUCs +5 Longbow: Attack Bonus I (10,000) + Damage Bonus I (10,000) = 20,000 BUCs

Example: A really powerful sword is...

+15 Sword (max): Atk Bonus III (90,000) +Dmg Bonus III (90,000) = 180,000 BUCs

Example: A magickal hammer worthy of a Storm Lord:

+2 Hammer, $Attack \ \overline{Bonus} \ I \ (4,000) + Damage \ Bonus \ I \ (4,000) = 8,000$ Lightning Bolts ,6d6 $Shockbolt, \ cg \ III \ (3 \times 8,000)$ Returns to Wielder $Item \ Return \ (new \ H-F \ casting)$ 3,000 $35,000 \ BUCs$

Examples: Items with innate castings:

Amulet w/ Avoid Deadly Atk

Amulet Ritual

Dweomercraeft cg I

8000
8500 BUCs

A bracelet that activates a Disjunction when a specific condition is met

Contingency Priestcft, cg II 16000

Disjunction Dweomercraeft cg I 8000

24000 BUCs

Don't forget that the +X bonus is multiplied by the cost per bonus point to get the final result. It's why the +5 armor cost 5,000 BUCs; the *Defense Bonus I* Casting costs 1000 BUCs of materia per bonus point added to the item!

As you may have noticed, there is quite a difference between the cost of Heka-Forging casting effects and linking castings from other schools. Still, *Contingency* is pretty cool. If I run into a lich, I can have it programmed to teleport me *far away...*

All of these so far have been without a *Permanence*, and I'd still like to point out they cannot be disjoined. Permanency just puts a nice resistance in place on the item, to keep it from being blocked or unraveled. The thing about Disjunction is that it targets the *active* structure of a casting – not the potential that exists in an item. Which is why my players learned early on to cast some junk spells on themselves, to keep a disjunction from blowing their Heka armor away. Still, areas of antimagick are there for things like items, because while it won't remove the innate effects of an item, it will temporarily block an item from activating – unless someone was smart enough to have a *Trigger, Hold Effect* or *Contingency* in place. And, like I said, *Permanence* gives the item a resistance

Example: Charging and recharging

Charge a reservoir (100 Heka) General Pool 1,000 BUCs
Charge a reservoir (100 Heka) Dedicated Pool 1,000 BUCs
Recharge it (100 Heka) Recharge SPELL (new H-F casting) 1,000 BUCs

And yes, even a Gemsmith can imbue those pools!

Heka-Forging Archetypical Castings

Below is a complete list of new and existing Heka-Forging castings. Most are used for directing and redirecting Heka flow to and from items involved in the process. Various forms of Dweomers are placed permanently in objects by means of this ability. Finally, this K/S is sometimes necessary for recharging magickal devices which serve as repositories for Heka or Castings. Many are new castings with new capabilities such as those used to socket gems and other small items. All of these new entries will be listed with a **Bold Blue or Purple** color, with the author of that casting listed preceding the description. In the case where an existing casting is modified, the title and any modified or additional text in the casting will appear in *bold/italic green*. Additional cost (in BUCs) for special Materia required for a Casting appears before the Effect/Force/Materia generated by Casting activation is detailed. A table following these castings will list the materia cost for each casting.

HEKA-FORGING ARCHETYPICAL. CASTINGS

24 new or modified, 57 TOTAL

Grade I Castings: Base Heka Cost: 20

Cleanse Item RITUAL

Defense Bonus I FORMULA

Disjunction Distraction SPELL

Evaluate Item FORMULA

Fireforge Heat RITUAL

Prepare Item RITUAL

Touchstone SPELL

Volition RITUAL

3 new or modified - 6 TOTAL

2 new or modified - 8 TOTAL

Grade II Castings: Base Heka Cost: 35

Attack Bonus I FORMULA

Charm Forging RITUAL

Damage Bonus I FORMULA

Material Shaping FORMULA

Powered Device I RITUAL

Resiliency RITUAL

Grade III Castings: Base Heka Cost: 50 4 new or modified – 8 TOTAL

Clearmetal RITUAL

Create Socket FORMULA

Defense Bonus II FORMULA

Item Return RITUAL

Recharge SPELL

Skill Bonus I RITUAL

Springblade RITUAL

Vital Seeking I FORMULA

Grade IV Castings: Base Heka Cost: 75 6 new or modified – 9 TOTAL

Attack Bonus II FORMULA

Dalthor's Pliable Metal SPELL

Damage Bonus II FORMULA

Fast Combat Bonus I FORMULA

General Pool RITUAL

Integrate Socket Item RITUAL

Obscurement FORMULA

Purity SPELL

Sense Danger FORMULA

Grade V Castings: Base Heka Cost: 100

5 new or modified - 8 TOTAL

Absorb Blow RITUAL

Amulet RITUAL

Dalthor's Material Fusion SPELL

Dancing Weapon RITUAL

Defense Bonus III FORMULA

Heka Aperture Enhancement RITUAL

Skill Bonus II RITUAL

Vital Seeking II FORMULA

Grade VI Castings: Base Heka Cost: 125 4 new or modified - 6 TOTAL

Attack Bonus III FORMULA

Damage Bonus III FORMULA

Dedicated Pool RITUAL

Fast Combat Bonus II FORMULA

Personal Attunement RITUAL

Uncouple Socket Item RITUAL

Grade VII Castings: Base Heka Cost: 150 4 new or modified – 7 TOTAL

Heka Resistance RITUAL

Held Effect RITUAL

Item Invulnerability FORMULA

Link Knowledge/Skill RITUAL

Reflect Energy RITUAL

Skill Bonus III RITUAL

Vital Seeking III FORMULA

Grade VIII Castings: Base Heka Cost: 200 3 new or modified - 6 TOTAL

Fast Combat Bonus III FORMULA

Heka Binding RITUAL

Link Casting RITUAL

Link Mask RITUAL

Link Set RITUAL

Location Attunement RITUAL

Grade IX Castings: Base Heka Cost: 250 1 new or modified – 4 TOTAL

Link Spirit RITUAL
Permanence RITUAL
Spirit Repository RITUAL
Unbinding FORMULA

CASTING GRADE I

Cleanse Item RITUAL:

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 100

E/F/M: This Ritual of 1 ATs performance time is designed to purge all undesired influences of non-mundane sort from the object of a Heka-Forging, those destructive forces originating from the Preternatural and Supernatural Planes. Objects which are not so cleansed of outside influence have a 50% chance of failing to hold any subsequent enchantment.

Defense Bonus I FORMULA:

Time: Permanent and Special Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 1,000 BUCs per Defense bonus point

E/F/M: This Formula enables the Heka-Forger to lay within the object selected up to 5-point addition (bonus) or base to armor or as defense value. The cost, acquisition, preparation, suitability, etc. of the subject are not considered hereunder. While armor and shields are the obvious items for use with this Casting, this is not mandatory. Miscellaneous objects such as rings, jewelry, or clothing are only examples of the different types of things which can contain this dweomer. Note however, that the object to contain this power — as with any Heka-Forged item — must first be cleansed of outside influences and magickally prepared.

It is never possible to cast this Effect with another of similar, defensive sort upon the same object, as the two will absolutely nullify each other.

Disjunction Distraction SPELL

Time: Special Other Heka Costs:

Area: 1 Object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 150 BUCs Author: Dalthor Et Magera (Ed Anderson)

E/F/M: When used on an item this Casting will become the target of any Disjunction (q.v.) - which affects the lowest-Grade Casting first - that might affect castings from the item. This Casting must the laid AFTER any and all others to be effective!

The activation time is needed to safely insinuate the Casting into the item, as well as allow the Casting to remain active until it is successfully disjoined or otherwise negated. It will only survive one successful Disjunction, but could then be safely used to again add that simple layer of protection.

This Spell cannot be stacked; only one Disjunction Distraction may exist on an object.

Special Note regarding this casting: The Disjunction Charm targets the Weave – the structure of a Casting currently in effect not the item holding the Casting, nor even a Casting as it is being activated. Casting Effects which are activated by an item must be active to be disjoined, such as a wand which creates a Wall of Force, for example. In this example, the Wall of Force would not be disjoined on the first attempt. In no case would this casting work for Instantaneous effects originating from an item.

Evaluate Item FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: Nil

E/F/M: Using this basic Casting, the Heka-Forging persona can determine the quality of an item, and whether it is of suitable quality for use in a Heka-Forging. In addition, the Casting will determine if the item requires special *Purification* via the Casting of that name, found hereafter. To discover these facts, after successful activation, the practitioner makes two additional rolls, one for assurance of quality, the other for purification need.

Suitability quality for reception of Heka is based on the Quality/Purity of the item, in that that factor determines the Difficulty Rating and rolled against the caster's STEEP:

Quality/Purity of Object Difficulty Rating Poor/heavily adulterated Extreme
Below Average/adulterated Very Difficult Average Difficult
Above Average Very Hard (.75)
Exceptional Hard

Unsurpassed/fine Routine (1.5)

A failure indicates that the item is unsuitable, while a Special Failure indicates that the dweomer ruined the object in the process of determination of its suitability.

If an item is suitable for reception of Heka, then the second roll determines if special *Purity* (q.v.) is needed. The Heka Forger rolls against his STEEP again, utilizing the DR found above. A Special Success indicates that no *Purity* or cleansing is needed. A success indicates that *Cleanse Item* alone is needed, while failure means that a *Purity* Spell is also needed. A Special Failure destroys the object.

Fireforge Heat Ritual:

Time: 1 hour/10 STEEP

Area: Special
Distance: Touch
Author: Greg Timm

E/F/M: This particular casting enables a Heka-Forger to impart energy to metal and heat it to a state where it is malleable, and therefore able to be worked and shaped. At its most powerful, it is even capable of rendering adamantite nearly molten (in excess of 6000° F.)! Of course, to be effective, there must be a suitable kiln or some material in/on which the super-heated metal may safely rest and tools with which to work the metal...

The casting generates a base temperature of up to 2000° F. and adds 500° F. for every 10 STEEP above 10. Therefore, a Heka-forger utilizing this casting has the ability to heat such metals as lead, tin, silver, gold, and copper to the verge of melting at 20 STEEP, nickel at 30, iron at 40, mithril at 60, orichalcum at 80, and adamantite at 90.

Prepare Item RITUAL:

Time: Instantaneous and Special Other Heka Costs:

Area: 1 object R&D: Nil
Distance: Touch + Special Other: Special

Materia Cost: 100 BUCs

E/F/M: This Ritual of 3 ATs performance time allows the Heka Forger to magickally prepare an item to accept an enchantment through Heka-Forging. The Casting performs a purification that

cleanses and removes any mundane influences from the object. Next, the caster places an amount of Heka into the item, enabling it to hold subsequent Heka-enabled powers and Castings. The amount so placed in the item is determined using the same method as for Specialized Castings (q.v.).

Touchstone SPELL:

Time: 1 Day/STEEP point Other Heka Costs:

Area: 1 small, black stone R&D: Nil Distance: Touch Other: Nil

Materia Cost: 100 BUCs

E/F/M: This dweomer enables the Heka Forger to change a normal piece of black stone into a special *Touchstone* which will determine the content of all metals touched to its surface. It will tell the nature of the metal contacted by showing a color and intensity for each. Thus, for example, a normal electrum coin will show a bold silver streak, a lesser gold one, and a trace of copper. An experienced user can find the purity of metal to within about 5% using this object. The stone must be about palm-sized. If it contacts Heka-bearing metal it will turn pale and not work properly for d6 ATs, but will thereafter function again normally.

Volition RITUAL:

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil
Distance: Touch Other: Special

Materia Cost: 100 BUCs per additional Heka point (see below)

E/F/M: A *Volition* Ritual requires a performance time of 1 AT. Through this Casting, the Heka-Forging persona is able to confer the power of movement to an item. This is most often done when creating a weapon that automatically returns to its possessor, or on a more sinister note, for making cursed items that can't be gotten rid of! The practitioner must invest additional Heka at the activation of the Ritual to enable the *Volition* to occur in the subject item. The distance traveled on average for return movement determines the amount of Heka and the Materia cost for the whole Casting:

Object Returns	On AverageAdditional He	ka Cost
under 1 Yard	10 points	
under 1 Rod		20 points
under 1 Chain	40 points	
under 1 Furlong	80 points	
under 1 Mile		160 points
under 1 League	320 points	
any distance		640 points

CASTING GRADE II

Attack Bonus I FORMULA:

Time: Permanent Other Heka Costs:

Area: 1 object R&D: Nil
Distance: Touch Other: Nil
Materia Cost: 2,000 BUCs per each +1 to Basic Attack Chance

E/F/M: This Casting enables the Heka Forging of up to a 5-point bonus in the Base Attack Chance (BAC) value of a weapon or object. Even items such as bracers or gloves could contain the power of this dweomer, for the bonus from this formula does not necessarily need to be cast upon a weapon. Note however, that the object to contain this power — as with any Heka-Forged item — must first be cleansed of outside influences and magickally prepared.

It is never possible to cast this Effect with another of similar, offensive sort upon the same object, as the two will absolutely nullify each other.

Charm Forging RITUAL:

Time: 1 Day/STEEP point Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 200 BUCs

E/F/M: Charm Forging is a Ritual of 2 ATs performance time which allows the caster to imbue an object with such dweomer as it will thereafter accept a simple Charm of minor power or temporary duration and/or single use. The type of magickal devices made by this Casting are various sorts, including simple Wards, Amulets or other protective items. The subsequent Casting laid upon the object will then remain potent for the Time duration indicated, but its activation might then end that duration, according to the Casting laid.

Damage Bonus I FORMULA:

Time: Permanent and Special Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 2,000 BUCs per each +1 to damage

E/F/M: When cast upon a prepared weapon or other enchanted device capable of delivering harm, this Formula infuses it with a +1 bonus to its stated damage value. Again, note that objects so enchanted need not be weapons, but they must be prepared to accept the Heka before the Casting is performed.

It is never possible to cast this Effect with another of similar, offensive and damaging sort upon the same object, as the two will absolutely nullify each other.

Material Shaping FORMULA

Time: 1 hour per STEEP Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 200 BUCs Author: Dave Newton

E/F/M: This formula affects the physical properties of a single item for the duration of the casting, making it pliable, and malleable enough to allow to be bent and shaped to a moderate degree, retaining whatever form it has been shaped into after the expiration of the Formula. Even material of Heka-infused sort may be formed during the process, in order to conform to a required shape as needed for the Heka-Forging process. This is useful in creating receptacles for socketed items that will properly fit together once they are subject to a Heka-Forging. The item shaped will regain its normal properties once the casting time has finished.

Powered Device FORMULA

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 200 BUCs Author: Dave Newton

E/F/M: This formula empowers a simple tool which performs one function such as chopping vegetables, trimming hedges, or operating a repeating function. Requires two devices for devices requiring discrete functions, such an elevator (one for up, one for down)

Resiliency RITUAL:

Time: Permanent and Special Other Heka Costs:

Area: 1 subject/object Special R&D: Nil Distance: Touch Other: Nil

Materia Cost: 200 BUCs per DR Special

E/F/M: The performance time of this Ritual depends on the Difficulty Rating for success, with "Easy" requiring only 1 Action Turn and so forth. When successfully cast upon a properly prepared thing or item this dweomer lends that object a quality of resiliency which enables it to withstand shock or deforming and return to its natural form. Masses of a single substance subject which are not intended for further Heka-Forging or acceptance of Heka or Castings need no special preparation. Very fragile objects with this Effect laid upon then becomes less breakable. Cured and worked leather objects, cloth and fiber objects such as rope and cord become stronger and have more elasticity. Wood, stone, or metal so dweomered will flex a bit more before breaking, shattering, cracking, etc. Thus, wood, stone, or metal so dweomered have a higher defensive factor in regard to any Physical Damage they can sustain. For each 10 STEEP points of the practitioner laying this Effect the subject gains a +1 point.

This Casting also improves the Quality of the subject object by one step, i.e. Poor becomes Below Average, Below Average becomes Average, etc. Note that an Unsurpassed Quality item cannot usually be improved upon by this dweomer, save to make it superior in regards to subsequent Heka Forging and Casting/Heka receptivity. In this regard, the *Resiliency* Ritual's Effect will lend a -5 bonus to the dice roll for successful laying of such subsequent dweomer upon the subject object. In all cases no subject/object can ever be improved beyond a single Quality step through this Casting.

In regards to the making of enchanted bows, crossbows, etc., this Ritual is an absolute must for the improvement or range and Damage.

The Casting has a Material cost which reflects the Difficulty Rating, with a 200 BUC base for "Easy", 400 for "Moderate", 600, for "Hard", and so forth up to 1,200 BUCs for an "Extreme" DR — possible if the mixed substance is already dweomered with two Effects.

Note that the object concerned must fall within the following volume benchmarks:

General Nature of Substance(s)	Volume Maximum	Base DR
Single or natural substance such as stone or wood	1 c. Rod/10 STEEP p.	Easy
Single worked natural substance such as cloth or spun or braided fiber	1 c. Yard/10 STEEP p.	Moderate
Single worked natural substances such as leather, pottery, or glass	1 c. Foot/10 STEEP p.	Routine (1.5)
Metal, metal alloys, or mixed animal/ vegetable, animal/mineral, or vegetable/mineral object	1 object not exceeding 1 c. Foot/20 STEEP p.	Hard
Each dweomer/Heka Effect existing on subject		1 DR harder

Failure means that the Heka Forger will never be able to lay this Casting upon the subject/object. Special Failure means that a worked or crafted object is ruined and destroyed permanently.

CASTING GRADE III

Clearmetal RITUAL:

Time: 1 Week/10 STEEP points Other Heka Costs:

Area: 1 c. Foot/10 STEEP points R&D: Nil Distance: Touch Other: Nil

Materia Cost: 300 BUCs

E/F/M: This dweomer is laid after performance of a Ritual lasting 3 Action Turns. It causes whatever single kind of metal is subjected to the Effect to become as transparent as glass, yet otherwise retain all of the properties it otherwise possesses. Weapons, armor, shields, portions of metal doors, etc. are frequently treated with this Casting so as to become clear and transparent, while providing all the protection and service they would otherwise have. Note also that some other substance within a kind of metal will become instantly observable through the Effect of this dweomer.

Create Socket RITUAL

Time: Permanent and Special Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 3,000 BUCs / Socket Author: Dave Newton

E/F/M: This ritual is used to prepare an item intended to serve as a receptacle for one or more gems or other small infused items that will be linked in a subsequent forging. Such attached or "socketed" items typically carry with them enchantments or pools that have been prepared before. During the casting, the Heka-Forger designates a location and general size and shape for the location of the socket on the receptacle object. Once the socket has been filled, the item shares whatever enchantment it possesses, whether it is designed to provide a bonus, spell-like abilities, a pool, etc. Only items which are rigid enough for a permanent setting may be socketed (i.e., not cloth items or anything soft and supple, unless extra effort is taken to magickally adhere a rigid base (such as buckles on a pair of high boots).

Note that if for some reason a gem would be incompatible (such as two gems containing the same enchantment), the second gem will be rejected, leaving the socket empty until an appropriate item is found. Items in sockets may be removed with a subsequent Uncouple Socket Item casting, leaving the socket open for a replacement item (perhaps a gem imbued with a more powerful protection or casting).

While it is useful to know the exact size and shape of the object to be placed in this socket, it is not entirely necessary, as the socket will conform to the intended addition during the forging. As with pools, the socket need not be filled when created, however to enable an item to socketed *at all*, this casting must be included at the time of forging, and for the desired number of sockets, up to the maximum capacity. At no time after the initial Heka-Forging will sockets be added. The maximum number of sockets an item may possess is a function of its size, as shown below:

Item	Available Sockets
Ring, amulet	1
Bracer (each)	2
Dagger	3
Sword	4
Armor, staff	5

Defense Bonus II FORMULA:

Time: Permanent and Special Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 3,000 BUCs per Defense bonus point

E/F/M: This Formula enables the Heka-Forger to lay within the object selected up to 10-point addition (bonus) or base to armor or as defense value. The cost, acquisition, preparation, suitability, etc. of the subject are not considered hereunder. While armor and shields are the obvious items for use with this Casting, this is not mandatory. Miscellaneous objects such as rings, jewelry, or clothing are only examples of the different types of things which can contain this dweomer. Note however, that the object to contain this power — as with any Heka-Forged item — must first be cleansed of outside influences and magickally prepared.

It is never possible to cast this Effect with another of similar, defensive sort upon the same object, as the two will absolutely nullify each other.

Item Return RITUAL

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 3,000 BUCs Author: Dave Newton

E/F/M: This ritual creates a form of Volition upon a weapon or other device which enables the wielder to cause it to appear in his or her hand at will. This effect will work as long as the item is attuned to the wielder, and no more than one mile away. It will stay attuned even if the distance is greater, but the return will simply fail until the two are brought within range of each other again.

Recharge SPELL

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 10 BUCs / point of Heka Author: Dave Newton

E/F/M: This spell is used to recharge a reservoir up to the maximum amount of Heka storage of which it is capable of holding. The amount used to recharge a reservoir may come from the Heka-Forger and in turn, may be drawn from one or more sources accessible to them during the casting.

Skill Bonus I RITUAL:

Time: Permanent and Special Other Heka Costs:

Area: 1 object R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 4,000 BUCs per STEEP point conferred

E/F/M: The performance of this Casting Ritual requires 3 Action Turns. This magickal operation engenders a K/S bonus in an enchanted item. The object of this Casting will confer up to a 5-point Knowledge/Skill Area enhancement (plus to STEEP) to its possessor when held, worn, or presented. The Heka-Forger must possess the Knowledge/Skill Area imbued in the subject object, and he must have a STEEP at least five times greater than the bonus thus conferred

It is never possible to cast this Effect with another of similar, ability enhancing sort upon the same object, as the two will absolutely nullify each other. Because of this, weapons are not usually imbued with this dweomer. However, if this Effect is conjoined with that conferring increased BAC (Attack Bonus Castings), the Dweomers will not nullify, but this one will function only to enable Parrying and on rolls for Hit Location — considerable benefit still!

Springblade RITUAL

Time: Permanent <u>Other Heka Costs:</u>

Area: 1 metal blade Special R&D: Nil Distance: Touch Other: Nil

Materia Cost: 300 BUCs

E/F/M: This Ritual requires 3 ATs of performance time to complete. The subject blade must be no longer than a knife, dirk, dagger, stiletto, poniard, misericord, etc. Its overall length cannot exceed 2 Inches plus 1 Inch for each 10 points of the caster's STEEP in this K/S Area. The Casting's dweomer is then activated, and the properly prepared subject metal blade of small size which otherwise has no dweomers upon it has been given the following benefit:

Its Quality is one step higher than it was before the Effect was laid upon it. Thus, a Poor blade becomes Below Average, a Below Average one becomes Average, an Average is Above Average, the Above Average blade is now Exceptional, an Exceptional one is Unsurpassed, and the Unsurpassed metal blade is purified so as to accept further Heka Forging or dweomer Effects with regard to its metal, not its influences.

In addition, the blade will extend from any one hidden place selected at the time of activation — such as a handle, shaft, haft, etc. — otherwise big enough to contain its mass upon activation of a mechanical switch or a command word. Extension will be in an either arc or straight forward according to the Heka Forger's desire at activation. The extension will be of the entire blade length. Until retriggered, the blade will remain extended as a weapon, solidly affixed to and projecting from its previously concealing place. Note that is a straight extension *Springblade*-dweomered blade is pressed against an unprotected target it will inflict full maximum Physical Damage and has a Hit Location bonus of - 30 if touching a Vital body area. Even arcing blades have extremely devastating effect when triggered from a place such as an armrest, chain back, etc...

Vital Seeking I FORMULA

Time: Permanent
Area: 1 object R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 3,000 BUCs per +1 bonus Author: Lars Silberg Hansen

E/F/M: This casting enables the Heka-Forging of up to 5-point bonus to Hit-location rolls. See attack bonus 1,2 and 3 for further details.

It is never possible to cast this Effect with another of similar, offensive, speed factor sort upon the same object, as the two will absolutely nullify each other.

CASTING GRADE IV

Attack Bonus II FORMULA:

Time: Permanent Other Heka Costs:

Area: 1 object R&D: Nil
Distance: Touch Other: Nil
Materia Cost: 4,000 BUCs per each +1 to Basic Attack Chance

E/F/M: This Casting enables the Heka Forging of up to a 10-point bonus in the Base Attack Chance (BAC) value of a weapon or object. Even items such as bracers or gloves could contain the power of this dweomer, for the bonus from this formula does not necessarily need to be cast upon a weapon. Note however, that the object to contain this power — as with any Heka-Forged item — must first be cleansed of outside influences and magickally prepared.

It is never possible to cast this Effect with another of similar, offensive sort upon the same object, as the two will absolutely nullify each other.

Dalthor's Pliable Metal Spell

Time: 1 BT per STEEP Other Heka Costs:

Area: 1 pound per STEEP R&D: Nil

Distance: Touch Other: 1 per additional BT

Materia Cost: None

E/F/M: Upon activation, a metallic object or piece of metal becomes pliable, and may be shaped or manipulated by hand, tools, or other forms of handling, including Psychogenic and Telekinetic means. It will have the consistency of heavy clay and will hold its shape well.

The Sculpting K/S (q.v.) will be extremely beneficial in conjunction with this casting, allowing much finer and more detailed work, although multiple Castings may be needed to complete the work.

If the metal is already enchanted, or has been prepared as a Reagent, this Casting will have no effect. The caster may affect up to one pound of metal per point of STEEP.

The caster may extend the Time duration at the cost of one Heka per additional BT.

The Effect will last for the full duration, or until negated, or until the Caster wills the Casting to end. At that point, the metal will "harden" to its normal state, retaining the shape given while pliable.

Damage Bonus II FORMULA:

Time: Permanent and Special Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 4,000 BUCs per each +1 to damage

E/F/M: When cast upon a prepared weapon or other enchanted device capable of delivering harm, this Formula infuses it with *up to a 10-point bonus* to its stated Damage value. Again, note that objects so enchanted need not be weapons, but they must be prepared to accept the Heka before the Casting is performed.

It is never possible to cast this Effect with another of similar, offensive and damaging sort upon the same object, as the two will absolutely nullify each other.

Fast Combat Bonus I FORMULA

Time: Permanent Other HEKA Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 3,000 BUCs per each +1 to SF Author: Lars Silberg Hansen

E/F/M: This Casting enables the Heka-Forging of up to a 5-point bonus in speed factor value of a weapon or object. Even items such as bracers or gloves could contain the power of this dweomer, for the bonus from this Formula does not necessarily need to be cast upon a weapon.

Note, however, that the object to contain this power - as with any Heka-Forged item - must first be cleansed of outside influences and magickally prepared.

It is never possible to cast this Effect with another of similar, offensive, speed factor sort upon the same object, as the two will absolutely nullify each other.

General Pool RITUAL:

Time: Permanent until used Other Heka Costs:

Area: 1 object R&D: Nil
Distance: Touch Other: Special

Materia Cost: 10 BUCs per Heka point capacity

E/F/M: Performance of the *General Pool* Ritual requires 1 Action Turn per 10 points of Heka to be stored in the *General Pool* object. Through this Casting, the Heka Forger enchants and charges

an item which is otherwise suitable and has been properly prepared to serve as a General-Purpose Heka Reservoir. The maximum amount of magickal energy which can be stored in such a Reservoir is equal to the caster's STEEP, and this total will be stored in the Reservoir when the Casting is activated.

Optionally, the practitioner can increase the potential storage capability by expending additional points of Heka during the activation. For each point of Heka expended, the Reservoir will be capable of holding an additional point of Heka. Note however, that a Reservoir so created will not contain any Heka until subsequently charged by the caster or another individual capable of so doing.

Note that in either case, the additional Material Cost does not include the cost of the object to be used as a Reservoir or any other associated costs of cleansing, preparation, etc.

This Reservoir cannot be recharged.

Integrate Socket Item RITUAL

Time: Permanent and Special Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 3,000 BUCs / Item Author: Dave Newton

E/F/M: This 2-hour Ritual is used to add, or integrate a single gem, crystal, or other small infused item into the socket of a previously Heka-Forged item serving as a receptacle. Once the socketed item is incorporated, the two will be linked and magickally locked together, binding them and any enchantments contained within. Such attached or "socketed" items typically carry with them bonuses, castings, pools or other enchantments that have been prepared before. While the socketed item is worn or carried, the possessor may access any of the abilities conferred by the joined items.

Obscurement FORMULA

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 400 BUCs Author: Dave Newton

E/F/M: Provides an item with a chameleon-like power to blend itself and owner against surroundings. The function is otherwise the same as the cg IV Dweomercraeft Gray casting *Chameleon* (q.v.).

Purity SPELL:

Time: Permanent Special Other Heka Costs:

Area: 1 object Special R&D: Nil Distance: Touch Other: Nil Materia Cost: 400 BUCs per cubic Foot of the subject object

E/F/M: Through the casting of a *Purity* Spell the Heka Forger is able to make an otherwise unacceptable object one whose substance is acceptable for the storage of Heka or the acceptance of a casting Effect or similar dweomer. The need for this Spell will typically be found through the Grade I Casting, *Evaluate Item*. Note that influences are not removed through this dweomer, but the *Prepare Item* and *Cleanse Item* Rituals accomplish this.

The Area cannot exceed 1 cubic Foot volume per STEEP point of the practitioner laying the Effect on the subject. Note that in regards to the result the caster can aim at separation of two distinct kinds, or one distinct and discreet substance from some more complex admixture, rather than Heka-acceptance *Purity* Effect. In the latter case, for example, copper might be separated

from tin in a copper-tin alloy or salt removed from a volume of water (which is a complex admixture).

Sense Danger FORMULA

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 5,000 BUCs Author: Dave Newton

E/F/M: Imbues a hand-held item with an alert. Item pulses, flashes, glows, or otherwise warns the bearer of an imminent threat. It may detect such danger at a distance up to one rod per STEEP of the caster.

CASTING GRADE V

Absorb Blow RITUAL

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 5,000 BUCs Author: Dave Newton

E/F/M: This ritual imbues an object with a defensive property enabling the object to instantly block a single physical attack once per CT, as long as the holder of that object maintains concentration. The ability does not extend to area attacks, but may block a Heka-based attack such as a magickally created bolt.

Amulet RITUAL:

Time: Permanent Special Other Heka Costs:

Area: 1 object R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 500 BUCs

E/F/M: This Ritual of 5 Action Turns casting time enchants a previously prepared item with a dweomer which will enable it to accept and repeat one sort of moderate protective power gained through the laying of a Casting upon it, thus making the subject object into a true Amulet. Note that such an Amulet will function strictly within the guidelines presented in Chapter 11 regarding protective devices.

Dalthor's Material Fusion SPELL

Time: Instantaneous Other Heka Costs:

Area: 1 Sq ft / STEEP R&D: Nil Distance: 1 ft / STEEP Other: Nil

Materia Cost: Author: Dalthor Et Magera (Ed Anderson) E/F/M: This casting will fuse one or more similar materials into one solid item. It is most commonly used to fuse quartz into crystals, but will also fuse metal shavings into a lump, wood pulp or sawdust into a chunk, and so on.

Generally, the materials will first be put into molds, forms, piles, or something similar. The Dose Cantrip (q.v.) is useful for that purpose. For example, shallow square metal molds may be filled with crushed glass; the Fusion Effect would combine the glass fragments into one solid piece, in this example usable as a window.

This Casting could also be used to "weld" two pieces of metal together, for example, but wouldn't fuse a piece of wood to a piece of metal – the two materials are too different.

Note that this casting does NOT stir or mix the materials – they are simply fused together. If a specific shape is required the caster must hold an object of that shape, and made of the same type of material to be fused, thus invoking the Law of Sympathy. If no specific shape is required, the caster need only hold a few grains (grams, ounces, etc.) of the type or category of material. In general, the material categories are Metals, Minerals, and Organics. The JM may allow other types; these are the most common ones.

This casting is a version of the Archetypical Casting, Manufacturing Grade V, Fuse, which has not previously been published.

Dancing Weapon RITUAL

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 5,000 BUCs Author: Dave Newton

E/F/M: This Ritual, when cast upon a weapon of at least above average quality that has properly attuned to a wielder through personal use for a minimum of one week, enables that weapon to mimic their style of attack and defense, and is able to float without being held. The parry, BAC, and any damage bonuses are the same as those of the owner.

Defense Bonus III FORMULA:

Time: Permanent and Special Other Heka Costs:

Area: 1 object R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 5,000 BUCs per Defense bonus point

E/F/M: This Formula enables the Heka-Forger to lay within the object selected up to 15-point addition (bonus) or base to armor or as defense value. The cost, acquisition, preparation, suitability, etc. of the subject are not considered hereunder. While armor and shields are the obvious items for use with this Casting, this is not mandatory. Miscellaneous objects such as rings, jewelry, or clothing are only examples of the different types of things which can contain this dweomer. Note however, that the object to contain this power — as with any Heka-Forged item — must first be cleansed of outside influences and magickally prepared.

It is never possible to cast this Effect with another of similar, defensive sort upon the same object, as the two will absolutely nullify each other.

Heka Aperture Enhancement RITUAL

Time: Special Other Heka Costs:
Area: Caster R&D: Nil

Distance: Self Other: Nil

Materia Cost: None

Author: Dalthor Et Magera (Ed Anderson)

F.F.M. The Helia Aparture is the maximum arresent of attack or defensive Helia aparture.

E/F/M: The Heka Aperture is the maximum amount of *attack* or *defensive* Heka a persona may invest into a Casting or Power, excluding the activation cost. Heka Aperture is also the maximum amount of Heka the persona may use in a single CT as defense against a Mental or Spiritual attack, or as feeder Heka to a similar attack.

This Ritual allows the Caster to use the better of their related TRAIT or their Heka Aperture value when Casting (for Heka-Forging purposes) their next Mental or Spiritual form of Attack or Defense. For example, an HP with M-TRAIT 112, P-TRAIT 87, S-TRAIT 92 and Heka Aperture 100 would be have an Enhanced Aperture of 112 (using their M-TRAIT) on their next Mental Attack or Defensive Casting used for Heka-Forging.

Skill Bonus II RITUAL:

Time: Permanent and Special Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 8,000 BUCs per STEEP point conferred

E/F/M: The performance of this Casting Ritual requires 5 Action Turns. This magickal operation engenders a K/S bonus in an enchanted item. The object of this Casting will confer up to a 10-point Knowledge/Skill Area enhancement (plus to STEEP) to its possessor when held, worn, or presented. The Heka-Forger must possess the Knowledge/Skill Area imbued in the subject object, and he must have a STEEP at least six times greater than the bonus thus conferred

It is never possible to cast this Effect with another of similar, ability enhancing sort upon the same object, as the two will absolutely nullify each other. Because of this, weapons are not usually imbued with this dweomer. However, if this Effect is conjoined with that conferring increased BAC (*Attack Bonus* Castings), the Dweomers will not nullify, but this one will function only to enable Parrying and on rolls for Hit Location — considerable benefit still!

Vital Seeking II FORMULA

Time: Permanent

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 6,000 BUCs per +1 bonus Author: Lars Silberg Hansen

E/F/M: This casting enables the Heka-Forging of up to 10-point bonus to Hit-location rolls. See attack bonus 1,2 and 3 for further details.

It is never possible to cast this Effect with another of similar, offensive, speed factor sort upon the same object, as the two will absolutely nullify each other.

CASTING GRADE VI

Attack Bonus III FORMULA:

Time: Permanent <u>Other Heka Costs:</u>

Area: 1 object R&D: Nil
Distance: Touch Other: Nil
Materia Cost: 6,000 BUCs per each +1 to Basic Attack Chance

E/F/M: This Casting enables the Heka Forging of up to a 15-point bonus in the Base Attack Chance (BAC) value of a weapon or object. Even items such as bracers or gloves could contain the power of this dweomer, for the bonus from this formula does not necessarily need to be cast upon a weapon. Note however, that the object to contain this power — as with any Heka-Forged item — must first be cleansed of outside influences and magickally prepared.

It is never possible to cast this Effect with another of similar, offensive sort upon the same object, as the two will absolutely nullify each other.

Damage Bonus III FORMULA:

Time: Permanent and Special Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 6,000 BUCs per each +1 to damage

E/F/M: When cast upon a prepared weapon or other enchanted device capable of delivering harm, this Formula infuses it with up to a + 15-point bonus to its stated Damage value. Again, note that objects so enchanted need not be weapons, but they must be prepared to accept the Heka before the Casting is performed.

It is never possible to cast this Effect with another of similar, offensive and damaging sort upon the same object, as the two will absolutely nullify each other.

Dedicated Pool RITUAL:

Time: Permanent until used Other Heka Costs:

Area: 1 object R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 10 BUCs per Heka point capacity

E/F/M: Performance of the *Dedicated Pool* Ritual requires 1 Action Turn per 10 points of Heka to be stored in the *Dedicated Pool* object. Through this Casting, the Heka Forger enchants and charges an item which is otherwise suitable and has been properly prepared to serve as a Special Purpose Heka Reservoir. The maximum amount of magickal energy which can be stored in such a Reservoir is equal to the caster's STEEP, and this total will be stored in the Reservoir when the Casting is activated.

Optionally, the practitioner can increase the potential storage capability by expending additional points of Heka during the activation. For each point of Heka expended, the special purpose Reservoir will be capable of holding an additional point of Heka. Note however, that a Reservoir so created will not contain any Heka until subsequently charged by the caster or another individual capable of so doing.

Note that in either case, the additional Material Cost does not include the cost of the object to be used as a Reservoir or any other associated costs of cleansing, preparation, etc.

This Reservoir cannot be recharged.

Fast Combat Bonus II FORMULA

Time: Permanent Other HEKA Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 7,000 BUCs per each +1 to SF Author: Lars Silberg Hansen

E/F/M: This Casting enables the Heka-Forging of up to a 10-point bonus in speed factor value of a weapon or object. Even items such as bracers or gloves could contain the power of this dweomer, for the bonus from this Formula does not necessarily need to be cast upon a weapon.

Note, however, that the object to contain this power - as with any Heka-Forged item - must first be cleansed of outside influences and magickally prepared.

It is never possible to cast this Effect with another of similar, offensive, speed factor sort upon the same object, as the two will absolutely nullify each other.

Personal Attunement RITUAL

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 6,000 BUCs Author: Dave Newton

E/F/M: This ritual creates an enchantment on a hand-held item so that can be attuned to a specific owner. Once attuned, no one else may use the enchantments but the owner until such time the owner dies and the item is released to attune to a new owner.

Uncouple Socket Item RITUAL

Time: Special Other Heka Costs:

Area: 1 object R&D: Nil
Distance: Touch Other: Nil

Materia Cost: 5,000 BUCs Author: Dave Newton

E/F/M: This four-hour casting is designed to unlock an item such as a gem or other object from a prior socketing with a receptacle item, releasing it from attachment and magickal binding of the two. Unless otherwise specified, once such an item is released, the enchantments for that specific portion are *lost*, and it becomes a mundane item. Note that the quality is not lost, so if it was an exceptional quality gem before being socketed, it will retain that form and value. The remaining functions and abilities of the receptacle item remain, and the socket that contained the added item will be free to add another one, using the *Integrate Socket Item* casting.

CASTING GRADE VII

Heka Resistance RITUAL

Time: Permanent and Special Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 7,000 BUCs Author: Dalthor Et Magera (Ed Anderson)

E/F/M: This Ritual Casting requires 7 ATs to complete, and is used to permanently protect a single enchantment, ability or bonus from disjoining. The Casting creates a Heka resistance of 150 points with respect to the targeted dweomer.

Held Effect RITUAL

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 700 BUCs per casting grade Author: Dave Newton

E/F/M: This Heka-forging stores a dweomer or other casting effect within the designated item. Such spells or spell-like effects may be held until willed by the wielder of the device to release it. A stored casting may be used once per day for every such enchantment placed upon a device in this manner, up to a maximum of three times. The castings thus stored may be the same or different, but each one is usable once per day, and are instantaneous.

Item Invulnerability FORMULA:

Time: Permanent Special Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 700 BUCs

E/F/M: This Formula imbues an item with a powerful defense versus physical destruction, enabling it to withstand violent attacks of Mental, Physical, Spiritual, and even Heka-Engendered nature. While this Casting is not mandatory for a Heka-Forged item's enchantment, it is necessary if the item will be subject to any form of attack — including being present upon the person of someone who is the focus of such an attack and have a better chance of survival. The subject object of this dweomer gains one step in its Durability, with all-metal objects gaining *Resiliency* - like benefit in that they take twice the normal amount of Physical Damage to destroy that a like object without this dweomer could withstand. Inflammability is reduced by one step also.

Link Knowledge/Skill RITUAL:

Time: Permanent and Special Other Heka Costs:

Area: 1 object R&D: Nil
Distance: Touch Other: Nil
Materia Cost: 700 BUCs per STEEP point imbued in the object

E/F/M: The *Link Knowledge/Skill Ritual* requires 1 AT of performance time for each 5 STEEP points or fraction thereof to be contained within the subject object. The object upon which this dweomer is to be laid must be pure and clean, free from all Influences, and ready otherwise to accept enchantment. The use of this Casting enables the Heka Forger to link a specific Knowledge/Skill Area ability to an item. Thereafter, any persona possessing the object will be able to draw upon the K/S STEEP contained within the device. Such skills or abilities should be considered as 'programmed' by the caster, and do not represent any independent intelligence. Thus, without the dweomered item, the individual otherwise not possessing the linked K/S has no ability. The maximum amount of STEEP that can be placed within an object is equal to 50% the caster's STEEP in the particular K/S Area, although the Ritual can also be performed by several personas in conjunction in order to increase the effective STEEP. For further information on combined efforts by multiple personas, refer to the *Mythus* rule book, page 124.

Reflect Energy FORMULA

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 700 BUCs Author: Dave Newton

E/F/M: Creates a reactive but temporary enchantment so the device it is placed upon is capable of energy storage and can return that energy in response (q.v. the Dweomercraeft General casting *Reverse Casting*). This effect may be used once per day for every such enchantment placed upon a device in this manner, up to a maximum of three times.

Skill Bonus III RITUAL:

Time: Permanent and Special Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil Materia Cost: 12,000 BUCs per STEEP point conferred

E/F/M: The performance of this Casting Ritual requires 7 Action Turns. This magickal operation engenders a K/S bonus in an enchanted item. The object of this Casting will confer up to a 15-point Knowledge/Skill Area enhancement (plus to STEEP) to its possessor when held, worn, or presented. The Heka-Forger must possess the Knowledge/Skill Area imbued in the subject object, and he must have a STEEP at least seven times greater than the bonus thus conferred

It is never possible to cast this Effect with another of similar, ability enhancing sort upon the same object, as the two will absolutely nullify each other. Because of this, weapons are not usually imbued with this dweomer. However, if this Effect is conjoined with that conferring increased BAC (Attack Bonus Castings), the Dweomers will not nullify, but this one will function only to enable Parrying and on rolls for Hit Location — considerable benefit still!

Vital Seeking III FORMULA

Time: Permanent

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 10,000 BUCs per +1 bonus Author: Lars Silberg Hansen

E/F/M: This casting enables the Heka-Forging of up to 15-point bonus to Hit-location rolls. See attack bonus 1,2 and 3 for further details.

It is never possible to cast this Effect with another of similar, offensive, speed factor sort upon the same object, as the two will absolutely nullify each other.

CASTING GRADE VIII

Fast Combat Bonus III FORMULA

Time: Permanent Other HEKA Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 12,000 BUCs per each +1 to SF Author: Lars Silberg Hansen

E/F/M: This Casting enables the Heka-Forging of up to a 15-point bonus in speed factor value of a weapon or object. Even items such as bracers or gloves could contain the power of this dweomer, for the bonus from this Formula does not necessarily need to be cast upon a weapon.

Note, however, that the object to contain this power - as with any Heka-Forged item - must first be cleansed of outside influences and magickally prepared.

It is never possible to cast this Effect with another of similar, offensive, speed factor sort upon the same object, as the two will absolutely nullify each other.

Heka Binding RITUAL:

Time: Special Other Heka Costs:

Area: 1 object R&D: Nil
Distance: Touch Other: Special

Materia Cost: 80 BUCs per Heka point bound

E/F/M: Through this Ritual of 8 ATs time of casting, the Heka Forger enables the binding of Heka to an object upon which the practitioner has laid a dweomer needing Heka to power its activation of Effect. This Effect allows the Heka-Forged item to contain and hold Heka energy, as the magickal operation of this Ritual creates, and binds a variable amount of Heka 'cells', each

holding one point of Heka and requiring a like additional expenditure amount to be spent by the caster at activation. This extra Heka then fills each "cell" with 1 Heka point.

Note that unlike the Dedicated and General-Purpose Reservoirs created through this K/S Area, the *Heka Binding Ritual* creates a permanent area to hold the magick energy. This permanence enables devices to be 'recharged' once the energy they hold is withdrawn or used by innate Powers or Castings.

Compare the Dweomercræft and Alchemy Castings of this same name.

Link Casting RITUAL:

Time: Permanent Special Other Heka Costs:
Area: 1 object R&D: Nil

Distance: Touch Other: Nil Materia Cost: 8,000 BUCs per Grade of Casting subsequently laid

E/F/M: This Ritual of 8 ATs performance time enables the Heka Forger or another persona working in conjunction with him to link a Casting to an object to thus create a Magickal Device. As usual, the object must have been properly prepared for Heka-Forging. Use of this operation will make innate the Effect from such Casting(s), and they can be activated through a command touch, touch sequence, sound, sound sequence, word, or phrase as determined by the Heka-Forger or other pertinent individual when this Ritual is performed. Note that it is necessary for the Heka-Forging or associated persona to know the desired Casting so that it can be properly laid upon the subject object after the completion of this Ritual.

A Special Success will have some increase in the Time, Area, Distance, or Effect or Force or Material of the innate dweomer, providing it is successfully laid, at the Game Master's option. A Special Failure will ruin the object and all Heka and Materia Costs will be lost.

Link Mask RITUAL:

Time: Permanent <u>Other Heka Costs:</u>

Area: 1 enchanted item R&D: Nil Distance: Touch Other: Nil Materia Cost: 8,000 BUCs per Grade of Casting masked

E/F/M: The *Link Mask* Ritual requires 8 Action Turns of performance to complete. The Effect allows the practitioner to forge a magickal mask upon an item, blocking attempts to either detect Heka, and/or negate attempts to identify the object's magickal powers and command words/phrases. However, any Aural sight ability of superior will certainly note the strangeness of the masking Force.

Link Set RITUAL

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 8,000 per linked pair Author: Dave Newton

E/F/M: The purpose of this ritual is to create a magickal bond between two or more Hekaforged items, so they become matched. Once complete, each items bonuses are added to the other device – but only while both are held or worn. More than two may be linked, but each extra item adds an additional 8,000 BUCs to the materia cost.

Location Attunement RITUAL

Time: Instantaneous Other Heka Costs:

Area: 2 objects R&D: Nil Distance: Touch Other: Nil

Materia Cost: 800 BUCs per item Author: Dave Newton

E/F/M: Creates an attunement between any small object and another, paired object (like a pair of matched gemstones) such that the bearer of one will instantly be teleported to the location of the other, designated as the "home" object, upon thrice repeating the proper activation word or phrase. Made famous by a wizard who was able to help a young woman named Ruby return to her faraway home by enchanting her slippers. This has been used successfully by adventurers who attune their object to one common item, such as a rug, or even a circle of protection.

CASTING GRADE IX

Link Spirit RITUAL:

Time: Permanent Special Other Heka Costs:

Area: Special R&D: Nil Distance: 1 Rod Other: Nil Materia Cost: 900 BUCs per M TRAIT point to be contained

E/F/M: This Ritual of 9 ATs performance time is quite powerful in that it enables an object to hold the spirit of an intelligent animal, elemental force, or even that of a persona or Preternatural creature or being. Devices so enchanted become truly intelligent, and possess the Mental and Spiritual TRAITS and capacity of the spirit (K/S, Powers, etc.), such TRAITS also creating Heka on a one-for-one point basis if the object otherwise has Casting dweomer and Heka storage capacities already within it.

Note, however, that an unwilling spirit must be coaxed or forced into the item, using Castings or other powers. The use of a Pentacle or Pentacles is usual when this Ritual is enacted. A truly hostile spirit with any potent ability is certainly undesirable!

Such spirits, creatures, or beings can possibly be released from the item only if the would-be liberator first utilizes the *Unbinding* Casting (q.v.), and then successfully rolls in a K/S vs. K/S contest pitting his SM CAPACITY against the spirit's Spiritual Metaphysical CAPACITY score. If he succeeds, the bound spirit is ejected from the object.

Permanence RITUAL:

Time: Permanent Special Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 9,000 BUCs per Grade of Casting to be made permanent

E/F/M: This Ritual Casting requires 9 Action Turns and is used to bind permanently any single enchantment, ability, bonus, etc., to the Heka-Forged object. It creates a Resistance to any dispelling or negation of the object's dweomer, so that Castings under 250 Heka points power are not effective. (Heka added by the attacking practitioner to overcome Resistance will count towards this level, of course.)

Note that this Ritual also has an Effect which is the equivalent of a *Heka Binding* Casting (q.v.) upon the object, allowing it to be recharged.

Spirit Repository RITUAL

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil

Materia Cost: 9,000 BUCs + Special Author: Dave Newton

E/F/M: This casting creates a receptacle in a gem or other small piece of jewelry that is capable of safely holding a spirit until such time as it is released. The item must be of Exceptional Quality (minimum), and contain a gemstone of Exceptional or better Quality. The spirit must be willing to enter the gem, or else a SMP contest between the spirit and the repository's holder must be won. Should the spirit win the contest, the gem will crack, becoming useless.

Once the spirit is contained, it will remain until either freed or channeled by the holder into a new physical receptacle – a body or other form capable of accepting the spirit. The purpose of this casting is to hold the spirit of a slain comrade until such time as they may be restored or properly laid to rest. There are other, less savory uses, however...

Unbinding FORMULA:

Time: Instantaneous Other Heka Costs:

Area: 1 object R&D: Nil Distance: Touch Other: Nil Materia Cost: 900 BUCs per M TRAIT point to be contained

E/F/M: This Casting seeks to unravel the dweomered binding, or shatter the magickal chains, holding infused Heka and/or one or more Heka-Engendered Powers, or a spirit, to an enchanted device. If the item in question contains more than one Power or capability, or spirit, the practitioner may wish to attempt to undo several (or even all) of these. As shown in the table below, this will increase the Difficulty Rating of the Casting:

Number of Things Bound To Item DR Modifier 1 0 2 +1 3 +2 4 or more +3 Spirit or spirits included 1 DR worse (+1)



* Table of Forging Materia Cost by Casting *

CG	Task	Cost per point
1	Cleanse Item RITUAL	100
1	Defense Bonus I (+1 to +5) (1k/pt each)	1000
1	Disjunction Distraction SPELL	150
1	Evaluate Item FORMULA	-
1	Fireforge Heat	100
1	Prepare Item RITUAL	100
1	Touchstone SPELL	100
1	Volition RITUAL	100
2	Attack Bonus I (+1 to +5) (2k/pt each)	2000
2	Charm Forging RITUAL	200
2	Damage Bonus I (+1 to +5) (2k/pt each)	2000
2	Material Shaping FORMULA	200
2	Powered Device RITUAL	200
2	Resiliency RITUAL	200
3	Clearmetal RITUAL	300
3	Create Socket FORMULA	3000
3	Defense Bonus II (+1 to +10) (3k/pt each)	3000
3	Item Return RITUAL	3,000
3	Recharge RITUAL (10 BUCs / Heka pt)	10
3	Skill Bonus I (+1 to +5) (4k/STEEP pt each)	4000
3	Springblade RITUAL	300
3	Vital Seeking I FORMULA (+1 to +5) (3k/pt each)	3,000
4	Attack Bonus II $(+1 \text{ to } +10)$ (4k/pt each)	4000
4	Dalthor's Pliable Metal SPELL	~
4	Damage Bonus II (+1 to +10) (4k/pt each)	4000
4	Fast Combat Bonus I FORMULA (+1 to +5) (3k/pt each)	3000
4	General Pool (10 BUCs / Heka pt)	10
4	Integrate Socket Item RITUAL	3000/item
4	Obscurement FORMULA	400
4	Purity SPELL (400 BUCs / cu ft)	400
4	Sense Danger RITUAL	5,000
5	Absorb Blow RITUAL	5,000
5	Amulet	500
5	Dalthor's Material Fusion SPELL	-
5	Dancing Weapon RITUAL	5000
5	Defense Bonus III (+1 to +15) (5k/pt each)	5000
5	Heka Aperture Enhancement RITUAL	-
5	Skill Bonus II (+1 to +10) (8K/STEEP pt)	8000

CG	Task	Cost per point
5	Vital Seeking II FORMULA (+1 to +10) (6k/pt each)	6000
6	Attack Bonus III (+1 to +15) (6k/pt each)	6000
6	Damage Bonus III (+1 to +15) (6k/pt each)	6000
6	Dedicated Pool (10 BUCs/Heka point)	10
6	Fast Combat Bonus II FORMULA (+1 to +10) (7k/pt)	7000
6	Personal Attunement RITUAL (6,000 BUCs)	6000
6	Uncouple Socket Item RITUAL	5000
7	Heka Resistance RITUAL	7,000
7	Held Effect RITUAL (700 BUCs /CG)	700
7	Item Invulnerability	700
7	Link Knowledge/Skill RITUAL (700 BUCs / STEEP)	700
7	Reflect Energy RITUAL	700
7	Skill Bonus III (12K/STEEP) 1-15ppts	12000
7	Vital Seeking III FORMULA (+1 to +15) (10k/pt each)	10000
8	Fast Combat Bonus III FORMULA (+1 to +15) (12k/pt)	12000
8	Heka Binding (80 BUCs per Heka pt) (100Heka)	80
8	Link Casting (8000 BUCs / CG)	8000
8	Link Mask RITUAL (8K / CG)	8000
8	Link Set RITUAL (8K / linked item)	8000
8	Location Attunement RITUAL	800/item
9	Link Spirit RITUAL (900 BUCs per M Trait)	900
9	Permanence (9000 BUCs / CG) (CG I Casting)	9000
9	Permanence (CG II)	18,000
9	Permanence (CG III)	27,000
9	Permanence (CG IV)	36,000
9	Permanence (CG IX)	81,000
9	Permanence (CG V)	45,000
9	Permanence (CG VI)	54,000
9	Permanence (CG VII)	63,000
9	Permanence (CG VIII)	72,000
9	Spirit Repository RITUAL	9,000 + SP
9	Unbinding FORMULA L (900 BUCs per M Trait)	900

GEMSMITH/LAPIDARY

The Other Enchanter

Note: The material here Has been modified from its original form, due to material found during the compilation of the errata in the *Mythus Complete* volumes. This section is mostly an extrapolation based on information in the *Mythus* and *Mythus Magick* books. To reiterate, the description of the K/S Area in the *Mythus* rulebook says:

This Knowledge/Skill Area generates Heka at the rate of 1 point per point of STEEP of the persona. The possessor of this Knowledge/Skill is able to work with precious stones and create items of jewelry, infusing them with Heka (and possibly Castings). Such items will contain an amount based in part on the innate power contained by the materials used, as well as the amount channeled by the caster during the enchantment process. Castings may be linked to these items, if the persona is a Dweomercraefter.

This is something in the past that people read, and either didn't think any more about it, or probably looked for more information – that wasn't there. But it tells us that this skill should be able to cast, or at least infuse an item with Heka, just like a caster. In any case, merely having this K/S would not provide enough Heka for castings unique to the K/S, however, the book goes on to say:

These skills are very important for those who wish to create magickal devices such as *Charms, Amulets, et al.* In addition to Gemsmith/Lapidary skills, a master craftsman will need to have the Dweomercraeft and Heka-Forging K/S Areas to produce a complete range of items. The Alchemy and Mysticism K/S Areas will also be of use.

Now it becomes a big deal, because we not only have a K/S Area that has a specialty which can infuse Heka, it can combine with other K/S areas with access to enough that an item of quality is possible. Not only that, personas who also have Dweomercraeft can also link castings! All those players that thought Heka-Forging was the *only* way to create magickal items now have another avenue of doing so. This is limited to precious stones and jewelry, but consider the sub-areas:

Engraving/Enameling covers the embellishment of an object by inscribing or painting *runes*, *patterns*, *designs*, *and other permanent decorations* in or on the item.

Gemcutting work involves cutting and polishing rough stones to increase their value and beauty. The **Metalsmithing** Sub-Area is concerned with working malleable metals (usually of precious sort) into *rings, bracers, chains, etc.*

Jewelry involves designing and creating attractive pieces of jewelry which might contain gems and other precious stones.

This implies that pretty much anything in sub-table 11 (Jewelry) in the *Mythus Magick* section on random magickal devices (p. 368) could be made and enchanted by a skilled Gemsmith with Dweomercraeft and other K/S Areas. Unfortunately, the *Mythus* rulebook did not assign a grade to the K/S area, but that's easily accomplished. And while we are at it, let's go ahead and extrapolate a little more. The Sub-Areas Table in the rules indicates that by 41 STEEP, a persona would have all four sub-areas. Although there is no specific order in which the sub-areas must be learned, the column in the following table follows a logical progression.

Gemsmith/Lapidary Table

STEEP	Grade	Heka Max*	Abilities	Cut/Improve DR
under 21	1	35	Cut, prepare, improve Item Quality**, & infuse	+1
21-30	2	45	Create Charm/Aegis	~
31-40	3	55	Create General Purpose Reservoirs	~
41-50	4	65	Create Dedicated Purpose Reservoirs	-1
51-60	5	75	Craft Amulets	<i>-</i> 1
61-70	6	85	Erase Existing Glyphs from an item	-2
71-80	7	95	Store Casting	-2
81-90	8	105	Store multiple castings w/ recharging pool	-3
91-up	9	115	Create Rechargeable item with up to 3 castings	-3

^{*}According to *Mythus Magick*, the amount of Heka generated by the Gemsmith/Lapidary K/S is equal to STEEP + PMPc The amount shown assumes a PMPow score of 15. A higher or lower score would modify this number

Abilities

At Grade I, the Gemsmith is able to:

- Cut, polish, and repair a gem or piece of jewelry
- Inscribe or Engrave Glyphs using their personal tools. Any item may be inscribed, as listed in Mythus Magick on page 15.
- Prepare an item for infusion or an enchantment
- Improve an item's value by Increasing the Item Quality of a gem or piece of jewelry
- Infuse an item with Heka. The amount they may personally apply to the infusion depends on their maximum Heka, of course.

Any Gemsmith is able to cut, polish, repair, prepare and infuse a gem or piece of jewelry, as well as increasing its BUC value and applying an Item Quality bonus of +1 to the item. The finished item will only ever have the item quality of the least item – if a gem is of exceptional quality, and it is set in a ring of above average quality, the resulting ring should be considered above average. But if gemsmith first applies a Quality bonus to the ring before mounting the stone, then the resulting ring would be considered Exceptional. Because of the limit of +2 to adjusting an item's quality, the Gemsmith is only able to attempt to improve pieces of jewelry once for each piece (stone, ring, finished jewelry). A starting Gemsmith may also infuse an item with Heka, but only on a limited basis – starting with their Inscription and Enameling kit. Because a novice gemsmith is limited in Heka from this K/S Area, they must either infuse items over time, or use a dedicated Heka reservoir (a conduit, see Infusion, below) designed for the purpose of infusion.

As with Heka-Forging, before gems and other items may be infused or have enchantments applied, they must first be cleansed, prepared, cut, and have Item Quality bonuses applied (with a maximum of +1 for any single part, such as a ring with gems). It can be a lengthy process, and the higher the quality, the more expensive, but also the better the chance of success for infusion once the ring is done.

At Grade II, the Gemsmith is capable of crafting Aegis - protective talismans from the *CMG* (Crystals, Minerals, and Gems) method adopted from *Mythus II* by Ed Anderson, which we will cover shortly. These are *not enchanted items*, rather they are prepared using a process which activates the innate protective properties within the mineral materia in these items. Also note that charms and amulets of this sort have a more limited use than a Heka-Forged item – but, *they can be rechargeable and have multiple uses*. You will see an example in a moment. If the Gemsmith also possesses another Heka-generating K/S, they can create enchanted charms, as well. These are limited to single use items, or items which expire after a period of time, and are limited to minor castings from the other K/S. The difference is that they may possess offensive capabilities.

^{**}Item quality is improved by one step, similar to the Heka-Forging casting Resiliency.

At Grade III, the Gemsmith is able to create and infuse General Purpose Reservoirs, such as pentacles and pyramids, as discussed in Mythus Magick on page 15. Such Reservoirs require the Gemsmith to possess the Dweomercræft or Mysticism K/S areas as well.

At Grade IV, the ability to create Dedicated Reservoirs is gained. Again, the K/S Areas above are required. Also, the Gemsmith's skill at cutting gems and improving Item Quality begins to improve the DR for these abilities, reducing it by 1 point for every two additional Grades.

At Grade V, the Gemsmith is able to craft true Amulets, such as those made through Heka-Forging. An amulet created this way uses self-recharging reagents, similar to an Aegis, and long as they are not completely drained, will recharge over time.

At Grade VI, Gemsmiths gain the ability to erase existing glyphs on items by performing a combination of Disjunction and erasing or removing enamel and engravings.

At Grade VII, the ability to store castings of any sort on an item such a gem or piece of jewelry. These are semi-permanent, and may be created and infused with the item's own dedicated pool. Such an item requires a roll whenever activated, and if a special failure occurs, it will cease to function until reactivated by a gemsmith rolling a success against the K/S.

At Grade VIII, the Gemsmith is able to store two concurrent castings of any sort on an item, with each able to be used twice per day. These are semi-permanent, and may be created and infused with the item's own shared, dedicated pool. Such an item requires a roll whenever activated, and if a special failure occurs, it will cease to function until reactivated by a gemsmith rolling a success against the K/S Area.

Finally, at Grade IX, the persona gains the ability to enchant items with up to three spells, each active up to three times per day, from a shared, regenerating Heka pool. Enchanted items are permanent in nature.

Tools

Before we go any further, let's talk about the tools of the trade. Just like Alchemy and Heka-Forging, a Master Gemsmith will require some specialized equipment on their workbench. The collection of all of the items is similar in value and DR bonuses to an Alchemy or Heka-Forging Lab, and they range in value as do the others. In addition to grinders, sanders, polishing equipment & cloths, pliers, cutters, files, magnifiers, molds, and metal casting and shaping equipment, there are two particular items that are crucial to their success with this K/S Area, and each of these should be created and infused by the Gemsmith for best results.

I'm speaking, of course, about the Gemsmith's highly-valued Inscription/Enameling kit that is used to apply glyphs and create reservoirs (q.v. the Section on Heka Storage in this document, and *Mythus Magic*, pp. 15-16). A typical kit contains the following:

Inscription/Enameling Kit

Item	Cost	Infusion	Description
☆ Inscribing tool	100 BUCs	100*	A very fine quality tool used for scribing Glyphs used in reservoirs
			(+1 DR easier when scribing Glyphs if it was made by the HP)
☆ Enameling Brush	100 BUCs	100*	A brush of very fine quality, used for enameling Glyphs used in
			reservoirs (+1 DR easier when scribing Glyphs if made by the HP)
☆ (8) Small Vials (2 oz.)	20 BUCs@	25@**	For holding enamels & inks. These are sold (Prepared) separately,
			and do NOT need to be made by the HP.
☆ Case, padded/lined	100 BUCs		Contains slots for the scribing tool and enameling brush. Is padded,
-			To help prevent damage and breakage of the contents.

^{*} These items are considered Dedicated Reservoirs

Both the inscribing tool and brush MUST BE infused with Heka (using either the higher of Gemsmith or Alchemy K/S STEEP to properly prepare them for scribing Glyphs. Again, this MUST be done by the HP to gain the DR bonuses! In a method similar to that which activates innate Heka in Crystals, Gems, and Minerals, the Gemsmith painstakingly prepares these items as a journeyman as part of his training, for these tools are the bread and butter of the craft.

As far as the ink or enamel is concerned, each of the following eight colors is associated with different influences, and are traditionally used when scribing Glyphs. Color is not mandatory, but could serve as an indication if the purpose of the glyphs. You do not need to use Heka-Infused enamel/ink for General-Purpose reservoirs, but you MUST use it for Dedicated Reservoirs.

Glyph Color Table

Color	Purpose
Black	General or Casting
Red	Warnings or instructions
Green	Evil or malevolence
Blue	Spiritual or Astral workings, Good
Brown	Elemental or Nature
Purple	Death or Darkness
Gold	Sun, light, or life
Silver	Moon, weather, or twilight

Inscription is covered in Mythus Magick, on page 15

^{**} Must be used for creating other Dedicated Reservoirs

Determining the Value of Gems

Gems are valuable for more than just easily transported money. Since they can be infused, enchanted, placed into sockets in Heka-Forged items, crafted into protective charms, and even ground and powdered for Materia, gems are one of the most important commodities in Mythus. Which keeps the prices high and maintains a steady demand for even poorer quality stones. And two of the most useful skills of someone with this K/S Area are the abilities to enhance the BUC value of the stone through cutting and preparation, and to increase the Item Quality of a stone.

Before we discuss the specifics of those, the first thing to do is help set a standard for value based on the quality of the stones, with a table very much like the one in the Mysticism K/S description. The tables below each include a column for quickly determining random availability and attributes of each stone– though choosing the specifics of the stones gives the JM more control of the quantity and type of precious Reagents within their campaign. Some of the tables are rich in information to avoid duplicating information, but all will be made clear, as we generate example gemstones using them. The following applies to stones either purchased for their Heka content, or those found through the Gemology or Geology K/S Areas.

First, Roll d% on the **Availability of Stones by Quality Table**. Note the Quality, Class, Base Values, and Regeneration values. I have a column listing for Description as well, but it's not exactly accurate – just because a stone may be semi-precious doesn't make it an average stone, but separating the common types helped me fix a relative value in my mind. For purposes of creating crafted charms and amulets using the CMG rules, all stones should be considered to be *uncut* and *unprepared*. I'll explain those terms soon. *In this example, we rolled the most common result, a Class V Average quality stone*.

Availability of Stones by Quality

d%	Quality	Class	Description	Base Value*	Base Heka*	Regen**	DR
01-04	Poor	I	Ornamental	0.25	0.25	-	Easy
05-20	Below Avg	III	Fancy	0.5	0.5	1	Moderate
21-72	Average	V	Semi-Precious	1	1	1	Hard
73-88	Above Avg	VII	Precious	2	2	2	Difficult
89-96	Exceptional	IX	Gems	4	3	2	Very Difficult
97-00	Unsurpassed	X	Jewels	8	4	3	Extreme

^{*} Per carat. The average unprepared stone holds 1 Heka per carat

Assuming we are not making a charm at the moment (covered shortly), we'll use the **Gem Cut Table** to determine if the stone is cut or not. It is possible that the stone is not only cut, it could also be prepared, infused and/or enchanted.

Then, to determine the size of the stone, see the **Gem Size Table** The gem in this example is an uncut 1 carat stone. Referring to the previous table, we see that the base value in BUCs is 1 BUC for the most common size. After working through a number of calculations I've determined that not only does the method for Mystic crystals severely devalue gems, we need to apply the amount of Heka from that table to all gems for consistency, and I've found what seems to satisfy both. Consider stones larger than ten carats to be extremely rare and outside the HPs' purview. Such would be unique and incredibly valuable – and not an item one could purchase from a gemsmith or collector.

^{**} Per carat per day

Gem Cut Table

d%	Variations	
01-15	Uncut (rough)	
16-55	Native Cut (plain)	
56-98	Fine Cut (fancy)	
99-00 Enhanced (special)*		
* The stone is already prepared, infused,		
and/or e	nchanted. If poor quality, roll again.	

Gem Size Table

d%	Size	Carats
01-04	Very Small	.25 or less
05-20	Small	.5 or less
21-72	Average for	1
73-88	Above Avg	2-5 (1D4+1)
89-96	Large	6-9 (1D4+5)
97-00	Very Large	10-13 (1D4+9)

In order to have gems of a reasonable monetary value, and fit in a consistent range for Heka, I've held to a couple of constant rules. First, using some modifiers for price, the size and cut improves the BUC value, and place them in a reasonable price range. Second, Gemsmithing can reasonably improve the Item Quality but only by the maximum of two steps. I'll explain that in a moment. Third, size and cut are immaterial to Heka content, only Quality matters. What initially took four tables has been simplified to just one. I used a sliding modifier to increase the base value of gemstones. To find the Base Value of a gem, first find the carat weight based on the size table, then multiply that times the Quality and Cut in the table below:

BUC Value per carat by Cut

Quality	Uncut	Cut Native	Cut Fancy	Infused ¹²
Poor	10	25	50	100
Below Avg	25	50	100	250
Average	50	100	250	500
Above Avg	100	250	500	1000
Exceptional	250	500	1000	2500
Unsurpassed	500	1000	2500	5000

 $^{^{1}}$ Poor quality stones cannot be infused or enchanted, but they can be attuned by Mystics or activated as an Aegis

The result for our 1 carat average uncut stone is 50 BUCs. The sweet spot in the table is for cut, average-sized stones, giving a typical value between 100-250 BUCS. If you think that is too much, or you want more uncut stones, simply adjust the percentages in the **Gem Cut** and **Gem Size** tables. Or reduce the chance and number of gems found.

Now let's talk about Heka capacity. When Ed and I took our first crack at this, and especially with regard to CMGs, we found that we were winding up with large stones with an enormous amount of Heka potential, enough that the amount made for some incredibly overpowered Reservoirs – just by cutting the stones. So, going back and looking at the Crystal table, I found that the amount of Heka made more sense if it was tied to the *Quality of the stone* – and that activating, preparing or infusing a gemstone is what gives it the amount of Heka that is found in the Crystals table. So, after all of the calculations, it became clear: *The BUC value of a stone has nothing to do the amount of Heka it can hold, only the Item Quality and Cut.*

This final table gives us all we need to know about gems and Heka.

² If infused, use Heka amount from capacity table. If Enchanted, BUC value = $100 \times \text{number}$ of CG

Heka Capacity of Stones

Quality	Uncut	Cut (Native)	Cut (Fancy)	Infused
Poor	0.25	6.25	12.5	25*
Below Average	0.5	12.5	25	50
Average	1	25	50	100
Above Average	4	50	100	200
Exceptional	12	75	150	300
Unsurpassed	32	120	200	400

^{*} While poor quality stones may not be infused, they may be prepared or attuned as crustals, in which case treat them as having 25 Heka

Using the Base Heka per carat in the very first table gives us the Heka value of an Uncut stone, which really isn't much. But if we build a progression between that column and the last one (which is the same amount found in the Crystal table used by Mysticism), we get a nice, linear (and reasonable) amount of Heka from cutting a stone. And something that works well for improving the Item Quality.

Increasing BUC Value with Gemcutting

As mentioned before, an important skill of this K/S Area is the ability to cut, polish and prepare a rough, uncut stone, making a thing of beauty and increasing its value manyfold. For the trader, collector, and admirer of fine jewelry, this is a great boon. This K/S goes well with many Vocations, and is a valuable addition to those who are Dweomercraefters, Heka-Forgers, and Alchemists, among others.

To cut the 1 carat average gem from the last example, the Gemsmith rolls against their STEEP, at a DR corresponding to a combination of the Item Quality of the stone, and the Gemsmith's grade. It makes sense that the higher quality, the harder it is to cut, and it also makes sense that the more skilled the Gemsmith, the easier it is to cut the stone. The most common cut is what is normally referred to as a Native cut. A Fancy cut has more facet, is more complex and harder to accomplish. In the real world, when a gem is cut, there is always waste – in fact, the average yield from cutting stones is around 25%, with a generous yield closer to 50%. If we assume that if a gemsmith can have magickal inscription tools, they should probably have similar tools for cutting, and we are going to ignore the waste if the cut is successful. Cutting a stone increases the stone's BUC value by double in most cases, and up to quadruple if it's a fine cut. To cut a stone, find the target roll by looking up the DR for the Quality of the stone in the Availability table, add that to the DR for the Gemsmith's **Grade** and apply the result to the Gemsmith's STEEP for a simple, *Native* cut. If you want a fine, *Fancy* cut, it's 1 DR harder. A Successful roll changes the value of the stone to that of the applicable column (and don't forget that is the value per carat). Remember the waste I mentioned earlier? If you Fail the roll, the stone's size is reduced by 50% and it's still uncut. A Special Failure results in a ruined stone, but a Special Success both cuts the stone AND increases the Item Quality! Cutting a gem may only be attempted twice, after which any further attempt will result in a ruined stone

In the case of cutting a large or very large stone into smaller stones, the HP states the size they wish to cut from the stone, and if successful, will result in one stone of the desired size, and a 25% reduction in carats from the remainder, which they may then attempt to cut into other stones. Example: the HP has a massive 10 carat stone of Exceptional Quality they wish to cut a 1 carat stone from. If they succeed, they will have a 1 carat Exceptional stone. If they fail, the result will be a 0.5 carat unfinished stone. Either way will leave them with a remaining 6.75 carats (9-2.25), which they can further cut. If they cut from this large remainder, success will result in another one carat Exceptional stone and failure leaves another 0.5 carat unfinished stone. There will be a remainder of

4.25 carats left (round down to the nearest quarter of a carat). A Special Failure will *destroy* the stone they are cutting, but they will still have whatever remains, minus 25%. In any case, shards from a ruined stone may still be powdered and used as reagents.

Increasing Item Quality

For those in need of the preparation and crafting of charms, and those who wish to have an item infused with Heka, it is an essential skill to maximize the Heka used by these items. The best way to do this is to increase the Item Quality. As mentioned before, an item has a limit to the number of times that its Quality may be increased. Because the lapidary work involves crafting and construction of several pieces which may make up the whole of a piece of jewelry (such as a ring with an inset gem and inscription, or a fine brooch with several inset stones). *No specific piece may have its Quality increased more than once*, and the overall quality of any item can never be higher than the least of its component parts. And while a craftsman may use fine tools – some of which bearing enchantments of their own, such as the inscription kit, the overall process is made up of several operations: cleaning, repairing, sanding and grinding, polishing, etc. These operations use the same method of determining success or failure – a roll versus STEEP with an applicable DR from the tables above.

The process of enhancing the Item Quality of a stone often includes cutting a stone to enhance its BUC value, but the two are separate processes. When an uncut, raw stone comes to the Gemsmith, one of the first things that happens is the stone is cleaned and examined to determine the best cut for the stone, which is then cut using the method shown above. Once the stone is cut, the Gemsmith may then wisely attempt to increase the Item Quality. It is always better to wait until after cutting the stone, otherwise if the Quality is increased first, the DR for cutting the stone will be 1 DR harder.

Increasing the Item Quality is accomplished the same way as the cutting process - by a roll against STEEP with a combined DR corresponding to the *current Item Quality* and the DR modifier for the *Gemsmith's STEEP*. Success adds one to the Item's Quality, (and increasing BUC value). A Failure does not change anything, but there is no further chance to increase the quality. A Special Failure reduces the Item Quality, but a Special Success actually increases the Quality by 2.

Using Joss

Note: When attempting to either cut a stone or increase its Item Quality, the HP may spend up to 4 Joss Points to decrease DR by an equal amount.

Crafting charms and amulets

This material is adapted from playtest rules in Mythus II by Ed Anderson. The moment we spoke about it, I felt it would work very well as an additional ability for the Gemsmith/Lapidary K/S Area (although to follow his design, these charms and amulets may be **prepared** by any persona with Dweomercraeft, Heka-Forging, Alchemy, or Priestcraeft.

A quote from page 191 in the *Mythus* book states:

"Crystals, minerals, and gems (gems, precious stone, fancy stones, and ornamental stones) can be used alone or in combination as *amulets et. al.*, ...The mystic can also make use of crystals and gems as follows..."

The following rules regarding the use of Crystals, Minerals and Gems (aka CMG) as Reagents for creation of simple protective devices (a charm, such as an **aegis**) are well within the purview of an HP with the Gemsmith/Lapidary K/S Area, as these are NOT enchanted items. They are using the activated natural Protective properties of a particular class of CMGs – and only those stones of *Protection* will work. I've included a list of such at the end of this section, and a list of Protective effects. These lists are subsets of those in *Dalthor's Guide to Reagents* spreadsheet. Links to this document and more are included in the appendix, or may be found on the website, https://mythus.abervon.com.

The method of preparing an item is as follows:

- 1) Locate the Quality of the uncut, unprepared stone on the **Availability of Stones by Quality Table** above to know the Class and Base Value per Carat and other basic information.
- 2) The aegis must be cut before it can be Prepared. If the stone is already cut, it must be cleansed and purified returning it to a pristine state before preparing it from scratch as an aegis. Cut the stone by rolling against the Gemsmith's STEEP, at a DR corresponding to the Item Quality.
- 3) Prepare the stone, activating the protective power(s) allowed by the JM. Roll once for each activated Protection vs Gemsmith STEEP, at the indicated DR for the Item Quality. An aegis can have one Protection per 10 full STEEP of the maker, to a limit of five Protective powers. For example, a maker at STEEP 27 could create an aegis using two (2) CMGs, each having a single protective Effect and Heka, or one CMG having 2 Protective powers. It takes one hour per Class to activate each property on the device, so if an aegis has 3 forms of Protective powers, it will take 3 hours times the mineral Class to activate.
- 4) Once the aegis is prepared, determine the new BUC value, the Heka capacity, and STR rating of the aegis. The STR of the aegis is used to determine the relative strength of the aegis, and is found in the table of protective properties (see table at the end of this section).
 - BUC Value of the aegis = Base Value x Prep Mod x carats.
 - Heka Amount = Base Value x Prep Mod x carats x number of protective powers.

For example, an Above Average 2-carat aegis with one protective power would be Class VII, and take 7 hours to activate. The resulting charm would have 80 Heka, regenerate 4 Heka per day, and be worth 80 BUCs – twice the value if it were only cut. Since these are specific powers, the aegis should be treated the same way a dedicated reservoir would be, in other words, when a protective power is used consider the Heka per carat available as double (160 Heka).

- * Note that the quartz gleaned from sand will be Clear Quartz, having no Protective powers. Clear Quartz cannot be used as an aegis, but is useful as generic Materia and Mystic Crystals, including Crystal Balls.
- * The aegis is NOT attuned or linked to the creator -- it will function for whoever is wearing it.
- * Only one aegis may be actively worn or used by an individual. It is NOT usable as a Mysticism Crystal.
- * The Heka is usable only for the Protective Powers of the aegis, and may not be otherwise drawn from the amulet. No CMG stone may ever exceed 25 carats it will shatter due to harmonics as the Preparation process rearranges the crystalline structure of the material.
- * Whenever the aegis provides protection, the Heka is reduced accordingly by the amount and duration of the engendered effect (determined during preparation by referring to the table at the end of this section).
- * Activated charms and amulets may regenerate Heka. However, if there is insufficient Heka to activate the Protection, the stone is drained, and the effect will not activate. If the stone does not regenerate Heka (i.e., is of poor quality), it will be destroyed instantly, and all active protections will be lost.

- * The aegis may be recharged, as long as it hasn't been destroyed, by concentrating on the task and providing Heka at a rate of 10 Heka to 1 point of charge, up to the maximum storage allowed for that charm. An amount up to the wearer's Aperture points can be recharged, taking 1 CT per 10 Heka, and the charging process may be performed no more than once per hour.
- * The JM may decide which protections are always on, which are "triggered" by an event, and which might be activated by act of will or command word from the wearer.
- * Prices are based on the BUCs in the table above, plus the cost of the Reagent Preparation, at a minimum.

Infusing Heka

Gemsmith/Lapidary is a unique K/S Area in that, while someone with this K/S is able to produce Heka and use it to infuse items, they have no castings from it. What they can do with the Heka the K/S produces is still quite useful. As with Heka-Forging, the steps to create, embellish and infuse don't need to done all at once, just the stage where an item is enchanted. Infusion is the next to last step in the process of creating a magickal piece of jewelry.

Using the information for Glyphs (Mythus Magick, p15), and Alchemy (Mythus, pp175-176), along with the typical range of Max Heka generated by the Gemsmith (around 35-115) as a base, we can determine the requirements and limitations for infusion. Gemsmiths may infuse a cleansed and properly prepared item, whether they are charging a Reservoir, or infusing a piece of jewelry. When infusing an item, that Heka becomes a permanent part of that item, and may be used to power Castings subsequently stored on the item. The following table is the same as that shown for Alchemy.

Heka Infusion

Heka to be Infused	Base DR
1-10	Easy
11-25	Moderate
26-50	Hard
51-90	Difficult
91-150	Very Difficult
151+	Extreme

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When infusing, the Gemsmith uses the brush or inscribing tool from the kit they use for glyphs. This personal conduit and acts as a Dedicated Reservoir providing up to 100 points in addition to their personal maximum toward infusion and reducing the DR by 1.

On a successful roll versus STEEP, the Gemsmith may infuse an item with an amount of Heka *equal* to or less than their Max Heka, plus the value of the tool each day. Thus, it would take a Gemsmith with 65 Max Heka two consecutive days to infuse a ring with 200 points of Heka. A Failure means the infusion does not work, the Heka is spent, and no further attempts can be made that day. A special Failure means all infused Heka is lost and requires the Item be cleansed, and the whole process must be started over. But a Special Success fully charges (or recharges) the Item, up to a maximum of 400 points.

♥ Table of Gemsmith Items & Services ♥

The table below lists the typical items and services that are available from someone with the Gemsmith/Lapidary K/S Area. It is assumed the person providing these services possesses Dweomercraeft and/or Heka-Forging for inscribing glyphs and storing castings. The cost of the gems or jewelry to be enchanted is not included here.

Table of Gemsmith Items & Services

Table of demantin feeling & Services	•	
Item	Cost (BUCs)	Typical Price
Increase Item Quality of gem or jewelry	50 x Item Grade	100 x Item Grade
Jewelry Making (mount gems in jewelry)	25 x Item Grade	50 x Item Grade
Engraving/Inscription of Glyphs	25 each @ Easy	100 each @ Easy
Infuse Gem/Jewelry/Item with Heka	10 / pt	25 / pt
Create Charm (Single Use/Temporary)	20 x Item Grade	40 x Item Grade
Create General or Dedicated Pool	30/Glyph (10 Heka)	60/Glyph (10 Heka)
Create Amulet (Multi-stone Aegis)	35 x Item Grade	75 x Item Grade
Disjoin Glyph	100 x CG	200 x CG
Store Casting in Jewelry	100 x CG	200 x CG



Mineral Reagents With Protective Properties

Adamite Protection from Fear
Agate, Crazy Lace Protection from Evil
Agate, Dendrite Protection from Fear
Amazonite Protection from Magick

Amethyst Protection from Negative Heka, Thievery

Ammonite (Fossil) Protection

Aguamarine Protection from Fear, Protection from Drowning

Arfvedsonite Protection from Nightmares

Astarlite, Common* Protection from Curses

Astarlite, Unsurpassed* Protection from Dark Magick, Magick, Negative Heka, Witchcraeft

Bloodstone Protection from Fear

Calcite, Orange Protection

Carnelian Protection from Fear

Cat's Eye Protection

Diamond Protection from Fear
Dioptase Protection from Paralysis

Dumortierite Protection from Confusion, Insanity
Emerald Protection from Negative Heka

Gagates* Protection from Evil

Halotrichite Protection from Divination, Scrying

Hematite Protection while Traveling

Holey Stones (Fairy stones) Protection

JadeProtection from Disease, InfectionJasper, RainbowProtection from NightmaresJasper, RedProtection from Evil, Nightmares

Jasper, Yellow Protection

Jet Protection from Evil, Nightmares

Malachite Protection from Electricity

Marble Protection

Moonstone Protection from Dark Magick
Moqui Ball (Shaman Stone) Protection from Negative Heka

Mother-of-Pearl Protection

Nummite Protection

Obsidian, Aqua Blue Protection from Electricity
Obsidian, Black Protection from Possession
Obsidian, Gold Sheen Protection from Magick

Obsidian, Mahogany Protection from Possession, Spirits

Onyx, Green Protection from Disease

Opal, Black Protection

Opal, Fire Protection from Possession, Spirits

Opal, White Protection from Nightmares

Pearl Protection

Petalite Protection from Dark Magick, Negative Heka

Pumice Protection from Drowning

Pyrite Protection, Protection from Negative Heka

Pyrite, Russian Rainbow Protection from Magick

Quantum Quattro Silica Protection from Disease, Poison
Quartz, Cactus Protection from Negative Heka

Quartz, Lithium Protection from Harm
Quartz, Rutilated Protection from Fear

Quartz, Smoky Protection

Quartz, Spirit Protection from Links

Quartz, Tangerine Protection from Possession, Links

Quartz, Tibetan Protection
Quartz, Tourmalinated Protection

Rhodonite Protection from Insanity
Rhyolite Protection from Paralysis

Sardonyx Protection

Sardonyx Protection from Fear

Septarian (Dragonstone) Protection from Divination, Scrying

Shungite Protection from Magick
Stilbite Protection from Spirits
Sunstone Protection from Spirits

Tauterite (Sphene)
Protection from Negative Heka
Tiger's Eye
Protection from Curses, Hexes
Topaz, White
Protection from Divination, Scrying
Tourmaline, Black
Protection from Negative Heka

Tourmaline, Red Protection from Fear
Zircon, Gray Protection from Thievery

^{*} Mineral unique to Phaeree

Effect	Base STR	Min Heka	Duration	Description	Similar Casting Effect
			10 ATs	User gains STR points of Heka armor, usable against Mental,	
			or	Physical and Spiritual damage, usable until STR points of damage	Armor, Heka
Protection	25	75	special	are taken, or until the duration expires, whichever comes first	Cantrip (40)
				User gains STR points of Heka armor, divided equally between M, P,	
				and S, usable until STR points of damage are taken against that	
				TRAIT, or until the duration expires, whichever comes first. For	
			10 ATs	example, at STR 30, it applies 10 points to M, 10 to P, and 10 to S. If	Armor, Full
			or	the user takes 15 points of PD, the P armor is gone, the persona	Personal Heka
Protection	30	60	special	took 5 points of PD, and the M and S armor is still intact.	Cantrip (41)
				Creates an invisible barrier around the user, radius 1 foot per STR;	
				any creature ENTERING the radius takes 1d3+1 Physical damage (or	
				M- or S- depending on the creature) and must check DR Hard vs the	
				relevant Pow; failure mean the creature recoils from the barrier;	Barrier Formula
Protection	25	75	1 AT/STR	success means they penetrated the barrier.	(40)
				Used only with Organic or Wood amulets. Provides STR points of	
				Heka armor; Damage of any sort is applied against this armor first.	
Protection				Once all points are used, the Amulet disintegrates. Only one Amulet	Armor, Heka
(Amulets)	25	75	Special	of this type may be worn at any time.	Cantrip (40)
				Provides STR points of Heka armor; Acid damage of any sort is	
Protection				applied against this armor first. Lasts until reduced to STR 0, or the	
from Acid	25	75	1 BT/STR	duration expires.	
					Protection from
Protection				Wild natural animals will ignore the user, and will be repelled from	Animals Cantrip
from Animals	15	35	1 BT/STR	the presence of the user	(85)
					Protection from
Protection				Wild natural animals will ignore the user, as if the user were not	Animal Attack
from Animals	10	20	1 AT/STR	present	Spell (171)
			1	Wild predatory animals, as well as Netherrealms and Lower	
Protection			Hour/10	Planes/Spheres Beasts and Brutes will ignore the user, and be	Beast Repellant
from Animals	30	100	STR	repelled from the presence of the user.	Spell (226)
				Canines, including weres such as Werewolves, will ignore and avoid	Protection from
Protection				the user for the duration of the effect, as if the user was not	Animals Cantrip
from Canines	15	35	1 BT/STR	present	(85)
				User is immune to non-Witchcraeft Curses of up to 1 Grade per 5	` '
				STR; for example, 5 STR protects against curses of Grade I. Usable	
				once or until duration expires, whichever occurs first. Min STR is 5	
				per Grade of protection; Min Heka is 30 per 5 STR. For example, at	
Protection				STR 30, protects against Curses up to Grade VI, and requires at least	Protection from
from Curses	Special	Special	1 BT/STR	180 Heka. (STR = Grade * 5, HEKA = Grade * 30)	Curses Spell (173)
Protection	· ·		·	•	
from Dark				User gains an Avoidance roll versus Castings based on Dark Magick	
Magick	10	20	1 BT/STR	or Shadow Magick	
<u> </u>	-		,	User is protected from Heka-enabled Magick or Powers that can	
				scry for, or otherwise detect, the persona for the duration of the	
				effect. This includes effects like Detect Invisibility and Detect Life.	
Protection				The user may still be seen by normal non-Heka means, i.e. normal	Invisibility to Heka
from Detection	50	150	1 AT/STR	vision or smell.	Spell (174)
5 2 2 2 2 2 2 2 2 2 2	30	-50	, 5		-, (1)

Effect	Base STR	Min Heka	Duration	Description	Similar Casting Effect
Protection from Disease	20	50	1 hour/STR	Protects against diseases of STR or less potency for the duration listed	Resist Disease Formula (224)
Protection from Disease	40	75	1 AT/STR	Reduces Disease STR by the STR of the Reagent(s); disease is fully cured if reduced to STR 0 or less. Unused STR remains until used or the duration expires.	Protection from Disease Spell (173)
Protection from Divination	10	20	1 BT/STR	The user is invisible to divinatory Magick for the duration of the effect; their intentions cannot be Magically known for the duration of the effect	
Protection from Drowning	40	75	1 Day/10 STR	The user is able to breathe in water or other liquids as if breathing air, for the duration of the effect. Liquids that cause damage, such as Acid, have their normal effect, the user simply cannot drown while immersed.	Protection from Drowning Charm (173)
Protection from Drowning	10	20	1 AT + 1 BT/STR	The user is able to breathe in water or other liquids as if breathing air, for the duration of the effect. Liquids that cause damage, such as Acid, have their normal effect, the user simply cannot drown while immersed.	Airbubbles Charm (50)
Protection from Electricity	25	75	1 BT/STR	Reduces electrical damage by 1 die (regardless of die type!) per STR until STR reduced to 0 or the duration elapses, whichever occurs first. For example, a 10d3 bolt removes 10 STR; a 3d6 attack would remove 3 STR.	Protection from Lightnings Spell (113)
Protection from Elemental Damage	10	20	1 BT/STR	User has a base 10 points of Armor protection as well as an additional bonus or penalty based on the type - Air, Earth, Fire or Water - determined at the time of creation: Air is +15 vs Air & Lightning, but -15 vs Earth; Fire is +15 vs Fire, but -15 versus Cold & Water; Water is +15 versus Cold, but -15 versus Fire; Earth is +15 versus Earth-based, but -15 versus Air and Lightning.	Elemental Shield Formula (60)
Protection from Elemental Damage	15	35	1 BT/STR	User has STR points of Armor protection as well as an additional bonus or penalty based on the type - Air, Earth, Fire or Water - determined at the time of creation: Air is +10 vs Air & Lightning, but -10 vs Earth; Fire is +10 vs Fire, but -10 versus Cold & Water; Water is +10 versus Cold, but -10 versus Fire; Earth is +10 versus Earth-based, but -10 versus Air and Lightning.	Elemental Armor Cantrip (60)
Protection from Elemental Damage	25	75	1 BT/STR	Reduces elemental damage affecting the user by one point per STR, until the STR is reduced to zero, or the duration expires.	Dissipate Spell (64)
Protection from Elemental Damage	35	125	1 BT/STR	Reduces elemental damage such as fire or electricity by 1 die (regardless of die type!) per STR until STR reduced to 0, or the duration expires, whichever comes first. For example, a 10d3 fireball removes 10 STR; a 3d6 attack would remove 3 STR.	
Protection from Elemental Damage	45	200	1 AT/STR	The user is immune to one single type of Elemental damage (Air, Ærth, Fire, Water or Heka) for the duration. The type of protection is determined by the form of the item - liquid is Water, perfume is Air, balm/lotion is Ærth, pill is Fire, and solid (similar to an amulet) is Heka.	Elemental Oil Formula (227)
Protection from Evil	20	35	1 AT/STR	Evil or malign beings will ignore the user for the duration of the effect, as if the user were not present at all	
Protection from Evil	40	75	Instant	If Evil or Malign beings did not declare when asked, upon use this reagent causes 5d3 damage to EACH of M-, P-, and S-TRAIT	Abjure Spell (173)
Protection from Fae	20	35	1 AT/STR	Beings native to the Plane of Phaeree will ignore the user for the duration of the effect, as if the user were not present at all	

Effect	Base STR	Min Heka	Duration	Description	Similar Casting Effect
Protection from Fear	40	75	1 BT/STR	The user is immune to Fear, unease, mistrust, suspicion, apprehension, nervousness, panic, terror, etc. for the duration of the effect.	Protection from Fear Spell (173)
Protection from Fire	10	20	1 Day/10 STR	User is alerted to the presence of any new fire within 1 chain, created while this is in effect, and therefore cannot be caught unawares. Once alerted the dweomer dissipates; however, if alerted and subject to attack by fire-based means, user gains an Avoidance roll with a +10 bonus	Protection from Fire Cantrip (171)
Protection from Harm	10	20	10 ATs	User gains STR points of Heka armor, usable against Physical damage, usable until STR points of damage are taken, or until the duration expires, whichever comes first	Armor, Physical Cantrip (34)
Protection from Harm	35	125	1 BT/STR	Absorbs damage done to the user, from both Physical and area attacks, up to 6d6 damage total.	Heka Shield Spell (44)
Protection from Harm	10	20	1 BT/STR	User gains an Avoidance roll versus deadly Physical peril which could cause death in a single hit, rolled before the attack itself.	Avoid Deadly Attack Formula (34)
Protection from Harm	10	20	1 BT/STR	Adds temporary P-TRAIT equal to Reagent STR; damage is taken against temporary P first	Resist Physical Harm Cantrip (111)
Protection from Harm	10	20	1 BT	Reduce impact damage by 50% in a fall, or by 100% from a non- falling hard impact (a catapult boulder, for example)	Bounce Charm (34)
Protection from Harm	40	200	1 BT/STR	Reduce impact damage by 1 point per STR	Protection from Impact Charm (176)
Protection from Hexes	Special	Special	1 BT/STR	User is immune to Witchcraeft and similar Hexes of up to 1 Grade per 5 STR; for example, 5 STR protects against hexes of Grade I. Usable once or until duration expires, whichever occurs first. Min STR is 5 per Grade of protection; Min Heka is 30 per 5 STR. For example, at STR 30, protects against Hexes up to Grade VI, and requires at least 180 Heka. (STR = Grade * 5, HEKA = Grade * 30)	
Protection from Infection	10	20	1 AT/STR	Prevents infection in wounds caused by Physical Damage; does not prevent other Disease	
Protection from Insanity	50	150	1 BT/STR	User is immune to the effects of Insanity, Derangement or Madness, and automatically succeeds in all rolls or checks for the duration	Protection from Madness Spell (175)
Protection from Insects	10	20	1 BT/STR	Normal insects ignore the user for the duration of the effect, as if user was not present	
Protection from Links Protection from Lunar	40	125	1 BT/STR	The user is immune to Mental and Spiritual Links attempted for combat purposes for the duration of the effect. This does NOT affect spells like Wound, Mental (q.v.) since that is not personato-persona mental or spiritual combat. User gains an Avoidance roll versus Castings based on Night,	
Magick	10	20	1 BT/STR	Darkness, or the Moon	
Protection from Magick	10	50	10 ATs/10 STR	User gains an Avoidance roll against any Heka attack or Hekarelated attack affecting the user or the area which they are in. This includes Castings, Heka-engendered power, devices, traps, etc. See the related Casting for additional information.	Avoid Heka Attacl Ritual (39)
Protection from Magick	25	75	10 ATs or special	User gains STR points of Heka armor, usable against Magickal damage, usable until STR points of damage are taken, or until the duration expires, whichever comes first	Armor, Heka Cantrip (40)

Effect	Base STR	Min Heka	Duration	Description	Similar Casting Effect
Protection from Magick	50	250	1 AT/STR	User is immune to Casting or Heka-engendered powers of a Mundane (Preternatural) sort; however, the user also cannot use Castings or Heka-engendered power for that same duration.	Magick Resistance Spell (49)
Protection from Negative Heka	10	20	1 BT/STR	User gains STR points of Heka armor, usable against Negative Heka damage, usable until STR points of damage are taken, or until the duration expires, whichever comes first	Protection from Netherforces Charm (152)
Protection					
from Nightmares Protection	10	20	1 AT/STR	User is not subject to Magickal or non-Magickal nightmares	
from Non- Magickal Weapons	10	20	1 AT/STR	User has STR points of armor against normal unenchanted weapons only. Damage is applied to this armor first.	Armor, Physical Cantrip (34)
Protection from Paralysis	20	35	1 BT/STR	User gains resistance to paralysis for the duration; base is 20% + 10% of Reagent STR; normal roll is vs DR Moderate; if a very potent source of paralysis, JM may upgrade roll to DR Hard	Protection from Paralysis Charm (171)
Protection from Paralysis	20	50	1 BT/STR	User gains resistance to paralysis for the duration; grants 1% Resistance per point of STR; roll vs DR Hard	Resist Paralysis Spell (112)
Protection from Poison	20	50	1 AT/STR	User is immune to a specific type of poison (rattlesnake venom, for example) for the duration	Resist Poison Formula (224)
Protection from Poison	30	50	1 BT/STR	Poison is reduced by 30 + STR points, and fully negated if reduced to Poison STR 0 or less. Unused STR remains until used or duration expires	Protection from Poison Spell (172)
Protection from Possession	30	50	1 AT/STR	User is immune to Magickal or non-Magickal (caused by spirits, for example) possession for the duration of the effect	
Protection from Scrying	20	35	1 BT/STR	The user is immune to the effects of scrying Castings, including Clairaudience, Clairvoyance and similar Castings.	
Protection from Scrying	35	125	1 AT/STR	The user is immune to the effects of magickal detection or scrying Castings, including Detect Life, Clairaudience, Clairvoyance and similar Castings.	Sphere of Secrecy Formula (45)
Protection from Shapeshifters	50	100	1 AT/STR	Shapeshifters of any sort, including Weres, ignore the user for the duration of the effect, as if user was not present at all.	Invisibility to Werethings Cantrip (173)
Protection from Spirits	40	200	1 BT/STR	Spirits of any sort ignore the user for the duration of the effect, as if user was not present at all.	Protection from Evil Spirits Spell (175)
Protection from Thievery Protection from	50	150	1 AT/STR	Thieves of any sort ignore the user for the duration of the effect, as if user was not present at all. If an attempt is somehow made while this is in effect, the attempt automatically fails - this generally is part of an ongoing scam which would otherwise take effect while this dweomer is active, for example. The user is immune to Magicks or Effects that transform, polymorph,	Protection from Theft Charm (175)
Transmutation	40	75	1 AT/STR	or otherwise change the physical body for the duration of the effect.	
Protection from Undead	30	50	1 CT/STR	Undead/unliving and creatures damaged by sunlight/ultraviolet light suffer 3d6 PD, plus 3d6 each additional CT.	Divine Light Cantrip (152)
Protection from Undead	30	50	1 AT/STR	Undead of any sort ignore the user for the duration of the effect, as if user was not present at all. Partial protection from Unliving - Roll DR Hard at (100% - STR) for protection	Invisibility to Undead Cantrip (173)

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Effect	Base STR	Min Heka	Duration	Description	Similar Casting Effect
Protection from Undead	90	125	1 BT/STR	Undead and Unliving with S-TRAIT less than or equal to Reagent STR are repelled and must leave the radius of effect; in addition, all Undead/Unliving, regardless of S-TRAIT, within 1 Rod per 10 STR take 1d3 Physical Damage if in Physical Form (or Spiritual Damage if in PPM or NPM form) per CT they remain within 1 Rod per 10 Reagent STR.	Invisibility to Undead Cantrip (173)
Protection from Vampires	30	50	1 CT/STR	Undead/unliving and creatures damaged by sunlight/ultraviolet light suffer 3d6 PD, plus 3d6 each additional CT.	Divine Light Cantrip (152)
Protection from Vampires	50	125	1 BT/STR	Vampires with S-TRAIT less than or equal to Reagent STR are repelled and must leave the radius of effect; in addition, all Vampires, regardless of S-TRAIT, within 1 Rod per 10 STR take 1d3 Physical Damage if in Physical Form (or Spiritual Damage if in PPM or NPM form) per CT they remain within 1 Rod per 10 Reagent STR.	
Protection from Venomous Creatures	35	50	1 AT/STR	Venomous mundane creatures such as reptiles, scorpions, arachnids, etc. ignore the user for the duration of the effect, as if user was not present at all.	Protection from Venomous Creatures Spell (172)
Protection from Witchcraeft	40	75	1 BT/STR	Eyebite Castings are turned back on the Caster at 1% per STR; the portion not turned is dissipated. Lasts until used or duration expires, whichever comes first	Backbiting Cantrip (172)
Protection from Witches	15	35	1 BT/STR	Witches and Warlocks ignore the user for the duration of the effect, as if user was not present at all.	
Protection while Traveling	30	100	1 Hour/STR	Generic; user gains STR as a bonus on one Surprise Avoidance roll while under this effect. These do NOT stack - only one is usable at a time; STR goes down by 1 point per hour.	

TOXICOLOGY

Poisons & Antidotes

Before we start, as you know from the original Mythus FRPG, poisons use a few terms when talking about how they work in the game. I'm going to stick to the framework as much as possible, while expanding it so as to be easier and more useful in context.

First, you should be familiar with poisons enough to know they have a *STR* rating that indicates the overall Strength of the poison. Also, you should know that an antidote must have a STR rating equal to or greater to a poison to be effective. I'm going to add a term called *Toxicity*, which also relates to the relative strength of a poison in humanoid terms. Poisons can bring unpredictable results in gameplay. For that reason, when creating a poison for a specific purpose you should always choose what suit the situation. But for encounters developed on the fly – if you must use a poison, you can roll on the following table.

Poison/	Antidote	STR	table
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Roll	STR Range	Toxicity	DR to Create
01-10	01-20	Weak	Easy
11-25	21-30	Mild	Moderate
26-55	31-40	Moderate	Hard
56-80	41-50	Strong	Difficult
81-95	51-60	Dangerous	Very Difficult
96-00	61-up	Deadly	Extreme

The DR mod is simply a base modifier for creating a poison or antidote – or in the case of an OP, their chance of having access to one.

Note that this table is weighted slightly towards Mild and Moderate poisons. This is for playability, because introducing easily-acquired and dangerous poisons can lead to instability in a campaign. It's always the JM's prerogative to increase the level of deadliness, but harder to come back from that precipice. Again, I believe in novelty, not overuse. I would caution you not to insert any deadly poisons at random, simply because they are lethal, if the HPs are not expecting one, and have no way to find treatment before it runs its course.

The next thing you should remember is that poisons have a *Longevity* and an *Effect Rate* (or ER). Longevity is how long a poison will be viable for its purpose, and the ER determines how fast it takes effect. In general, each one could be measured in minutes to months or years (or even indefinite, if Heka was involved in creating it).

However, there are a couple of things to note about the extremes, one is that a poison with a short longevity become useless too quickly, and a person under the effects of poison with an extended ER might lose any sense of urgency. Poisons should always instill a sense of urgency. If someone knows they have been poisoned with something that will take a long time to harm them, they may decide to just carry on, and maybe even go on one last quest... (and that is absolutely a great idea, if that's the whole point!)

Poison Longevity and Effect Rate (roll once for each)

Roll	Longevity	Longevity DR	Effect Rate	Effect Rate DR
01-10	$Minutes^1$	-3	Instant - CTs	+2
11-25	Hours	-2	Minutes - BTs	+1
26-55	Days	-1	Hours - ATs	0
56-80	Weeks	0	Days	0
81-95	Months/Years	+1	Weeks	+1
96-00	Indefinite ²	Special	Months/Activated	+2

¹ A potion with a short Longevity could be kept in a benign form waiting for an activation caused by exposure to air, or water or something completely unknown.

Another thing about very short or very long Longevity and Effect rates is that it could be designed that way - due to a Heka-induced activation or delay. If you are rolling randomly, you can determine precise units of time by rolling a die – I prefer a d12.

Finally, you should remember that poisons have a *Form*, and a *Purpose*. After reading about the other consumables for Herbalism and Alchemy, you'll see how these forms are all related– especially in terms of how they are created or delivered. And this will become apparent in a moment. Consider all the pieces that make up a poison or an antidote to be *components* – just like an Alchemist builds a potion from materia. The only difference is components for a poison may or may not be Hekaengendered. It should be reiterated that Alchemists can create capsule versions of poisons, though for purposes of this document they are not listed as one of the *typical* poison forms, unless you count the powder inside them.

Poison Form & Use Table

1 010 011 1 0111		
Roll	Form	Typical Use
01-25	Powder	Ingested, or inhaled. Basic form from which others are derived
26-50	Liquid	Ingested or injected by needle - a common form for traps
51-70	Paste	Blade or contact poison. Can be sticky or dried
71-85	Oil	Contact poison, absorbed through skin. Often difficult to see
86-95	Gas	Damage via inhalation or skin contact. Difficult to make
96-00	Bomb	A deadly form of rapidly expanding, often incendiary gas

Special Note: Blade poisons may not be combined, no matter what form they take.

For a larger variation of available poisons, you may choose to allow toxicologists to create poisons in any of the forms they are capable of working in (with the exceptions of those that are classified as Gas or Special due to the difficulties of delivery). In other words, a toxicologist able to refine Black Lotus Extract – an oil – would also be able to create a paste, liquid or powder version as well.

² A poison with an extremely high Longevity could be dormant. It could also be Heka-engendered and designed to last indefinitely.

In the original Mythus rules, we didn't elaborate much with the Purpose, except to say *the purpose of a poison was to either injure or incapacitate*. While this is true, there are so many devious additions to this that you could tie to a poison to make it feel more personal. A poison may incapacitate, but the different poisons do it in different ways. Some inflict minimal damage while the victim is incapacitated, some inflict none at all. As far as incapacitation, some example conditions that might be achieved with poisons are listed below.

Incapacitating Effects								
Blinded Hypnotized Sleeping								
Comatose	Paralyzed	Stunned						
Controlled	Petrified	Unconscious						
Enchanted	Sensory Loss	Weakened						

Because there is no hard, fast rule on what constitutes incapacitation, it will be up to the JM to determine the level of inability of the victims while under the effects of the poison. We should look instead to the *goal* of using such a poison – is it to slow the progress of the HP, to delay pursuit, to disable them in some way, or perhaps, using the infamous Drow poison as an example, to render the victim unconscious and unable to resist for a period of time. There might even possibly be no effect whatsoever, for example, if the victim were already blind and otherwise capable, a poison which caused blindness would likely have little to no effect at all!

As usual, it requires judicious reasoning on the JM's part to determine the level and length of an incapacitating poison. Use caution, especially with poisons such as area effect gasses – or bombs – that could potentially lead to the annihilation of an entire adventuring party while unable to defend themselves. (The reader is urged to review the Rules & Errata section later on for the handling and use of gas or incendiary bombs, as it could very well be a member of the party who causes the annihilation by dropping or inadvertently breaking one.)



To all this I'm going to add two more terms: *Damage Type* and *Total Damage Amount*, and these will help finish building the logic behind poisons in your campaign.

From the ER, we can determine the Total Damage Amount. Unless the poison is treated as Special, a poison with the purpose of injury will cause *two and one-half times the STR rating* in *some form* of damage, while a poison designed to incapacitate might do little or no damage at all, unless stated in the description, but it's effects will last for *one hour per STR point* after the initial period of time in the Effect Rate. Again, Special poisons are *Special for a reason, as many of them have unique qualities granted by infused Heka and casting tied to the poison base.*

As with incapacitation, potions made for the purpose of injury can also come in a wide variety of forms. Many, if not most, are aimed at immediate physical harm. With the influence of exotic components from distant realms, and the influence of various schools of spellcasting, poisons can do far more than just immediate damage to the victims P Trait. Witches can pair curses with poisons. Herbalists can pair wasting disease with them. Dweomercraefters can pair spell-like effects. At higher grades, the poisons from toxicology begin to incorporate not only chemicals from chemistry, they also can incorporate actual materia from alchemy – and all of these give a creative JM a way to introduce new and interesting poison effects – Lingering damage to the senses, madness, phobias, even skill loss, which might lead to other adventures or quests. But put simply, we determine the Damage Type by identifying one or more Trait scores it will affect. In the table of poisons is a column labeled Damage Type, and it contains one or more traits affected by the listed poisons.

Given the typical Trait totals of a Heroic Persona (usually near or exceeding 100 points), we can quickly figure out that while a Mild poison might cause severe discomfort, and a Moderate one is bad news, Severe poisons are likely lethal to HPs, and Deadly poisons are an almost guaranteed death. For this reason, you may want to limit poisons in your campaign. Any thug with a decent blade poison can lay a persona low, and traps become a major concern. For this reason, you can do one of two things. Decide that they are of a low enough STR on average, hard to make, or difficult to find. Or you could decide they have a more limited longevity, and allow the person in a remote dungeon to take a lesser amount of damage due to age or exposure. Another consideration would be to make antidotes both reasonably priced and readily available, everyone winds up carrying some, and you defeat the whole purpose. It becomes like an arms race, with the bad guys constantly inventing new and more strange and dangerous poisons. Smart players will (and should) take precautions if they know deadly poisons are a possibility in your campaign setting, but I'm careful not to bring them into mine so often that they lose neither novelty *nor* the threat.

Finally, you might make them expensive enough that only the most unscrupulous of personas and assassins will have them. And of course, those capable of making gas poisons or bombs would rather not face the consequence of hanging because you brought a bomb to the market for revenge, and happened to kill innocent bystanders. If he is the only person for miles around known to be capable of creating poison, guess who will be swinging from the gibbet when they come looking for the source of that tragedy. So, finding someone willing to trust a stranger who is seeking a dubious mixture could prove to be an adventure in itself. We will talk about price in a moment. Just be aware that there are ways to reduce the use of poison.

But now, for the penultimate question... Who makes this stuff? And what about antidotes? Where do you find it? Who do you go to for exotics? Enter *the Toxicologist*.

The Toxicologist

Toxicologist is not a Vocation, but it *could* be. A persona with the Toxicology K/S Area can make poisons and antidotes from the simplest herbal poison to a complex concoction combining Chemistry, infused Heka, and exotic components from animals, monsters, and creatures rare and dangerous. In fact, the Toxicology skill is the only non-Heka generating profession that can do so. Paired with skills in Alchemy, Herbalism, Mysticism *and* Dweomercraeft, this vocation will have a very good base in Skills that will be needed for Toxicologists, as they gain proficiency in their profession. Gaining cross-feeding K/S Areas of Alchemy and Chemistry that

If there were a Toxicologist vocation, it would probably look like this:

Toxicologist Vocation (Mental)

K/S Area Name	STEEP	Bonus STEEP
Toxicology	24	MMCap
Alchemy*	20	SMCap
Botany	20	MMCAP
Chemistry	20	ММСар
Herbalism*	20	SMCap
Geology/Mineralogy	16	MMCap
Biology	12	ММСар
Dweomercraeft: Elemental*	12	ММСар
Magick*	12	MRCap
Mysticism*	12	SPCap
Criminal Activities, Mental	8	ММСар
Ecology/Nature Science	8	MMCap
Education	8	(MMCap + MRCap) * 0.5
First Aid	8	PNCap
Language: Classic Greek	8	ММСар
Language: Hiero-Ægyptian	8	ММСар
Medicine: Oriental	8	(SMCap + SPCap) * 0.5
Metaphysics*	8	SMCap
Survival	8	PMCap
Combat: Hand Wpn, Missile	4	(PMCap + PNCap) * 0.5
STEEP Total:	244	Total K/S areas: 20

A few optional skills like Surveying/Topography, and Geography can help find components, as can having knowledge of places like Phaeree, Subterranean Ærth, and even Multiversal Planes & Spheres.

They can make antidotes at the same grade as poisons, so it's possible they could be agathocacological. [I have literally waited years to use that word in a sentence again] For antidotes, K/S Areas like Apotropaism, or even Priestcræfting might be helpful. Be careful not to mix K/S Areas too freely however. Toxicologists who work with poisons are squarely aligned with malign force, and you will never find a White mage or Priest of the Sun among them.

There are some great advantages to working with toxicology:

They can work with others, just like casters, to devise particularly nasty poisons, or potent cures. Use the same rules as those for combined effort for others working together regarding DR reduction and such. There is a catch – *This only applies if the others all have Toxicology as well*.

Starting at grade 4, Toxicologists begin to refine and extract oils and later, gases. *Chemistry cross-feeds Toxicology, lending 10* % *of Chemistry STEEP* toward attempts to create poisons and antidotes.

At grade 8, Toxicologists begin working with gases, and can infuse materia with Alchemy. This likewise allows Alchemy to cross-feed Toxicology, lending 10% of Alchemy STEEP

As with the Alchemical Vocation, access to a laboratory decreases DR, which is useful as the Toxicologist begins working with more sophisticated components. This makes it an expensive skill to pursue, because once they are able to work with gases, the Toxicologist *must have a lab* with a minimum value of 10,000 BUCs to even create gasses.

Toxicology Lab Facilities

Lab Value (BUCs)	DR Modifier
No lab	+2
500 - 1,000	+1
1,001 - 5,000	0
5,001 - 10,000	-1
10,001 - 20,000	-2
20,001+	-3

And finally, finding, identifying, and gathering materia is something they are good at. They get to cross-feed 10% of their toxicology STEEP toward Perception when it comes to seeing and identifying usable components.

Making Poisons & Antidotes

On page 267 of the *Mythus* rule book, it says that both poisons and antidote may be mixed or known by those with the *Toxicology, Herbalism, Botany, and Chemistry* K/S areas. *Alchemy* can be added to that list as well. Any of these K/S areas can mix either at a STR equal to their STEEP. Considering the number of vocations which have Toxicology as a starting Vocational skill, that's a lot. It *could* be possible, if the JM agrees, for someone to prepare an antidote at a higher grade, at +1 DR harder for every 10 STEEP above their skill. In no case may a Toxicologist create a poison beyond their grade in Toxicology. Likewise, a person without the particular K/S Area required to create a particular Hekaengendered poison will be unable to successfully concoct it.

While someone with *First Aid* can reduce the STR rating of a poison, there are two conditions. First, the person applying *First aid* must be able to guess the type of poison – plant-based, mineral-based, or animal based (venom). Second, the poison must not be Heka-engendered, unless the person also has some way to dispel the effects. If not, the poison cannot be treated effectively.

Toxicology Table

STEEP	Grade	STR Max	Forms
under 21	1	20	1 - 2
21-30	2	30	1 - 2
31-40	3	40	1 - 3
41-50	4	50	1 - 4
51-60	5	60	1 - 4
61-70	6	70	1 - 5
71-80	7	80	1 - 5
81-90	8	90	all
91-up	9	100	all

Materia Cost and Selling Price

I spent countless hours trying to find a good formula for determining cost, but in the end, it really depends on the economy of your campaign – based on how difficult to obtain and/or how expensive you want poisons to be. You could make them so expensive, HPs wouldn't want to find or buy them, or ineffective enough that it wouldn't be worth it. In the end, I wanted to include the skill level represent part of the cost of making them, whether from finding and acquiring herbs and other components which would provide the relative damage to the basic cost for anything that would do *significant* damage at the higher Toxicology STEEPS.

The factors involved are enough to make the price vary. The cost to make poisons and antidotes, based on the preceding factors would first take both the grade of the creator and the STR of the desired product into account. Form is also a factor, and the majority of typical poisons are ingested or insinuated (powder, liquid, and blade), so I determined the ease, and lesser effort for creating powder, as opposed to gas. ER and Longevity are also part of the process, with more variations to consider. And of course, the cost of infusing a poison with Heka could affect it greatly. Which means before we can determine the cost, we need to establish the constants.

Form	Modifier	Effect Rate	Modifier	Longevity	Modifier
Powder	1	Instant / CT	3	Hours	3
Liquid	2	BTs	2	Days	2
Paste	4	Hours / ATs	3	Weeks	0
Oil	8	Days	3	Months	0
Gas	10	Weeks	1	Years	3
Bomb	20	Activated	3	Indefinite	3

Knowing these, here is the formula in BUCs that I decided would be a reasonable cost to make:

- * The grade of the creator x STR, added to
- * The Form multiplied by 10, multiplied times
- * The modifiers for desired ER and the desired Longevity
- * Plus, if there is Heka involved, add Casting Grade of that caster x 100
- * (Optional) Your JM may choose to have the cost of an antidote be as little as one-half, or as much as twice that of making the poison itself.

This looks like: $(CG \times STR) + (Form \times 10) \times (ER + Long modifiers) + \{Caster CG \times 100, if Heka-infused\}$

For a Mild Liquid Incapacitation poison made by a confident Toxicologist with 31 STEEP (grade 3) with target values of 25 STR, 2-hour ER, and a Longevity of a week, the cost for creating one dose would be –

$$(3 \times 25) + (2 \times 10) \times (3 + 0)$$
 or 275 BUCs.

Once they know the cost, all they need to do is gather the components and roll against their STEEP, adding any applicable DRs from the tables above.

25 STR is at DR moderate for a grade three tox with no adjustments for either ER or Longevity. Our toxicologist has a 62% chance of success. With access to a lab, that would increase to a 93% chance, easily done. But what happens if they fail? Why simply put, that batch of materials are all ruined, and they will have to acquire more and try again. And yes, invest the money again.

Assuming they succeed, they would likely (depending on the JM's economy) be able to sell the poison for a rather nice markup. The formula is:

Cost to make + (Grade x 50) + Cost to Make/2 for an incapacitating poison, or 275 + (3x50) + 138 or 563 BUCs, rounding up. Not bad at all. They can buy more beakers.

To pay for the extra risk they will assume, if it were a potion made for injury, the formula would be: Cost to Make + (Grade x 50) + Cost to Make, or an even 700 BUCs.

Listing of Toxicology Poisons

Each of the poisons listed here have been adjusted for balanced effect and both the cost to make and the typical price have been recalculated. Any Heka-engendered poisons in this list have titles displayed in **green type**. More are to be found in the compiled errata of *Mythus Complete*.

GRADE I

Name Arsenic

STR: 30 Toxicity: Mild Purpose: injure ER: Days Longevity: Years Dmg Type: P

Form" Powder Other K/S: None

Materia: 430 Price: 910

Effect: Symptoms of immediate arsenic poisoning include nausea, vomiting and diarrhea. Long-term exposure can cause skin changes such as darkening and lesions. A sufficient amount of concentrate introduced into the system can lead to death within a month, preceded by general ill-health and declining ability.

Name: Assassin's Juice

STR: 20 Toxicity: Mild Purpose: Injure ER: 1 BT Longevity: Days Damage Type: P

Form: Liquid Other K/S: None

Materia: 420 Price: 890

Effect: This poison causes extreme dizziness in the subject, and after the damage accrues in the first minute and a half, the after-effects make any kind of movement requiring balance impossible for the next twenty minutes.

Name: Madness Spores

STR: 10 Toxicity: Weak Purpose: Incapacitate

ER: 6 AT Longevity: Months Damage Type: -

Form: Powder Other K/S: None

Materia: 210 Price: 365

Effect: Madness spores cause strong hallucinations for 4-12 (4d4) hours, losing the ability to speak or act in a coherent fashion until the effects wear off.

Name: Strangleweed

STR: 20 Toxicity: Mild Purpose: Injure ER: 3 BT Longevity: Months Damage Type: P

Form: Liquid Other K/S: None

Materia: 620 Price: 1290

Effect: A victim under the effects of Strangleweed has difficulty breathing, and cannot catch their breath for 12 hours. During that time, they may not exert themselves physically, and movement beyond walking speed is not possible.

Name: Viper Venom - Tiny

STR: 10 Toxicity: Weak Purpose: Incapacitate

ER: 3 AT Longevity: Days Damage Type: -

Form: Powder Other K/S: None

Materia: 110 Price: 215

Effect: Victim is wracked with stomach cramps, pain and nausea, inhibiting normal actions for up

to 1 and a half hours. Fighting and spellcasting is at +2 DR

GRADE II

Name: Belladonna/Nightshade

STR: 30 Toxicity: Moderate Purpose: Injure ER: 1 Week Longevity: Days Damage Type: P

Form: Powder

Other K/S: None

Materia: 560 Price: 1220

Effect: Symptoms include hallucinations coupled with extreme thirst and nauseum. If untreated, the victim will experience a severe disruption in cognitive function and begin to lose 1/4 of their P Trait per each day until dead.

Name: Drow sleep poison

STR: 20 Toxicity: Mild Purpose: Incapacitate

ER: Instant Longevity: Days Damage Type: -

Form: Liquid Other K/S: None

Materia: 640 Price: 1060

Effect: Used by the Drow and their underground allies, the infamous sleep poison instantly renders its target unconscious for 2 hours after being struck by a dart or quarrel on which it has been applied.

Name: Hellebore

STR: 30 Toxicity: Mild Purpose: Injure ER: 1 AT Longevity: Days Damage Type: P

Form: Liquid Other K/S: None

Materia: 260 Price: 620

Effect: An ingested poison, victims of Hellebore suffer from severe abdominal pain, Nausea, and drowsiness as the liquid finds its way through their system.

Name: Locoweed

STR: 20 Toxicity: Mild Purpose: Incapacitate

ER: 2 CT Longevity: Months Damage Type: -

Form: Powder Other K/S: None

Materia: 440 Price: 760

Effect: Ubiquitous in some parts of the world, this apparently harmless weed emits a mildly hallucinogenic smoke when burned, the smoke is highly toxic, causing the victims to become drowsy, slightly nauseous, and confused for 1d4 days, while the PD from the smoke continues to cause damage.

GRADE III

Name: Black Adder Venom

STR: 40 Toxicity: Moderate Purpose: Injure ER: 2 AT Longevity: Weeks Damage Type: P

Form: Paste Other K/S: None

Materia: 520 Price: 1190

Effect: This deadly blade poison stuns the subject as it begins to take effect, and they find it hard to make conscious decisions. After ten minutes, they are overtaken with chills and fever, and begin to slip from consciousness. They make not even be aware of the final damage from the poison, which makes its course through their body.

Name: Malice Powder

STR: 20 Toxicity: Moderate Purpose: Injury ER: 2 BT Longevity: Indefinite Damage Type: -

Form: Powder Other K/S: None

Materia: 560 Price: 990

Effect: After ingesting Malice Powder, the victim is immediately struck blind. Blindness lasts for 5 hours, during which time, the victim takes continual damage of 10 PD points per hour)

Name: Night Dreams

STR: 20 Toxicity: Mild Purpose: Incapacitate

ER: 1 BT Longevity: Indefinite Damage Type: -

Form: Liquid

Other K/S: Dweomercraeft

Materia: 1360 Price: 2190

Effect: This sleep-inducing poison causes the victim to fall into a deep, dream-filled slumber which they cannot avoid for 3d4 hours. Full recovery is only reached once they have had a full 12 hours of rest.

Name: Viper Venom - Small

STR: 20 Toxicity: Mild Purpose: Injure ER: 4 AT Longevity: Days Damage Type: P

Form: Paste Other K/S: None

Materia: 460 Price: 1070

Effect: up to an hour after the wound is inflicted. The first indication that poison is present is the site of the wound grows puffy and tender, and within twenty minutes begins to redden, and the damage begins to accrue.

Name: Viper Venom - Medium

STR: 30 Toxicity: Mild Purpose: Injure ER: 3 AT Longevity: Days Damage Type: P

Form: Paste Other K/S: None

Materia: 490 Price: 1130

Effect: This blade poison is similar to others of its ilk, acting within 15 minutes. The victim initially takes 30 PD points, coupled with pain and nausea. After another 15 minutes, they take a like amount of damage, also struck by vomiting, and labored breathing. After 15 more minutes, the remaining 15 points of PD is applied and the victim is practically helpless, for 3 hours.

GRADE IV

Name: Black Widow Venom

STR: 40 Toxicity: Moderate Purpose: Injure ER: 2 AT Longevity: Weeks Damage Type: P, M

Form: Paste Other K/S: None

Materia: 560 Price: 1320

Effect: Black widow venom causes hallucinations and nightmares, followed by intense sweating, difficulty breathing, violent convulsions and loss of consciousness. If the victim survives, the effects last for 8 hours.

Name: Carrion Crawler Extract

STR: 20 Toxicity: Mild Purpose: Incapacitate

ER: Instant Longevity: Weeks Damage Type: -

Form: Oil

Other K/S: Chemistry

Materia: 2480 Price: 3920

Effect: An instant poison, the victim suffers from full paralysis for twenty minutes, and reduced motor function (no acrobatics or nimble movements for two hours afterwards.

Name: Couatl Venom

STR: 40 Toxicity: Strong Purpose: Incapacitate

ER: 2 BT Longevity: Months Damage Type: -

Form: Paste Other K/S: None

Materia: 1360 Price: 2240

Effect: This poison is generally applied to needle traps, darts and other sharp surfaces. Within the span of a minute, the victim begins to experience a pronounced ringing in their ears, and such a pronounced temporary penalty to their neural capacity, cannot maintain proper balance or perform anything requiring manual dexterity.

Name: Mindcloak

STR: 20 Toxicity: Special Purpose: Incapacitate

ER: 2 CT Longevity: Indefinite Damage Type: M, S

Form: Liquid

Other K/S: Dweomercraeft

Materia: 1680 Price: 2720

Effect: The Mindcloak poison is a Heka-engendered one. It makes MR and SM based actions difficult, possible only at a DR of -2. Effects set in within 3 CTs, and cause the victim to appear highly intoxicated for up to 2 hours. Should the victim not obtain an antidote 25 points of damage to both M and S Trait will occur within 24 hours. This damage is not permanent.

Name: Quicksilver

STR: 40 Toxicity: Moderate Purpose: Injure ER: 4 BT Longevity: Indefinite Damage Type: P

Form: Liquid Other K/S: Chemistry

Materia: 1160 Price: 2520

Effect: This shiny liquid causes weakness, numbness, vomiting, lack of coordination, and difficulty in breathing. While this substance is relatively easy to see if one is alert, it is heavier than most liquids, so it is often used in mugs of ale or shots of alcohol, in situations where the drinker may not be paying close attention

Name: Ungol Sap

STR: 20 Toxicity: Mild Purpose: Injure ER: 3 CTs Longevity: 20 years Damage Type: P

Form: Paste Other K/S: Chemistry

Materia: 2080 Price: 4360

Effect: This nasty contact poison takes effect almost instantly, causing 50 points of PD at once

Name: Viper Venom - Large

STR: 40 Toxicity: Moderate Purpose: Injure ER: 4 BT Longevity: Days Damage Type: P

Form: Paste Other K/S: None

Materia: 960 Price: 2120

Effect: A more powerful version than other venoms, this blade poison is not only stronger, but acts more quickly, making it more suitable for a blade poison.

GRADE V

Name: Aboleth Sap

STR: 20 Toxicity: Mild Purpose: Injure ER: 1 BT Longevity: Weeks Damage Type: P

Form: Oil Other K/S: None

Materia: 1700 Price: 3650

Effect: The victim of this fast-acting contact poison may feel as though they are underwater. The effects are pronounced, though short lived, lasting only 20 minutes - but during that time, the victim cannot walk, speak, fight or cast, as they struggle for breath.

Name: Malice Sap

STR: 50 Toxicity: Strong Purpose: Injure ER: 1 AT Longevity: 100 years Damage Type: P

Form: Paste Other K/S: None

Materia: 1450 Price: 3150

Effect: Often used in needle traps and other mechanical devices, Malice Sap has an extended longevity, its efficacy measured in decades. It's effects cause numbness in the place it contacts, spreading to other limbs and digits. Damage occurs over time, beginning approximately 5 minutes after contacting it, and after twice that amount of time, it begins a steadily increasing spread. 45 minutes, the damage is complete, spreading through the victim's body.

Name: Pseudodragon Poison

STR: 40 Toxicity: Moderate Purpose: Incapacitate

ER: 1 CT Longevity: Months Damage Type: -

Form: Liquid Other K/S: None

Materia: 1000 Price: 1750

Effect: Upon ingesting this poison, the subject falls unconscious, and lies in a fitful delirium for

three days, unless given an antidote.

Name: Reaver Dust

STR: 50 Toxicity: Strong Purpose: Injure ER: 3 BT Longevity: Indefinite Damage Type: P

Form: Powder Other K/S: None

Materia: 750 Price: 1750

Effect: This powder can either be ingested or inhaled from gas traps. Designed to damage any within a five-foot radius, it is a skin irritant as well. Its touch causes welts on the skin, a breath of it is a strong irritant, and ingestion damages the stomach and intestines. In addition to the damages caused during the E periods, Reaver Dust causes permanent damage to the anatomy it contacts - it scars the skin, makes breathing harder and if ingested, cause periodic bleeding from the throat.

Name: Toadstool

STR: 50 Toxicity: Strong Purpose: Injure ER: 2 Hours Longevity: 1 year Damage Type: P

Form: Powder

Other K/S: Witchcraeft:51

Materia: 1050 Price: 2350

Effect: A preferred component in many Witchcraeft poisons, dried and powdered toadstool is infused with Heka, and can be mixed in with many spices without altering the taste. A sufficient quantity will at first cause a feeling not unlike heartburn, followed by intense pain and death within 2 hours.

Name: Viper Venom - Huge

STR: 50 Toxicity: Strong Purpose: Injure ER: 1 BT Longevity: Days Damage Type: P

Form: Paste Other K/S: None

Materia: 1050 Price: 2350

Effect: The most powerful of viper derivatives, this blade poison only takes a matter of minutes to take full effect, inflicting 50 PD points each minute for the first two, and 25 after the third.

Name: Zombie Dust

STR: 50 Toxicity: Strong Purpose: Injure ER: 1 BT Longevity: Indefinite Damage Type: M

Form: Powder Other K/S: None

Materia: 750 Price: 1750

Effect: Zombie Dust is a fine grayish powder that could either be ingested or inhaled - though inhaling it will lead to much faster effects - 1 BT instead of 1 AT. The victim can feel his or her mind slipping away, and within minutes, they become a stumbling, mindless automaton, able to understand the most basic commands. While under the effects, movement is one half normal, and the subject can take no actions of their own choosing, while the damage from the power causes internal damage to the lungs and other organs, including damage to the brain, a percentage of which might become permanent, should the victim drop below 5 percent of their M Trait. Although damage is counted against the personas P Trait, the JM should compare that amount with the victim's M Trait once the effects are complete.

GRADE VI

Name: Aconite Sap

STR: 60 Toxicity: Severe Purpose: Injure ER: 1 Hour Longevity: Years Damage Type: P

Form: Oil Other K/S: None

Materia: 2760 Price: 5820

Effect: Aconite Sap, in its oil form is remarkably clear and lacks any sort of shine that might detect its presence. A very dangerous contact poison, it slowly eats into skin and soft or porous material it comes into contact with, causing 5 PD per hour until the subject is dead or 150 PD of damage has been inflicted. because of its viscous nature, it is extremely hard to remove from soft tissue as it eats its way through. It does no harm to non-porous surfaces like metal, stone or glass.

Name: Aether Extract

STR: 10 Toxicity: Weak Purpose: Incapacitate

ER: 3 CTs Longevity: 1 month Damage Type: -

Form: Gas

Other K/S: Chemistry

Materia: 4060 Price: 6390

Effect: Inhalation of this gas in any quantity will render one or more subjects in a 10-foot radius unconscious for 8 hours, awakening to a powerful headache.

Name: Lich Bone Powder

STR: 60 Toxicity: Severe Purpose: Incapacitate

ER: 3 BT Longevity: Indefinite Damage Type: M, S

Form: Powder Other K/S: None

Materia: 860 Price: 1590

Effect: Subject turns gray and cannot speak. Thereafter, they begin to visibly wither, dying from

a wasting affliction within a matter of minutes.

Name: Night Crawler Poison

STR: 60 Toxicity: Severe Purpose: Injure ER: 1 BT Longevity: Days Damage Type: P

Form: Paste Other K/S: None

Materia: 1160 Price: 2620

Effect: a fast-acting blade poison, the victim first becomes nauseous and dizzy after one minute with a severe headache, followed by fever and loss of consciousness within the next.

Name: Opium Extract

STR: 50 Toxicity: Strong Purpose: Incapacitate

ER: 2 AT Longevity: Months Damage Type: -

Form: Gas

Other K/S: Chemistry

Materia: 2300 Price: 3750

Effect: Not the same as the smoke consumed in the Orient, this manufactured poison has much the same effect. Subject is Lethargic and experiences vivid hallucinations for 8 hours

Name: Royal Murder Spice

STR: 60 Toxicity: Severe Purpose: Injure ER: 3 BT Longevity: Years Damage Type: P

Form: Powder Other K/S: Herbalism

Materia: 1360 Price: 3020

Effect: Ingested in food or drink, is colorless, odorless, and tasteless. Victim first begins choking, followed closely by facial discoloration and blood from their eyes. While the first two periods of the ER are filled with pain and realization, it is the last thirty seconds when the damage from the poison is delivered, all at once.

Name: Slithervine Spores

STR: 20 Toxicity: Mild Purpose: Injure ER: 1 AT Longevity: Months Damage Type: P

Form: Gas

Other K/S: Chemistry

Materia: 2120 Price: 4540

Effect: Victims of the spores carried in this gaseous poison are struck blind for 4 ATs - and double that length of time, unless they are able to wash their eyes.

GRADE VII

Name: Brainweed Spores

STR: 40 Toxicity: Moderate Purpose: Injure ER: 1 BT Longevity: Months Damage Type: M

Form: Gas

Other K/S: Dweomercraeft

Materia: 3980 Price: 8310

 $\hbox{\it Effect:} \qquad \hbox{\it The victim}(s) \ \hbox{\it of this gas poison suffer from particularly gruesome hallucinations and are} \\$

prone to self-mutilation for up to 1 hour

Name: Gloomtears

STR: 60 Toxicity: Severe Purpose: Injure ER: Special Longevity: Special Damage Type: P

Form: Oil

Other K/S: Witchcraeft:71

Materia: 4320 Price: 8990

Effect: This is a unique and dangerous curse paired with a poison. The victim instantly takes 150 PD points at midnight on the new moon. There is no antidote for this magickally crafted poison, nor is it detectable; this poison must be defeated with a disjunction

Name: Puffer Fish

STR: 70 Toxicity: Deadly Purpose: Injure ER: 2 CT Longevity: 24 hours Damage Type: P

Form: Liquid Other K/S: None

Materia: 1090 Price: 2530

Effect: A liquid, ingestible poison causes paralysis within 3 minutes, followed by death in under

5 minutes.

Name: Torpor Gas

STR: 40 Toxicity: Moderate Purpose: Injure ER: 3 BT Longevity: Years Damage Type: P

Form: Gas

Other K/S: Dweomercraeft

Materia: 4980 Price: 10310

Effect: Often used in dungeon traps, this pressurized gas spreads rapidly when released to fill a

ten-foot diameter space. Anyone caught within its area are Incapacitated for 4d6 hours

Name: Viperflower Concentrate

STR: 80 Toxicity: Deadly Purpose: Injure ER: 1 AT Longevity: Months Damage Type: P

Form: Liquid Other K/S: Chemistry

Materia: 960 Price: 2270

Effect: The essence of the viperflower smells lovely, it's faint but delicate fragrance could pass as perfume. Aristocrats pay handsomely to have their gardeners cultivate it. What toxicologists know is that when that essence concentrated, it is one of the deadliest poisons on Ærth. Once the concentrate is processed, it loses its distinctive scent, and a single drop causes weakness, agony and horrible death within 15 minutes. Requiring great skill, the concentrate retains full potency for but a single hour, after which, it becomes inert by the second. Victims are easily identified by the total tightening of the muscles during their final throes, a grisly grin of a death's head on their agonized face.

Name: Wyvern Poison

STR: 60 Toxicity: Severe Purpose: Injure ER: 5 AT Longevity: Indefinite Damage Type: P

Form: Paste Other K/S: None

Materia: 2020 Price: 4390

Effect: Often used as blade poison, a wound from such a weapon first appears as a red welt with an angry line of infection that slowly spreads toward the victim's chest. Once it reaches the heart, the victim suffers the final system shock, causing a heart attack

GRADE VIII

Name: Black Lotus Extract

STR: 60 Toxicity: Severe Purpose: Incapacitate

ER: 1 BT Longevity: Weeks Damage Type: -

Form: Oil Other K/S: Chemistry

Materia: 2080 Price: 3520

Effect: Black Lotus Extract is a contact poison that causes extreme weakness and nausea in its

victims. Any form of rapid movement is extremely disorienting.

Name: Death Cap Spores

STR: 60 Toxicity: Severe Purpose: Injure ER: 1 hour Longevity: Months Damage Type: P

Form: Gas

Other K/S: Herbalism

Materia: 3280 Price: 6960

Effect: Ingesting this gas causes uncontrollable coughing, choking and death, with damage

delivered over a 3-hour period

Name: Deathblade

STR: 70 Toxicity: Deadly Purpose: Injure ER: 4 CT Longevity: Years Damage Type: P

Form: Paste Other K/S: None

Materia: 2560 Price: 5520

Effect: A blade poison preferred by assassins throughout the world, to feel the bite of an envenomed dirk is to feel a burning wound, and the excruciating pain will last until the death of the victim.

Name: Insanity Mist

STR: 60 Toxicity: Severe Purpose: Injure ER: 1 CT Longevity: Months Damage Type: M

Form: Gas

Other K/S: Dweomercraeft

Materia: 5280 Price: 10960

Effect: Another gas poison infused with Heka, this is particularly damaging to spellcasters. Once exposed, the victim will take one point of M trait damage every AT until the full amount of damage has accrued. If the victim is reduced to less than 10 percent of their M Trait, there is a 50% chance that they will suffer irreparable harm, losing d6+2 points EACH from MRCap and MMCap Permanently. In addition, there is an additional 20% chance that they will suffer from some form of Insanity - Roll on Mental Aberration table (p. 270).

Name: Phase Spider Venom

STR: 60 Toxicity: Severe Purpose: Injure ER: 4 AT Longevity: 12d6 days Damage Type: P

Form: Paste Other K/S: None

Materia: 880 Price: 2160

Effect: The full effects from Phase Spider poison do not take effect quickly, but they are drastic. In the first twenty minutes after exposure to the poison, the subject takes 60 PD, as the area near the wound begins to swell, muscle lose their definition, and the swelling spreads until the skin surrounding the area begins to blister and split. After the second segment of the Effect rate, the subject takes another 60 points, and the muscles and organs start to liquify. Twenty minutes later, if the subject is still alive, another 30 points of damage are dealt.

Name: Puffer Fish

STR: 80 Toxicity: Deadly Purpose: Injure ER: 1 BT Longevity: Days Damage Type: P

Form: Paste Other K/S: None

Materia: 1440 Price: 3280

Effect: A contact poison derived from the deadly Puffer fish, this poison cause paralysis followed

by death within a half hour

GRADE IX

Name: Blackcloud Extract

STR: 60 Toxicity: Severe Purpose: Injure ER: 2 BT Longevity: Months Damage Type: P, M

Form: Gas

Other K/S: Dweomercraeft

Materia: 4440 Price: 9330

Effect: This is a particularly nasty gas poison, combining a gas irritant infused with Heka from a Dweomercraefter - any caught in its area of effect will suffer lung damage and long-term madness over time (roll on the Mental Aberration Table).

Name: Demon Venom

STR: 90 Toxicity: Deadly Purpose: Injure ER: 1 Hour Longevity: 600 years Damage Type: P

Form: Paste Other K/S: Sorcery

Materia: 2910 Price: 6270

Effect: Gathered by sorcerers from the bodies of unfortunate demons, this poison is exceedingly rare. Once a subject has come into contact with this paste, they begin to act menacing, and begin to foam at the mouth, with random seizures. They become aggressive, attacking anyone nearby.

Name: Purple Worm Poison

STR: 60 Toxicity: Severe Purpose: Incapacitate

ER: 3 AT Longevity: Months Damage Type: -

Form: Paste Other K/S: None

Materia: 1340 Price: 2460

Effect: This relatively rare blade poison originates from the subterranean realm, and is made from ichor extracted from the poison gland of a purple worm. For the duration of the poison, the Victim cannot stand or walk, and loses all motor function

Name: Shadowcoat

STR: 60 Toxicity: Severe Purpose: Injure ER: 4 BT Longevity: Weeks Damage Type: P

Form: Oil

Other K/S: Dweomercraeft

Materia: 3040 Price: 6530

Effect: The dread Shadowcoat poison is an oil often applied to daggers and darts. A victim first loses their vision when it takes effect in two minutes, and after two more, they lose consciousness, likely never to awaken.

Name: Umber Madness

STR: 100 Toxicity: Deadly Purpose: Injure ER: 3 AT Longevity: 1 month Damage Type: All 3

Form: Paste Other K/S: None

Materia: 1700 Price: 3850

Effect: Extremely rare ichor from an Umber Hulk is used to formulate this poison - which can either appear as contact or blade poison. This poison affects all three TRAITS of the victim - first they lose their sanity and become incoherent, followed by visions, often of those who have died before them, and finally, they fall into a deep comatose state, at which point the final amount of damage occurs.

Table of Poisons

Below is a compiled table of a variety of poisons of different strengths, with Heka-engendered poisons in **green**. Feel free to create and add to these, adding a variety of STR and ER values. One type not included here are specialty poisons that have two or more activating ingredients: The first one is the poison, benign until the second is introduced. Powerful and deadly, and nearly impossible to detect.

Grade	Name	STR	E/R	Form	Toxicity	Longevity	Purpose	Dmg	Materia	Price
1	Arsenic	30	Days	Powder	Mild	Years	injure	P	430	910
1	Assassin's Juice	20	1 BT	Liquid	Mild	Days	injure	P	420	890
1	Madness Spores	10	6 AT	Powder	Weak	Months	Incap	-	210	365
1	Strangleweed	20	3 BT	Liquid	Mild	Months	injure	P	620	1290
1	Viper Venom - Tiny	10	3 AT	Powder	Weak	Days	Incap	-	110	215
2	Belladonna/Nightshade	30	1 Wk	Powder	Mod	Days	injure	P	560	1220
2	Drow sleep poison	20	Instant	Liquid	Mild	Days	Incap	-	640	1060
2	Hellebore	3 0	1 AT	Liquid	Mild	Days	injure	P	260	620
2	Locoweed	20	2 CT	Powder	Mild	Months	Incap	-	440	760
3	Black Adder Venom	40	2 AT	Paste	Mod	Weeks	injure	P	520	1190
3	Malice Powder	20	2 BT	Powder	Mod	Indefinite	Injury	-	560	990
3	Night Dreams	20	1 BT	Liquid	Mild	Indefinite	Incap	-	1360	2190
3	Viper Venom - Medium	30	3 AT	Paste	Mild	Days	injure	P	490	1130
3	Viper Venom - Small	20	4 AT	Paste	Mild	Days	injure	P	460	1070
4	Black Widow Venom	40	2 AT	Paste	Mod	Weeks	injure	P, M	560	1320
4	Carrion Crawler Extract	20	Instant	Oil	Mild	Weeks	Incap	-	2480	3920
4	Couatl Venom	40	2 BT	Paste	Strong	Months	Incap	-	1360	2240
4	Mindcloak	20	2 CT	Liquid	Special	Indefinite	Incap	M, S	1680	2720
4	Quicksilver	40	4 BT	Liquid	Mod	Indefinite	injure	P	1160	2520
4	Ungol Sap	20	3 CTs	Paste	Mild	20 years	injure	P	2080	4360
4	Viper Venom - Large	40	4 BT	Paste	Mod	Days	injure	P	960	2120
5	Aboleth Sap	20	1 BT	Oil	Mild	Weeks	injure	P	1700	3650
5	Malice Sap	50	1 AT	Paste	Strong	100 years	injure	P	1450	3150
5	Pseudodragon Poison	40	1 CT	Liquid	Mod	Months	Incap	-	1000	1750
5	Reaver Dust	50	3 BT	Powder	Strong	Indefinite	injure	P	750	1750
5	Toadstool	50	2 Hrs	Powder	Strong	1 year	injure	P	1050	2350
5	Viper Venom - Huge	50	1 BT	Paste	Strong	Days	injure	P	1050	2350
5	Zombie Dust	50	1 BT	Powder	Strong	Indefinite	injure	M	750	1750
6	Aconite Sap	60	1 Hr	Oil	Severe	Years	injure	P	2760	5820
6	Aether Extract	10	3 CTs	Gas	Weak	1 month	Incap	-	4060	6390
6	Lich Bone Powder	60	3 BT	Powder	Severe	Indefinite	Incap	M, S	860	1590
6	Night Crawler Poison	60	1 BT	Paste	Severe	Days	injure	P	1160	2620
6	Opium Extract	50	2 AT	Gas	Strong	Months	Incap	-	2300	3750
6	Royal Murder Spice	60	3 BT	Powder	Severe	Years	injure	P	1360	3020
6	Slithervine Spores	20	1 AT	Gas	Mild	Months	injure	P	2120	4540

Poisons, continued

Grade	Name	STR	E/R	Form	Toxicity	Longevity	Purpose	Dmg	Materia	Price
7	Brainweed Spores	40	1 BT	Gas	Mod	Months	injure	M	3 980	8310
7	Gloomtears	60	Special	Oil	Severe	Special	injure	P	4320	8990
7	Puffer Fish	70	2 CT	Liquid	Deadly	24 hours	injure	P	1090	2530
7	Torpor Gas	40	3 BT	Gas	Mod	Years	injure	P	4980	10310
7	Viperflower Concentrate	80	1 AT	Liquid	Deadly	Months	injure	P	960	2270
7	Wyvern Poison	60	5 AT	Paste	Severe	Indefinite	injure	P	2020	4390
8	Black Lotus Extract	60	1 BT	Oil	Severe	Weeks	Incap	-	2080	3520
8	Death Cap Spores	60	1 Hr	Gas	Severe	Months	injure	P	32 80	6960
8	Deathblade	70	4 CT	Paste	Deadly	Years	injure	P	2560	5520
8	Insanity Mist	60	1 CT	Gas	Severe	Months	injure	M	5280	10960
8	Phase Spider Venom	60	4 AT	Paste	Severe	12d6 days	injure	P	880	2160
8	Puffer Fish	80	1 BT	Paste	Deadly	Days	injure	P	1440	3280
9	Blackcloud Extract	60	2 BT	Gas	Severe	Months	injure	P, M	4440	9330
9	Demon Venom	90	1 Hr	Paste	Deadly	600 years	injure	P	2910	6270
9	Purple Worm Poison	60	3 AT	Paste	Severe	Months	Incap	-	1340	2460
9	Shadowcoat	60	4 BT	Oil	Severe	Weeks	injure	P	3040	6530
9	Umber Madness	100	3 AT	Paste	Deadly	1 month	injure	All 3	1700	3850



RULES

Miscellaneous Rules and Errata

Over the years, Mythus has evolved. The canon of the original release only changed slightly due to articles in Journeys and Mythic Masters 'zines. There were, of course, the inevitable house rules of all the JMs out there. On the horizon is the upcoming Mythus II rules from Ed Anderson, which effort I fully support. What I've included below are a couple of major changes that I think are necessary; either because they weren't included in the original rules, or because they weren't covered sufficiently. Given time to review material developed by myself and others, my hope is that this will not be the only supplement I will release, and I'd like nothing more than to make some of the house rules that you, dear readers, have painstakingly developed into canon as well, as we explore the Undiscovered Country of the future together.

Bombs & Gases

By now you've seen a variety of magickal and poisonous gas bombs, and they are an intriguing addition. But it's time to clarify the rules for combat with potions/poison gas.

Engaging in combat with gas as weapons are often quite serious attacks, but there is a relatively small area of effect (usually 10- 20 diameter), so just lobbing it as far as you can is usually not effective. Your GM may have a preference for the type of missile weapon skill you use based on the range it uses – I find that dagger is about the right range, if *thrown*. Something else to consider is *propelling* it to its target with a sling (treat as a stone for range).

Heka-engendered gas bombs are initially tied to an accelerant capable of incredible expansion – from a mere one or two ounces of liquid to a gas filling a space approximating a sphere within seconds of being triggered by exposure to air (or funneled further, if it detonated in a hallway. In most cases, it is fast enough to be considered Instantaneous. The question is, can a persona avoid or resist the effects?

The answer is Yes, and No. If a persona were occupying a space within the area of effect of the bomb, and weren't otherwise stunned, slowed, or incapacitated, they *may roll versus their PNSpd at a DR Moderate*. This would indicate the persona was able to hold their breath and exit the gas cloud before inhaling any of the deadly gas. However...

Some gases are incendiary in nature, or contain chemicals that do damage by contact with the skin or eyes. So, while a persona can avoid *inhaled* gas bombs, those based on contact or containing a Heka-engendered effect will resolve any potential damage or effect through enchanted armor and protectives, if they protect against the type of damage dealt by the bomb.

The other consideration for anyone within the area of effect of a gas bomb is whether there is a clear and unimpeded path to exit, or whether the exit is blocked, i.e. a locked door or a dead-end hallway. In any case, just as there are poisons and antidotes, there are ways to resist, absorb, or turn aside PD and damage from spellcasting.

And last, but certainly not least is the danger to the person carrying such items. In order to break upon impact, bombs are contained within glass or ceramic containers – which are by nature fragile. Walking through an area where combat is likely means they are vulnerable to unintended breakage, which could lead to disastrous consequences. And should the bearer be so unlucky as to have a container break, they would be squarely within the area of effect – and likely have no chance to avoid the effects. Worse still, should one break which contains one with an explosive nature, there is a non-zero percentage chance that others will be shattered in the process!

Antidotes:

It should be assumed, barring some unique and plot-heavy exception (*cough cough Quest*) that any poison that can be made in your campaign has an available antidote, or one that can be made by another person with a Toxicology STEEP of the same level. Should one not be available, and unless specific to your milieu, any antidote with higher strength will suffice as able to stop the poison.

Materia:

Depending on the way you, as JM, decide to run your campaign, the specifics of Materia might require certain types of Materia for one K/S Area, and another type for a different K/S, or you can treat all Materia as the same, just as "all Heka is Heka". In *Mythus II*, Herbalists may only use organic Materia, Gemsmiths may only use mineral Materia, Alchemists may only use Alchemicals, and Mystics use crystals. There are restrictions to be found in the original rules that state this, but if you are like me, tracking that can become tedious fast, so I eschew in favor of simply considering Materia to be a generic term for that Heka-containing *stuff* which powers castings in your world. As long as you are consistent in the way you handle them, it should be fine.

Here's a quick little story about something Gary said to me that stuck over the years, and I find it to be true. He was explaining to me how to make a fantasy game system one in which people were able to suspend disbelief and accept as canon for a fantasy world. He said (approximately, it *has* been over forty years):

Writing science fiction is easier than fantasy, because no matter how fantastic a science fiction story is, it's always based on some science fact that defines the universe in terms we all know. With fantasy, your world is based on a fundamental lie, and when you create it, you have to have a consistent and very logical structure to your lie, leaving no loophole or loose thread to unravel it. And the better you craft the lie, the more believable the lie will be.

Again, it's been a long time since he told me that, but that's the basic message, one I've always found to be true. So, my point is, choose the best way to run *your* campaign that makes a sense within your universe, use those rules that best encapsulate both detail and ease of use, be consistent, and stick with what works.

Crystals, Minerals & Gems (CMGs):

I really like what Ed Anderson has done with his play test for Charms using *Crystals, Minerals & Gems* (referred to as *CMGs*). One of the things I mentioned early on in the development of this document was following up on some text I found in the original rules that pointed out that a persona with the gemsmith/lapidary skill could create and infuse items, opening the door to more folks being able to create support items – which is crucial to a new HP's survival – when they don't have lots of BUCs but still need every bit of protective magick they can get. We've spent quite a bit of time discussing crafting limits and abilities, and he introduced me to these rules he has which allow for single- or limited-use charms and amulets to be created by a broader spectrum of personas. This concept fits hand in glove with what I had in mind. It fits so well, I am placing the system into the Gemsmith/Lapidary section to show how *well* they fit. Since I am excited about *Mythus II* and this *Mythus Revision* being compatible, I am adopting CMGs for **Mythus 2025** with very little changed besides minor editing and formatting.

The primary difference is I needed to come up with a term to use when referring to these new protective devices. And while CMGs isn't bad, I'm looking towards the future, where there are hints that such items *might not be limited to mineral reagents*. And terms for magickal items of this sort

have all pretty much been used throughout the original book. So, for the sake of distinction, I'm calling them *Aegis* (singular and plural) – originally a Greek term, it essentially means "the power to protect or support someone or something." I think that fits.

Note that while it's listed under the Gemsmith/Lapidary K/S Area, the ability to activate the protective powers and Heka of a gemstone is not limited to that K/S only – those with the *Dweomercraeft*, *Heka-Forging*, *Alchemy*, and *Priestcraeft* K/S may also craft them.

On Disjunction and its Effect on Heka-Forged and Activated Items

In the recent past, I learned that some JMs allow Heka-Forged items to be subject to Disjunction Castings. Although the thought of being able to disable an item with a casting during combat may seem advantageous at first, consider the flip side of that coin. You and your party are travelling through a lost set of rooms, when all of a sudden, you reach the entrance of a series of rooms inhabited by a liche, who has had nothing but years to place triggered disjunctions within, of enough number and efficacy that every single one of the items that the members of the group have spent your careers crafting, collecting and customizing. And now, with the snap of a finger (albeit a contrived one in an exaggerated example), those items are all disjoined! And then the liche appears...

And while this sounds like a hilarious scenario for a sadistic JM, maybe not so much for the players. [Oh look! I think I've found an idea for a great module. I think I'll call it *Tomb of Horrors...*]

My position is this: Something that has been cleansed, purified, prepared, and enchanted is not likely to be disabled with a simple Charm of Casting Grade I, even were such delivered by Dalthor himself. It would require a Specific Casting, and even that would affect *perhaps* one quality of an enchanted item, and even then, the best result that could be expected is a temporary disruption until the enchantment of the item reasserts itself. An example of such would be an HP wearing a Ring of Invisibility – they sneak up to their target, and when the moment is right, they strike! Of course they become visible, and the target may return the attack (if they are not surprised). And then of course what happens? The next CT the magic of the ring reasserts itself and the HP becomes invisible again. Surprise is lost, certainly, but then we see the advantage of wearing an item over a casting – which would be blown after that strike.

But even more to the point -Disjunction does not target an item, it targets a Casting. As the Disjunction Charm states, "The purpose of this dweomer is to disjoin the structure of a Casting which is in effect within the range of the caster using this Charm."

To properly and permanently disjoin an item, removing the enchantment or Heka Reservoir that is linked to it, would require far more than a simple Casting. It would require time with the item for study and properly disconnecting what was made an intrinsic part of the item during its crafting -in essence, an *Unbinding*. And something on the level of a relic or other item of great power might require a specific set of actions, as a limit placed by the creator to ensure that item retains its powers in the face of someone seeking what amounts to instant gratification.

But what about the newly introduced items, *aegis* created by activating the innate Heka and Protective Powers of the stone? While they are not enchanted, the Protective powers and Heka brought forth through activation are just as real. And in my opinion, just as immune, if not more so, because it is not a Casting which is providing the protection to the wearer, not would someone trying to detect a casting find anything. The power is innate; there is nothing to dispel. Far easier to just *Shatter* the stone.



CASTINGS

Additional Castings by K/S Area

The castings listed here were all created by players and JMs and are endorsed by me. Most used the formula for creating Specific Castings from the original *Mythus Magick* book. I have credited the authors as well as I could, but if I missed anything, please contact me through an email address given in the end credits. With the generous assistance of *Lars Silberg Hansen* and *Ed Andersen*, I am compiling the Mythus casting lists in a database on my Mythus site, located at http://mythus.abervon.com. I invite you to stop by and take a look at the tools and material developed by me and others in the Dangerous Journeys community. Along with the casting database, there are many useful rules, information and tools for running and playing in your own campaign milieux. At the very end of this project, I was provided a file by Eric Smith that contained some Castings and updates to those in the book. Which I believe were designed by Greg Timm, Gary, and myself far in the misty past. Yet another thing that I had to verify, compare and check. But some of these were gold, so I held off releasing this document until they were in. I tried to place everything I had, and there were exceptions, but not many. Ed, has been incredibly prolific. And I thank every one of you for all the contributions.

Next time, I expect new K/S Areas and Vocations. And I promise to give everyone a chance to submit their favorite material. But for now...

Dweomercræft - General

Casting Grade I

Dalthor's Distraction Charm

Time: 1 CT/STEEP
Area: 1 Subject
Distance: 1 rod/STEEP

R&D: Nil
Other: Nil
Special Materia Cost: Nil

Author: Edward C. Anderson, AKA 'Dalthor Et Magera'

For the duration of this Casting, the subject will see movement out of the corner of their eye. When they turn to look, nothing is there. The movement will occur at different times in the CT. Roll 1d3 each CT to determine the second. The Effect makes it 1 DR Harder (worse) for the subject to distinguish actual movement from that of the Casting effect, helping mask an intruder, for example.

In addition, all combat rolls are at -10 STEEP due to the effects of this charm, as the subject flinches or otherwise reacts to the Distraction

Trigger Effect Formula (Addenda)

There is a limit of one Trigger/10 STEEP of the caster. Additionally, a Trigger will last one hour per 10 STEEP of the caster, after which time both the Trigger and the held Casting will dissipate.

Casting Grade II

Dalthor's Good Luck Charm

Time: 1 BT/STEEP
Area: 1 Subject
Distance: Touch
R&D: Nil
Other: 5 per BT
Special Materia Cost: Nil

Author: Edward C. Anderson, AKA 'Dalthor Et Magera'

While this casting is in Effect, there is no chance of a Special Failure - it would be considered a normal failure at worst. The Casting is not affected by movement, combat, or other actions, but may be dispelled normally.

At activation time, the caster can extend the Time duration by expending 5 Heka per additional BT. Full Practitioners can extend the duration up to SM CATEGORY BTs, and all others up to SMCap BTs.

Casting Grade III

Dalthor's Reservoir Link Formula

Time: 1 Hour
Area: 1 object
Distance: Touch
R&D: Nil
Other: special
Special Materia Cost: Nil

Author: Edward C. Anderson, AKA 'Dalthor Et Magera'

This spell allows a caster to link a subsequent Casting to a Reservoir which will eventually hold Heka to Power that Casting. The Reservoir must already have the Glyphs scribed and ready for the spell and final Heka charge. Once this Casting is activated, the caster has 1 hour to perform the second Casting, the effects of which will be permanently linked to the reservoir. At that point, the Reservoir will be ready for use, needing only to be charged.

For an additional 10 points Heka, the caster may include a Command Word or Phrase that will be the activator for that Casting, up to one word per 10 full STEEP in General Dweomercraeft. For example, at 55 STEEP, up to 5 words may be stored as the command word/phrase.

For an additional 25 Heka, the caster may include a Trigger (q.v.) effect into the item.

This Formula must be activated once for each Casting that will be linked to the Reservoir. This casting may not be activated again until either a spell is linked, or the Time duration expires.

Finally, note that this Casting does not make the linked Casting permanent in the Reservoir – it can be Dispelled normally. Another Casting, such as the Permanence Ritual, must be used to protect the Reservoir. See Volume IV for information about making Permanent Magic Items, as well as information on creating Reservoirs.

Lasting Illumination Spell

Time: Permanent

Area: Up to 1 cubic foot

Distance: Touch
R&D: Nil
Other: Nil
Special Materia Cost: Nil

Author: Gary Gygax, Necropolis p. 65

This dweomer causes the subject material to emanate a soft, yellow-white radiance in the visible light spectrum.

The dweomered object sheds sufficient light to read with ease within 10-feet radius of it, and it will faintly illuminate things at a distance within 60 feet.

Casting Grade IV

Daylight Cantrip:

Time: 1 BT/STEEP

Area: 1 rod diameter/10 STEEP

Distance: 1 rod/10 STEEP Author: Gary Gygax

This cantrip brings into being a light as bright as full daylight, extending through the visual spectrum and partially into the ultraviolet. Nocturnal or subterranean creatures will be blinded for the duration of the casting and for 1 BT for each CT of exposure after the casting subsides. Any creature of origin from the Plane of Shadow is driven back by this radiance, taking any requisite damage, and Undead and such creatures as are harmed by sunlight will take appropriate Physical Damage from exposure.

Negative Gravity Charm:

Time: 1 BT/STEEP
Area: 1 subject
Distance: Touch
Author: Unknown

By this casting, the force of gravity is reversed for the subject creature such that said creature becomes weightless and rises into the air. For every point of STEEP the caster possesses, 10 pounds of weight (but not mass...) are nullified. The effect will raise the subject to 1 foot/STEEP of the caster above solid ground, but obstructions, wind and air friction must be borne in mind. Otherwise, the subject will achieve equilibrium at the maximum height.

Note: this Casting is similar, though less powerful than the Casting grade IX Elemental Casting Newton's Negative Gravity

Casting Grade V

Armor, Full Persona Heka Cantrip (Addenda):

The limit of armor available is equal to the caster's M-TRAIT or MR CATEGORY if a partial practitioner.

Wound, Spiritual Charm:

Time: Instantaneous
Area: 1 subject
Distance: Sight to 1 rod
Author: Gary Gygax

This dweomer inflicts 5D6 points of Spiritual Damage upon the subject. The subject reduces this damage by any amount of Spiritual armor in effect at the time. Compare to the Dweomercræft Black School casting Wound, Spiritual Charm and the Priestcræft Basic Tutelary Casting Wound, Spiritual Charm.

Casting Grade VIII

Zeno's Never-Ending Approach Cantrip:

Time: 1 BT/STEEP
Area: 1 subject
Distance: 1 rod/10 STEEP
Author: Greg Timm

This rather powerful casting accesses the Temporal Plane to create an illusion of "infinite" distance between the caster and the recipient. Essentially, time slows down for the subject of the casting in direct proportion to the distance covered by the subject in approaching the caster. For example, if the subject started at 100' away from the caster at the activation of the cantrip, at 50' away their movement would be at 50% of normal and at 25' away their movement would be 25% of normal, etc. until at within touching distance the subject would be effectively static. If this casting is laid on a subject already within touching distance, they immediately slow to

virtual immobility. The recipient will not immediately be aware of this casting- everything around them will simply seem to speed up to their perceptions as they continue to "normally" approach the Dweomercræfter. If the subject turns away from the caster, time returns to a normal frame of reference; but if they again turn towards, circle towards or otherwise attempt to approach, the Effect returns in full until the duration of the casting runs out. Note that any objects launched by the subject are also affected by this casting!

Casting Grade IX

Morgana's Chronic Stasis Spell:

Time: 1 year/STEEP (Special)

Area: 1 subject

Distance: 1 chain/10 STEEP

Author: Greg Timm

This spell places one subject creature into a temporal loop existing outside the normal flow of time. An impenetrable field surrounds the subject and its functions lapse into a state of suspended animation. Upon completion of the casting, the subject is placed into stasis for the duration of one year. This duration may be increased by one year per point of STEEP of the caster by expending 10 additional Heka points per additional year at the time of the casting. The effects of this spell may be interrupted by a successful *Disjunction Charm, Disperse Heka Flow Cantrip, Disrupt Casting Effect Cantrip,* or the like. Compare this casting to the Ethos of Balance Priestcræft Grade VIII casting *No Time Formula*.

Dweomercræft - The Black School

Casting Grade II

Humdrum Charm

Time: 1 BT per STEEP
Area: 1 Subject
Distance: Touch
R&D: Nil
Other: 5/BT

Special Materia Cost: Nil

Author: Edward C. Anderson, AKA 'Dalthor Et Magera'

While this casting is in Effect, there is no chance of a Special Success - it would be considered a normal success at best, using energy from the Negative Plane to produce the effect. The Casting is unaffected by movement, combat, or other actions. It may be dispelled normally.

At activation time, the caster can extend the Time duration by expending 5 Heka per additional BT, up to the lesser of M-TRAIT or Heka Aperture points. Full Practitioners can extend the duration up to SM CATEGORY BTs, and all others up to SMCap BTs.

In any case, the Effect ends once one Special event is averted"

Casting Grade III

Acid Darts Cantrip:

Time: Instantaneous
Area: 1 subject or object
Distance: 1 rod/STEEP
Author: Greg Timm

This cantrip creates one magickal dart of acid for every 10 points or fraction thereof of STEEP which flies unerringly to the extent of the casting's range to strike a designated target subject. Each dart costs 10 Heka points beyond the activation cost and does 1D3+1 points of Continuing Chemical PD. The effects of each dart barrage last 2D3 CT's or until washed away. Every 2 CTs of exposure for each dart to armor or similar objects is treated as a hit exceeding its capacity to withstand!

Casting Grade V

Batswings Cantrip:

Time: 4 ATs + 1 BT/STEEP

Area: 1 subject
Distance: Touch
Author: Greg Timm

This Casting causes the manifestation of huge, black bat-like wings upon the shoulders of a man-sized recipient. Naturally, no clothing or armor can be worn which would cover the shoulder area while this Casting is in effect! The flying rate of movement with these wings is equal to the recipient's P-TRAIT x 5 as expressed in yds/BT. The subject is capable of lifting their own weight plus up to twice the caster's STEEP in pounds while flying. As these wings are of a Netherplanar nature, anyone viewing the subject(s) of this Casting must check versus their MR Category at 'Hard' or flee for D6 BTs.

Casting Grade VIII

Marrow Flame Ritual:

Time: 1 CT/STEEP
Area: 1 subject
Distance: 1 league/ STEEP
Author: Greg Timm

This insidious Ritual requires six hours to complete, after which there is a 6 AT delay before the effects commence. During the delay period the victim will feel slightly feverish and notice a growing pain in their joints. As the casting activates, the victim will fall to the ground writhing in pain as jolts of flame course through their bones inflicting 1 point of Fire PD every CT until the subject dies or the duration of the casting expires. Healing may be used to negate any accrued Damage; and castings which negate curses/evil are effective in nullifying this Ritual. Heka armor will not block the effects of this casting. The Dweomercræfter must know the name and profession of the victim and have a mental image of them.

Casting Grade IX

Nether Barrier Beast Cantrip:

Time: 1 BT/STEEP Area: Special

Distance: Centered on caster

Author: Greg Timm

This potent casting erects a layered humanoid form about the Dweomercræfter, drawing energy from several different planes to serve as both an offensive and defensive construct. The layers are spaced about 1" apart and are 2" in thickness each, giving the complete pseudo-beast a height averaging over 8'. Details for each layer, starting from the outermost, are given below:

SHADE	ASSOCIATED PLANE	EFFECT	NEGATED BY
Black	Negative	80% loss of personal, stored & armoring Heka	Any casting of positive Heka.
Orange	Pandemonium	8D6 Mental Damage	48 points of magick weapon inflicted damage.
Gray	Entropical	1D6 loss of each ATTRIBUTE Speeds	Any electrical attack.
Red	Nether	8D6 Spiritual Damage	Any Basic Tutelary casting of a non- Darkness ethos.
Violet*	Abyssal	48 points of Physical Damage	Any Healing type of casting.
*This layer only	y manifests with the expen	diture of an additional 250 points	of Heka at activation.

The caster's movement rate is 50% of normal and PN Speed and PM Speed are effectively halved, but PM Power is doubled. The caster may strike with one of his "fists" each CT for 2D6 + PMPow Bonus Impact PD, with the added result of whatever layer remains outermost having the same effect as if the victim had touched it. The Dweomercræfter sees out of this construct perfectly well, even in darkness, but it appears opaque from the outside. If this casting and a Supernal Shells Guardian Cantrip come into contact, the corresponding shells destroy each other at a rate of one per CT.

Dweomercræft - The Elemental School

Casting Grade II

Watery Mist Cantrip:

Time: 1 BT/STEEP

Area: 1 chain diameter/10 STEEP

Distance: 1 chain/10 STEEP Author: Greg Timm

Once activated, this Casting gathers any atmospheric moisture in the effect area and augments it further from the Elemental Plane of Water. This increases the humidity in the area to 100%+ and brings into being a dense, misty precipitation. In a moist environment this takes 1 BT, whereas in an arid environment it takes 6 BTs.

The resultant moisture will cause small fires to extinguish in 3D3 CT's and reduce larger fires by 50% each AT within the area affected. Creatures from the Elemental Plane of Fire will suffer 6D6 points of Physical Damage/CT of exposure. Fire Damage is reduced by 50% within the area affected, but Electrical Damage is increased by 50%. Odors are 25% less detectable per hour of effect. Note that fog will not form due to this casting above 32° F. or so, as the moisture formed is at ambient temperature.

Casting Grade III

Windblast Charm (Correction):

The Damage effect should read: "...but 1D3 points of Impact PD per 5 mph over 55 mph wind speed..." deleting the "/CT', as the effect is instantaneous.

Casting Grade IV

Crystal Shell Spell:

Time: 1 AT/STEEP

Area: 1 yard diameter/10 STEEP Distance: Centered on caster

Author: Greg Timm

This spell draws upon the Elemental Plane of Ærth and the Positive Energy Plane to form an 'annealed' crystalline shell about the caster. If cast upon a solid surface it will form a dome (hemisphere) with a floor; in a gaseous or liquid environment it will form an entire sphere. The structure is very solid and as hard as corundum (about 1" thick), so that only diamond, adamantite or certain Heka-based attacks can breach it. Once penetrated, the sphere shatters and dissipates, and of course the caster can dissolve the effect at any time. If physically attacked by a capable weapon, the shell can withstand 2 points of damage/STEEP of the caster; any attack not penetrating it considered to have been deflected.

The shell can hold others who are close enough within its confines as well, but each additional person fractions the Time of Effect, i.e. - the caster and two others causes the casting to last 1/3 as long, etc.

Summon Elemental Aid Cantrip (addenda):

The following information can be added to the respective Major Elemental types:

Air: The wind buffeting inflicts 2D6 Impact to victims by knocking them against objects or to the ground. Trees snap, sand and soil are violently agitated and are whipped through the air, and structural damage occurs to wooden buildings.

Fire: The heat of this elemental is around 2000°F.; hot enough to render most rocks molten after prolonged exposure and melt such metals as gold, silver, copper, tin, aluminum, lead, and bronze (although not quite iron!). Combustibles ignite and are consumed almost immediately.

Water: Victims of the drowning attack are drawn into the elemental and without help from an outside agency can only break free by rolling against their PM Category at 'Hard'. They otherwise drown in D3+2 BTs. If gotten free, a victim must take 1D6 CTs to catch their breath before they can do anything else.

Ærth: A fist blow from this sort of elemental inflicts 6D6+6 Impact PD. The Chemical Damage is of alkaline nature, unless the elemental is summoned in a specifically acidic area (i.e. - tropical forest soil, peat bog, some hot spring areas, etc.).

Rings of Fire Charm

Time: 1BT/STEEP

Area: 1 yard diameter/10 STEEP Distance: Sight to 1 chain/10 STEEP

R&D: Nil Other: Nil

Special Materia Cost: Nil

Author: Lars Silberg Hansen

This casting creates up to three stationary rings of fire centered on the target. The ring of fire can have a starting area within the limits of the casting area. So, it is possible to encircle on or more creatures, though the casting has to have a center and has to be targeted at an area, a spot or similar. The rings can be up to a maximum of 10' in height. Damage for exposure is as follows:

1d3 / CT of exposure
2d3 / CT of exposure
3d3 / CT of exposure
4d3 / CT of exposure
5d3 / CT of exposure
6d3 / CT of exposure

The damaging effect extends to both sides of the ring, but the sympathetic nature of the dweomer however, allows the caster to be immune from it. Another persona or creature etc. attempting to pass through the ring would have to undergo a considerable amount of PD to get through it.

The fire is extremely hot and would most likely combust material as well.

Example: a creature passing through the flames would suffer 42d3 fire PD (the total of each distance above, twice.), an average of 84 points of physical damage."

Casting Grade V

Ash Cloud Cantrip:

Time: 1 CT/STEEP

Area: 1 foot radius/STEEP
Distance: 1 yard/STEEP
Author: Greg Timm

This casting accesses Preternatural Planes to produce a stationary roiling cloud of cool, ash-ridden smoke. This dense and heavily particulate cloud cuts vision to 3 feet (infrared or ultraviolet to 6 feet) and creatures requiring oxygen for respiration take 5D3 Poison PD/CT from the cloud until they are free of the effect. The Dweomercræft Elemental School castings *Diffusion Spell* and *Dissipate Spell* are effective counters—if one is able to cast them guickly enough!

Sphere Of Vacuum Charm:

Time: 3 CT's/10 STEEP

Area: 1 foot radius/10 STEEP

Distance: 1 rod/10 STEEP Author: Greg Timm

This casting utilizes Negative Plane energy to destroy all gaseous molecules in its Effect radius and creates an envelope to hold back air for the course of its duration. Any creature which requires a gaseous component of air for its respiration will suffocate in 6D3 CT's and take 1D6 points of PD/CT from hemorrhaging. Fires which require oxygen will be snuffed out within 1 CT of the onset of this casting. If cast at ground level, it forms a hemisphere centered on the targeted area, while it forms an actual sphere if cast 10' or more above the surface.

Summon Inter-Elemental Cantrip:

Time: 1 CT/STEEP
Area: 1 Elemental
Distance: 1 yard/STEEP
Author: Greg Timm

This cantrip allows the summoning of one of the hybrid elementals existing in the interstices between the four major Elemental Planes. The summoned Inter-Elemental recognizes the caster as a practitioner of the Elemental School of Dweomercræft and will perform one simple request or task for the caster before departing; or the caster may dismiss it at any time. If the Inter-Elemental is summoned to an environment resembling its nature (i.e. - fog/ice, lava, mud, fumarole, etc.), the Time duration of Effect will be increased by 1000% (from CTs to BT's).

As these are Major Elementals of their type, they strike twice each CT with a BAC of 50. The attacks of the four types are as follows:

Fume: 5D6 Heat PD + Asphyxiation in D3+1 BT's Magma: 3D6 Impact PD + 5D6 Fire PD (@1800° F.)
Ooze: 3D6 Impact PD + Drown in D3+1 BT's

Frost: 3D6 Cutting PD + 5D6 Exposure (Cold) PD (@-120° F.)

If opposing Inter-Elementals (Magma-Frost and Fume-Ooze) battle, they cancel each other out upon a successful attack and both are dispelled. Otherwise, their individual susceptibilities are:

Fume: x2 PD from cold-based or water attacks, immune to fire/heat and electrical attacks
Magma: x2 PD from cold-based or water attacks, immune to fire/heat and Ærth-based attacks

Ooze: x2 PD from fire/heat attacks, immune to water attacks
Frost: x2 PD from fire/heat attacks, immune to cold-based attacks

All four types are immune to Impact PD (due to their amorphous nature), Chemicals, Disease, Poison, and attacks from non-enchanted weapons.

Base Scheme (+/- 1D10+1D6)										
M: 50,		EL: 40		P: 250	P: 250,		5	S: 50,	EL: 40	
MR: 25		MM: 25	5	PM: 12	25	PN: 12	5	SM: 25	SP: 25	
MRCap	: 9	MMCap	o: 9	PMCap	o: 45	PNCap	: 45	SMCap: 9	SPCap: 9	
MRPow	: 8	MMPow	<i>ı</i> : 8	PMPov	v: 40	PNPow	7: 4 0	SMPow: 8	SPPow: 8	
MRSpd	: 8	MMSpd	l: 8	PMSpc	d: 40	PNSpd	: 40	SMSpd: 8	SPSpd: 8	
Armor	Scheme:									
Area	Pierce	Cut	Blunt	Fire	Chem.	Stun	Elec.			
Ultra	40	40	40	*	*	40				
Super	30	30	30	*	*	30				
Vital	20	20	20	*	*	20				
Non	10	10	10	*	*	10				
Avg.	25	25	25	*	*	25				
	*See above for individual invulnerabilities. Only Fume Inter-Elementals have any protection against electrical attacks.									

Each of these preternatural entities is an amorphous mass, roughly 8x human size; the Fume type appearing as a shimmering in the air with a diffuse smokiness, the Magma as a molten mass of rock, the Ooze as a thin mud with thicker, muckier extrusions, and the Frost as a thick fog shot through with swirling ice crystals. They are able to extrude themselves through very small openings, but their movement rate is very slow (32 yds. /BT).

Dweomercræft - The Gray School

Casting Grade V

Shadowflame Charm:

Time: Instantaneous Area: 1 subject

Distance: Sight to 1 foot/STEEP

Author: Greg Timm

This casting summons forth a super-heated shadow force (about 2000° F.) and directs it at a chosen target. The flames appear as a smoky gray emanation with black interior tongues and brilliant, sparkling highlights at its edges. The Shadowflames inflict 5D6 points of Fire PD to any creature susceptible to such attacks and is quite capable of causing harm to shadow spirits, tenebrous assassins and that ilk. The caster may increase the Damage by the addition of 10 points of Heka points for each additional 1D6 up to a maximum of 10D6 points of PD (i.e.-50 additional points of Heka invested).

Viscous Shadows Cantrip:

Time: 1 BT/STEEP

Area: 1 square foot/STEEP Distance: 1 vard/STEEP

This cantrip gathers shadows within its area of Effect into a sticky mass roughly the consistency of hot tar. Any creature caught within the Effect will have its movement halved and evasion will be impossible. Movement out of the Effect area will instantly negate these penalties.

To take effect, there must be moderate or greater shadows around; dusk or a moonlit night, a very dark wood, the interior of an unlit structure—all offer possibilities. Once activated, no light short of bright sunlight can negate this Cantrip.

Casting Grade VI

Shadow Chaos Cantrip:

Time: 1 BT/STEEP (special)
Area: 1 rod diameter/10 STEEP

Distance: 1 yard/STEEP Author: Greg Timm

This casting gathers into being an area of blending shadows and gray-silver mists. It is most effective in shadowy conditions or at dawn/dusk; the Time duration being but one-half in bright light or total darkness. The affected vicinity seems to writhe with menacing shapes and emanate low susurrations of threatening sound from all about.

Creatures caught within will suffer 6D3 points of Mental Damage for each CT that they are within the area until the casting ends. If capable of doing so, they will attack their surroundings in whatever fashion is appropriate and so possibly strike other victims within the Shadow Chaos. Mental Armor and Heka Armor will protect a victim within the affected area, but they must still exit the virtually opaque surroundings and avoid being attacked by other victims...

Dweomercræft - The Green School

Casting Grade IV

Fungal Assault Cantrip:

Time: Instantaneous

Area: 1 square rod/10 STEEP

Distance: 1 foot/STEEP Author: Greg Timm

This casting instantly activates and accelerates the growth and proliferation of fungal spores in the affected area. Thus, wood, paper, cloth, rope etc. will be permeated by mildew and rot and become effectively useless; foodstuffs will be smitten by blight, rust, smut, and mold and become thereby virtually inedible. Living creatures will be afflicted by fungal infections such as ringworm, athlete's foot and thrush and receive 2D3 points of PD as well as a -5 penalty to Physical STEEP and to Castings. The fungal infections are effectively permanent until healed or otherwise countered. This is a slightly more benign version of the Grade VI Green School casting Fungirot Cantrip.

Casting Grade V

Ærth Animus Formula:

Time: 1 AT/STEEP

Area: 1 furlong diameter/10 STEEP

Distance: Touch Author: Greg Timm

This formula is a slightly weaker version of the Green School castings Call Up Nature Spirits Ritual and Hostileland Ritual, summoning the nature spirits active in surrounding soil and stone to hamper (and possibly harm) opponents of the caster within the area of effect. The spirits are of neutral attitude towards the caster and their comrades and they will not actively harm them; but neither will they assist them if they should get into the path of the spirits' actions...

Immediately upon completion of the casting the following effects occur to the victims:

The terrain in the area of effect alters so as to render it difficult to traverse. Sand or soil shift and subtly flow against the direction of travel, mud and silt flow and cling, rocks slip and settle. The result is a 50% reduction in the rate of movement across the affected terrain. In addition, the following effects occur according to terrain type:

Grasslands & Forests - Soil forms sudden hillocks or dips, possibly tripping mounts or men- one check each per AT at BAC of 20 for the spirits, 25% chance of a mount breaking a leg, 1D3 points of Impact Damage to any who fall.

Desert & Dunes - Sand will shift to such an extent that it has a 10% chance/AT of "swallowing" one person and/or mount, inflicting suffocation Damage and killing in 1D3+1 BT's if rescue is unsuccessful.

Bog, Marsh & Swamp - Mud and silt will form quicksand pools with a 10% chance/AT of miring down and drowning one person and/or mount. Drowning will occur in 1D3 BTs.

Hills & Mountains - Gravel and rock falls will occur once every AT at a BAC of 30 for each potential victim doing 1 - 20D6 of Impact PD to any hit. For each 10 STEEP the caster possesses, one boulder of 20 cubic feet (or whatever size up to this maximum is available) will animate and topple towards the victims. If a Special Success occurs, the victim takes 120 points of Impact PD and if a precipice is nearby, they are swept over it if they fail a check versus their PN Cap at 'Difficult'.

Casting Grade VIII

Fertile Ground/Sterile Ground Cantrip:

Time: Permanent (special)
Area: 1 chain radius/10 STEEP

Distance: Centered on caster

Author: Greg Timm

This casting can be used in either of two applications. The first turns sand, ash or otherwise barren soil into moist, fertile humus and topsoil to a depth of 1"/STEEP of the Dweomercræfter, removing any substances toxic to plant life. In addition, any seeds or saplings planted within the area affected grow at twice their normal rate for a period of 1 week/10 STEEP of the caster.

The second application is a reverse of the first, drying soil and removing usable materials (i.e. - nitrogen, phosphorus, potassium, etc.) to a depth of 1''/STEEP of the caster, thereby rendering the area arid and blasted. All plant life in the area dies in 1 - 7 days.

The effects of this cantrip are not cumulative- the affected area does not become twice as fertile or sterile with an additional application. Note that fertile land in a desert region will eventually revert back to its arid state if no water is available, and likewise sterile land surrounded by a lush forest will revert back to arable land within a few months.

One nature Revenge Spell (Addenda):

Note that the Ærthmother or other sympathetic deity will nullify any Heka protection. Only another equally powerful deity may counteract this. Possible assaults include:

Ærthquake debris

Attack by pack of wild animals

Lightning strike

Rockslide

Snow avalanche

Stinging insect swarm

Tree fall(s)

Volcanic gas cloud

Wave impact/Tsunami

Wind buffet impact/Tornado

Dweomercræft - The White School

Casting Grade III

Sunbeam Charm (Correction):

The description should read: "Each CT of exposure to such light is equal to a BT of normal sunlight in this regard". Thus, a vampire exposed to this effect would receive 10D6+10 points of PD/CT.

Casting Grade VII

Firebird Form Spell:

Time: 1 BT/STEEP
Area: Caster
Distance: N/A
Author: Gary Gygax

E/F/M: This casting summons a force of Empyreal energy which surrounds the Dweomercræfter in an aura of flames (shaped like a bird of prey) and serves as both a protective and motive force. The Empyreal energy surrounding the caster makes them immune to attacks by non-enchanted weapons, chemicals, disease, fire/heat, and poison. Otherwise, the aura provides physical armor equal to the Dweomercræfter's M-TRAIT (or MR CATEGORY if a partial practitioner) at the cost of 1 point of armor per point of Heka invested. Any creature not immune to Fire/Heat PD takes 3D3 points of Damage if within a 3-foot radius of the caster, and those which actually contact the aura receive 6D3 points of PD. Cold and Negative Heka attacks do normal Damage to the aura. The caster may also fly while this spell is in effect at a rate of five times their M-TRAIT expressed as yards/BT.

Casting Grade IX

Invulnerability to Netherbeings Formula

Time: 12 hours □ number of subjects

Area: 1 - 6 subjects
Distance: Touch

Author: Gary Gygax

E/F/M: The recipient(s) of this Casting cannot be Mentally or Spiritually attacked by a Demon, Devil, Fiend, Daemon, Dreggal, Dumaldum, or Demodand of the Gloomy Darkness Ethos; nor does the sight of any such creature or being disturb the subject of this Casting. Physical damage from attacks by any such creature or being is reduced by 7 points during the entire Time duration of the Effect. (See: Necropolis, pg. 49, This Casting is also an Ethos of Sunlight Priestcræft Casting)

Supernal Shells Guardian Cantrip:

Time: 1 BT/STEEP Area: Special

Distance: Centered on caster Author: Gary Gygax

E/F/M: This casting erects a humanoid-shaped series of layers around the Dweomercræfter composed of energy from the Supernal layers of the outer planes. The resultant construct is useful for both offensive and defensive functions. The layers of the Guardian are spaced about 1" apart and are about 2" in thickness each, giving the complete form an average height of over 8'. Details for each layer, starting at the outermost, are given below:

SHADE	ASSOCIATED PLANE	EFFECT	NEGATED BY
White	Positive	8D6 Impact PD	Any casting of negative Heka.
Green	Concordelysian	8D6 Spiritual Damage	48 points of magick weapon
			inflicted damage.
Silver	Celestial	8D6 Mental Damage	Any Basic Tutelary casting of a
			non-Light ethos.
Azure	Empyreal	8D6 Fire PD	8 gallons of water.
Gold*	Astral	48 points of Physical Damage	Any Spiritual Wounding casting.
*This layer only manifests with the expenditure of an additional 300 points of Heka at activation.			

The caster's movement rate is 50% of normal and PN Speed and PM Speed are effectively halved, but PM Power is doubled. The caster may strike with one of his "fists" each CT for 2D6 + PMPow Bonus Impact PD, with the added result of whatever layer remains outermost having the same effect as if the victim had touched it. The Dweomercræfter sees out of this construct perfectly well, even in darkness, but it appears opaque from the

outside. If this casting and a Nether Barrier Beast Cantrip come into contact, the corresponding shells destroy each other at the rate of one per CT.

Invulnerability to Demons, Devils, & Fiends Formula

Time: 12 hours + number of subjects

Area: 1-6 subjects
Distance: Touch
R&D: Nil
Other: Nil

Author: Gary Gygax - Necropolis and the Land of Ægyptp.49

The recipient cannot be Mentally or Spiritually attached by a Demon, Devil, or Fiend of the Gloomy Darkness Ethos, nor does the sight of any such creature or being disturb the subject of this Casting.

Physical damage from attacks by any such creature or being are reduced by 7 points during the entire Time of duration of Effect.

Priestcræft - Basic Tutelary

Casting Grade III

Lasting Illumination Spell

Time Permanent

Area Up to 1 cubic foot

Distance Touch Author: Gary Gygax

E/F/M This dweomer causes the subject material to emanate a soft, yellow-white radiance in the visible light spectrum. The dweomered object sheds sufficient light to read with by ease within a 10-foot radius of it, and it will faintly illuminate things at a distance of 60 feet from it. (see: Necropolis, pg. 65)

Casting Grade V

Healing, Major Cantrip

Time: Instantaneous
Area: 1 subject
Distance: Touch
R&D: Nil
Other: Nil

Special Materia Cost: Nil

Author: Lars Silberg Hansen

This Formula restores points lost due to Physical damage to the selected subject (which may be the caster) at the rate of 2D6+2 points of damage per 10 STEEP points of the caster.

Priestcræft - The Ethos of Balance

Casting Grade II

Edster's Average Charm

Time: 1 BT/STEEP
Area: 1 Subject
Distance: Touch
R&D: Nil
Other: Nil

Special Materia Cost: Nil Author: Ed Anderson

While this casting is in Effect, the subject cannot have a Special Success or Special Failure - it would be considered a normal failure at worst, or normal success at best. The Casting is not affected by movement, combat, or other actions, but may be dispelled normally.

Casting Grade III

Edster's Improved Average Charm

Time: 1 BT/STEEP
Area: 1 Subject
Distance: Touch
R&D: Nil
Other: 5 per BT
Special Materia Cost: Nil

Author: Edward C. Anderson, AKA 'Dalthor Et Magera'

While this casting is in Effect, the subject cannot have a Special Success or Special Failure - it would be considered a normal failure at worst, or normal success at best. The Casting is not affected by movement, combat, or other actions, but may be dispelled normally.

At activation time, the caster can extend the Time duration by expending 5 Heka per additional BT. Full Practitioners can extend the duration up to SM CATEGORY BTs, and all others up to SMCap BTs.

Casting Grade IX

Summon Nemesis Ritual:

Time 1 AT/STEEP
Area Special
Distance Special
Author: Gary Gygax

E/F/M By means of this ritual the Priestcræfter is able to tap into the Mundane, Preternatural and Supernatural realms and summon forth a deadly opponent for one identified foe at a known location (which must be on a Material Plane or Sphere). This creature or being will then do its utmost to destroy the one this casting is attuned to. For example: A planetar might be brought forth to battle a powerful netherbeing, a triceratops might be summoned to fight a tyrannosaurus, a lightning-breathing drake could be brought forth to counter a heavily-armored knight, or a fire elemental might appear to battle a water elemental. Note that beings of Entital power (including Arch-Devils and Great Demons) are beyond the scope of this casting and therefore no aid would be forthcoming. The JM must perforce be an arbiter of such things.

Approximately 100 points of Heka per any Casting Ability/Power-enablement grade above Grade I, every 10 points of Heka resistance above a factor of 10, and any combat ability of higher sort (say, every 10% above BAC 50, and every dice of Damage above 3D6) is in order. Armor and TRAIT values are covered by the ritual. Thus, a being or creature with Grade VII castings and the ability to inflict 6D6 points of PD at a BAC of 70 would require around 1100 extra points of Heka. A solar would require on the order of 2000 extra Heka being spent. The summoned creature is returned to its place of origin at the expiration of the casting, or once it or its foe has defeated the other. Note that unlike the Grade VII Ethos of Balance casting Ritual of the Scales Ritual, this casting does not rely on the support of the Priestcræfter, but rather achieves a balance in combat in and of itself.

Priestcræft - The Ethos of Gloomy Darkness

Casting Grade II

Ficklefait Charm

Time: 1 BT/STEEP
Area: 1 Subject
Distance: Touch
R&D: Nil
Other: 5 per BT

Special Materia Cost: Nil

Author: Edward C. Anderson, AKA 'Dalthor Et Magera'

While this casting is in Effect, there is no chance of a Special Success - it would be considered a normal success at best. The Casting is not affected by movement, combat, or other actions, but may be dispelled normally.

At activation time, the caster can extend the Time duration by expending 5 Heka per additional BT. Full Practitioners can extend the duration up to SM CATEGORY BTs, and all others up to SMCap BTs.

Casting Grade VIII

Dust Blight Ritual:

Time Special

Area 1-chain radius/10 STEEP

Distance 1 chain/10 STEEP

Author: Gary Gygax

E/F/M This casting draws upon the Negative Energy Plane to utterly blast an area of soil to a depth of 1"/STEEP (or less if applicable), destroying all plant life and leaving a chill, sterile dust. This ritual is quite effective in rendering cropland useless or destroying a favored natural setting of an enemy. The power of the casting is such that no plants will grow in the wasted area for one day/STEEP of the caster. Several castings exist which can counter this ritual; notably the Green School of Dweomercræft Fertile Ground Cantrip (q.v.).

Hellsglaives Cantrip:

Time 1 CT/STEEP
Area 1 rod diameter
Distance 1 yard/STEEP
Author: Gary Gygax

E/F/M This casting creates rapidly-spinning $1\frac{1}{2}$ blades of red-hot, flaming metal forged from the stuff of the Nether Planes. One hellsglaive is formed for every 10 points of STEEP of the Priestcraefter, and they will randomly assault any in the area of the effect (roll to see who receives attacks and how many per persona or creature). The blades attack with an FAC of 60 and inflict 2D6+6 Cutting and 2D6 Fire/Heat PD each hit (with one location roll per hit determining both damages). The glaives themselves may be hit by a successful Combat, Weapons roll at a DR of 'Very Difficult'. They require 20 points of damage to destroy (no location rolls!).

Casting Grade IX

Heka Eclipse Cantrip:

Time 1 BT
Area 1 subject
Distance 1 rod/ STEEP
Author: Gary Gygax

E/F/M This powerful casting functions against Priestcræfters of the Ethoi of Moonlight and Sunlight, summoning the power of the Nether Planes to literally block the flow of Heka to the follower of weal. The effect is incremental in nature, blocking 20% of Heka the first CT after activation, 40% the second CT, 60% the third CT, 80% the fourth CT, and 100% the fifth. Upon the sixth CT, Heka flow slowly increases by the same increments until the 10th CT where it returns fully. The effect of this cantrip is the lessening of area, distance &/or Damage of any casting by the stated percentage and the utter negation of any casting in effect or utilized by the targeted Priestcræfter upon the fifth CT. Note that any Mundane or Preternatural OP is affected by this casting, while Supernatural casters suffer only one-half of the effect; i.e.- 10%, 20%, 30%, 40%, and 50%.

Ethos of Moonlight

Casting Grade V

Lunar Scimitar Charm:

Time 1 CT/STEEP
Area 1 weapon
Distance 1 rod
Author: Gary Gygax

E/F/M This charm forms an animated crescent of blue-white glowing energy which attacks as a scimitar doing 3D6+3 Cutting PD. It strikes with a BAC equal to the caster's STEEP in Priestcræft/Religion via mental direction. This casting is especially effective against creatures native to the Plane of Shadow, or, Shadow Armor; doing double-damage against such.

Casting Grade VIII

Moon Halo Barrier Cantrip:

Time 1 AT/STEEP
Area Caster
Distance Caster
Author: Gary Gygax

E/F/M This cantrip draws upon Supernal energies to create a softly-glowing frigid barrier of about 6" thickness around the caster. Any creature contacting this barrier (and this includes striking the caster with a hand-held weapon) receives 8D6 points of Cold Exposure PD, unless invulnerable to such. Cold attacks directed at the caster are absorbed by this barrier and Fire/Heat attacks do only half damage. If there is any backlighting, a blue-white halo seems to surround the caster's body, and hence the name.

Casting Grade IX

Starwish Spell:

Time Instantaneous/Special

Area Special
Distance Special
Author: Greg Timm

E/F/M This spell can only be invoked at twilight as the first star(s) of the night appears. It enables the Priestcræfter to draw upon the Entital power of their deity to achieve a singular end. After a brief incantation recognizing the appearance of the first visible star of the night, the caster must utter a concise sentence detailing the intent of the wish. The request must be benign as deities of Moonlight will turn greedy or hateful wishes back upon the caster. The usual limitations apply, i.e. - the edict of deities may not be contradicted (if Apollo bestows a curse for example, this casting cannot remove it), history itself cannot be altered (although the current effects thereof might be affected), the wish cannot directly slay a being, and all effects must be within the range of a Grade IX or less casting.

Thus, a recently slain character might be brought back to life (although not also full health...), an HP might be granted an escape from a perilous situation (teleported or moved to another plane), a weapon might be magicked so as to be able to harm a specific class of creatures for the duration of a combat (such as undead, demons, shadow creatures, etc.), or otherwise inaccessible information might be revealed to the Priestcræfter. Naturally, the JM must carefully consider the wish and the intent behind it, as well as the recent service of the Priestcræfter issuing it.

Ethos of Shadowy Darkness

Casting Grade VI

Summon Shadow Spirit Formula:

Time 1 AT/STEEP
Area 1 shadow spirit

Distance 1 chain Author: Greg Timm

E/F/M his formula enables the caster to call forth a Shadow Spirit, an undead spirit which has bonded with the force of the Plane of Shadow. Such undead are generally malign, but the spirit will recognize the Priestcræfter as a follower of the Ethos of Shadowy Darkness and perform some service before returning to its own realm (spy out an area, attack an opponent, etc.).

The Shadow Spirit has Mental and Spiritual TRAIT values of 100 and a P-TRAIT value equal to one-half of the Priestcræfter's own. The caster may boost the creature's P-TRAIT value by 1 point for every 2 points of extra Heka invested up to a maximum addition equal to their S-TRAIT (or their SM CAT if a partial practitioner). The movement rate of the spirit is equal to its P-TRAIT value expressed as yards/BT.

The Shadow Spirit has no armor protection per se, but due to its PPM nature attacks against it are at -10 BAC, and it is immune to attacks by non-enchanted weapons, chemicals, cold, disease, and poison. Exposure to bright light does 1D6 PD/CT to it while also rendering it visible. Its own attacks come as an aura of fear (victims flee at their fastest rate 1D6 AT's if they fail a check vs. MR CATEGORY at 'Hard') and the inflicting of 4D6 points of Spiritual Damage/CT to one victim within one rod unless they are protected by Spiritual Armor. Usually, this attack is delivered with stealth, the victim being aware only of a feeling of melancholy and depression. If a persona is slain by a Shadow Spirit, then their spirit is also bound to the Plane of Shadow.

The Shadow Spirit appears as a misty, gray humanoid form which is undetectable in moderate or greater shadow and its movement is utterly silent. If its P-TRAIT is reduced to zero, it is returned to its home plane. It can otherwise be dismissed by the caster or dispelled normally.

Casting Grade VIII

Shadowkeep Ritual:

Time 1 BT/STEEP
Area Special
Distance 1 chain
Author: Greg Timm

E/F/M This casting causes to come into existence a construction of solidified Shadow stuff- a round keep of 20' diameter interior with 2' thick walls of shadowy "stone". The structure is 25' tall with two stories and a crenellated upper platform; a stair winding from ground level to the top on the interior. The walls have a hardness equivalent to granite.

Up to a dozen people and their mounts may be housed within, a portal opening in the stone for the caster and those he wishes to shelter inside. Those within are invisible to any outside and sounds from within are muffled (DR 'Extreme' to Perception, Hearing). In addition, the Shadowkeep will be virtually unnoticeable by anyone viewing it from more than 100 feet away, appearing as but a shimmering haze in daylight and as shifting shadows at night. Perception from beyond that perimeter is at a DR of 'Very Difficult'.

Priestcræft - The Ethos of Sunlight

Casting Grade III

Falan's Better Day Charm

Time: 1 BT per STEEP
Area: 1 Subject
Distance: Touch
R&D: Nil
Other: 5/BT

Special Materia Cost: Nil

Author: Edward C. Anderson, AKA 'Dalthor Et Magera'

While this casting is in Effect, there is no chance of a Special Failure - it would be considered a normal failure at worst, using energy from the Positive Plane to produce the effect. The Casting is not affected by movement, combat, or other actions, but may be dispelled normally.

At activation time, the caster can extend the Time duration by expending 5 Heka per additional BT, up to the lesser of S-TRAIT or Heka Aperture points. Full Practitioners can extend the duration up to SM CATEGORY BTs, and all others up to SMCap BTs.

In any case, the Effect ends once one Special event is averted.

Casting Grade VII

Akhenaton's Scourging Ray Cantrip:

Time Instantaneous
Area 1 target
Distance 1 rod/STEEP
Author: Gary Gygax

E/F/M This casting creates a full-spectrum (infrared/visible/ultraviolet) shaft of blinding energy which unerringly strikes a designated target doing 7D6+6 points of Fire/Heat (non-continuing) PD. Any inflammable items are consumed instantly by this casting. Any target with susceptibility to the spectrums of this ray will, of course, take requisite additional damage (thus, a vampire immune to the Fire/Heat PD would still receive 1D6+1 points of PD from the light).

Casting Grade IX

Heal Charm

Time: Instantaneous
Area: 1 subject
Distance: Touch
R&D: Nil
Other: Heal at 1:1

Special Materia Cost: Nil

Author: Lars Silberg Hansen

This potent healing casting heals all Physical, Mental and Spiritual damage instantly for 1 subject touched. Additionally, it will cure all blindness, madness, insanities etc. It will even cure minor counter quirks.

Any lost limbs etc. will not be recovered by this casting though.

Invulnerability to Demons, Devils, & Fiends Formula

Time: 12 hours + number of subjects

Area: 1-6 subjects
Distance: Touch
R&D: Nil
Other: Nil

Special Materia Cost: Nil

Author: Gary Gygax, Necropolis and the Land of Ægypt P. 49

The recipient cannot be Mentally or Spiritually attached by a Demon, Devil, or Fiend of the Gloomy Darkness Ethos, nor does the sight of any such creature or being disturb the subject of this Casting.

Physical damage from attacks by any such creature or being are reduced by 7 points during the entire Time of duration of Effect.

Invulnerability to Netherbeings Formula

Time 12 hours □ number of subjects

Area 1 - 6 subjects

Distance Touch Author: Gary Gygax

E/F/M The recipient(s) of this Casting cannot be Mentally or Spiritually attacked by a Demon, Devil, Fiend, Daemon, Dreggal, Dumaldum, or Demodand of the Gloomy Darkness Ethos; nor does the sight of any such creature or being disturb the subject of this Casting. Physical damage from attacks by any such creature or being are reduced by 7 points during the entire Time duration of the Effect. (See: Necropolis, pg. 49)

Casting Grade X (Special)

Resurrection Ritual:

Time Instantaneous
Area 1 subject
Distance Touch
Author: Gary Gygax

E/F/M This ritual requires the presence of symbols sacred to the deity of the Priestcræfter and seven full hours of prayer. At the least, the complete skeleton of the deceased must be present and the spirit of the subject must not have attained and bonded with its next plane/sphere of habitation (unless it is the same as that of the caster, in which case the deity concerned might allow it). The caster must expound in his/her prayers upon the need of the deceased to an undertaking favorable to their deity. If their roll against their STEEP is then successful, the deity will restore the dead persona to life and full health in all three TRAITS. There is no limit on time elapsed since death per se, as long as the aforementioned criteria are met. Note that deities of weal will be loathe to bring back those who serve Darkness, so the need in such a case would have to be great indeed! JM discretion must be exercised...

OTHER PRACTITIONER CASTINGS

Apotropaism

Casting Grade III

Dalthor's Linkshear Cantrip

Time Instantaneous Other Heka Costs:

Area 1 subject R&D Nil
Distance Line of Sight Other: Special

Special Materia Cost: Nil

Author: Edward C. Anderson, AKA 'Dalthor Et Magera'

E/F/M: This Casting creates an extra-planar "sphere" or bubble, lasting only milliseconds, around the target subject, momentarily cutting the target off from any and all access to the Aethereal Plane. This effect cuts all Mental or Spiritual links affecting the target, whether incoming, outbound, or two-way.

If there are other forms of access to the Aethereal Plane in effect, whether a Casting or Heka-Engendered Power, those are also disrupted.

At activation, this Casting will automatically try to pull extra Heka to negate those links, at a rate of 1 Heka per point of the subject's relevant TRAIT or TRAITS involved. If the amount required exceeds the Heka Aperture of the caster, the Casting fails, but only the Base Heka cost (50 Heka) is expended by the Caster.

For example, Kellan has an M-TRAIT of 90, and is using a Mental Link to control a Metal Golem. The caster would need to expend the base cost of 50 Heka, plus another 90 for Kellan's M-TRAIT, to disrupt/sever that mental link. If the caster's Heka Aperture was less than 90 points, the Casting would fail to sever the link, but only cost 50 Heka in the attempt.

Note that since this Casting "surrounds" the subject, and is NOT directly affecting the subject, normal resistance does not apply.

Astrologist

Casting Grade IX

Meteor Summons Ritual:

Time Special
Area Special
Distance Special
Author: Greg Timm

E/F/M This ritual requires that the caster be outdoors and upon the surface of a world. It draws upon the Pan-Probable plane to seek out a meteor beyond the fringe of Ærth or another world's atmosphere and brings it down a trajectory to a pre-selected locality in one hour. The target must be stationary, i.e.- a castle wall or a spot in a field. It may not be specifically centered upon a living creature.

Upon impact, the meteorite will be roughly 5' in diameter and have a 20' radius blast area. If a living creature happens to be in the impact area, they are given an Avoidance roll at DR 'Extreme'. Failure indicates the inflicting of 20D10 points of Impact PD. Special Failure inflicts double the rolled PD! Any creature within a six-rod radius of impact must make a DR roll of 'Hard' versus their PN Pow rating or be 'Dazed' for 1D6 CT's.

There is a 40% chance that the meteor will be of an iron type and very valuable to a Heka-forger (consider it to be 'Exceptional' quality material). Compare this Casting to the School of Elemental Dweomercræft Grade VIII Casting, Fallingstar Spell.

Conjuror

Casting Grade III

Animate Wooden Objects Spell:

Time 1 CT/STEEP
Area Special
Distance Touch
Author: Gary Gygax

E/F/M This conjuration instills a limited resiliency and pseudo-life into a mundane wooden object and allows the caster to direct its movement (and possibly, attack...). For example, a broom could "shamble" at 40 yds/BT and attack for 1D3 points of Blunt PD; a chair could "walk" at 60 yds/BT and strike for 2D3 points of Blunt PD; a table could travel at 80 yds/BT and ram for 3D3 points of Blunt or Impact PD. A large barrel might roll at 120 yds/BT and inflict 2D6 points of Impact PD. The damage these items can take before being destroyed might range from 6 to 40 points, dependent on size, and their BAC is 50% of the caster's Conjuration STEEP. The Conjuror can affect up to one cubic foot of wood for every 5 STEEP with this Spell. Obviously, some JM jurisdiction must be applied toward the usage of this casting.

Ghost of the Past RITUAL

Time 1 AT, plus 1 BT per STEEP Other Heka Costs:

Area 1' radius per STEEP R&D: Nil
Distance Line of Sight to 1 foot per STEEP Other: Special

Special Materia Cost: Nil

Author: Edward C. Anderson, AKA 'Dalthor Et Magera'

E/F/M This Casting generates a ghostly image of recent past events in the immediate area of the caster. The ghostly image is three-dimensional, and detailed enough to allow reasonable identification of events and people within the area. The image is visual only -- no scent, sound or feeling is included.

The first AT of the Ritual is spent "rewinding" back to a specific point in time, as determined by the caster, to a limit of one AT in the past per STEEP of the caster. The farther back in time one proceeds, the faster the image will rewind. It is immensely helpful to have a general stopping point in mind -- for example, "about 45 minutes ago two men broke into this house" -- which makes it far more accurate to stop the rewind.

At any point during that rewind, up to a limit of one AT after activation, the caster can halt the rewind, and view the scene forward in "real time" for a limit of $1\ BT$ per STEEP. Once the "real-time" view starts, no further rewind is possible. If the caster doesn't specify a stop point, or doesn't intentionally stop the rewind, at the end of $1\ AT$ it will automatically view for $1\ BT$ per STEEP of the caster.

For example, at 35 STEEP the caster could rewind the view up to 35 ATs (just under 3 hours), taking one AT to do so. If the caster knew they only needed to go back only 9 ATs (45 minutes) the rewind, which still takes 1 AT, would be about 4 times slower than going back the full 35 ATs! Once the caster reached the point they needed -- such as the moment the thieves broke in the door -- it could be played forward, at normal speed, for up to 35 BTs of image time.

Once this Casting reaches its maximum Duration, the view ceases, and no further Castings of this type can be used to see the past again in that Area -- the psychic impression is essentially disrupted by the Casting itself.

Note that Magicks such as Disjunction (q.v.) can obfuscate or erase the impressions the Casting attempts to retrieve.

Exorcism

Casting Grade I

Dalthor's Lightcandle CANTRIP

Time Instantaneous Other Heka Costs:

Area 1-foot radius per STEEP R&D Nil
Distance Line of Sight Other: None

Special Materia Cost: Nil Author: Edward C. Anderson, AKA 'Dalthor Et

Magera'

E/F/M: This casting ignites the wick of all candles, tapers, incense cones and sticks, lanterns, and similar sources within the Area listed, as long as the caster can see the center of the Area of Effect. The casting will also affect torches and similar flammable items set within a sconce or other proper stand.

The affected wicks can extend no longer than one inch above the burnable medium, and the object itself must be in a usable position. For example, the candles in a candelabra could be lit, but those lying in a cabinet within the Area would not be ignited.

Dalthor's Snuffcandle CANTRIP

Time: Instantaneous Other Heka Costs:

Area: 1-foot radius per STEEP R&D: Nil
Distance: Line of Sight Other: None

Materia Cost: Nil Author: Edward C. Anderson, AKA 'Dalthor Et

Magera'

E/F/M This casting extinguishes all candles, tapers, incense cones and sticks, lanterns, and similar sources within the Area listed, as long as the caster can see the center of the Area of Effect. The casting will also affect torches and similar flammable items set within a sconce or other proper stand.

This is the opposite Effect of the Lightcandle Cantrip.

Mysticism

Casting Grade V

Dalthor's Duality Ritual

Time: 1 day per 10 STEEP Other Heka Costs:

Area: Self R&D: Nil
Distance: Special Other: Nil

E/F/M: This Casting of 1 AT activation time is a safeguard, intended to be used before Astral Projection or similar Spiritual travels. The Effect creates a spiritual double of the Caster, one part of which stays with the body, and the other that will actually do the travelling.

While this Casting is active, the duality protects the physical body of the caster from possession by another entity. Essentially, the persona is spiritually able to be in two places at once.

While under the Effect of this Casting, the body itself is still defenseless – it simply is "occupied" for purposes of preventing possession. The mystic will be minimally aware of what is transpiring in the area, and can return at any time, with no delay, to their body.

If a Special Failure is rolled at activation, the Caster immediately loses 50% of their S-TRAIT, and will be stunned for 1d3 ATs. The TRAIT damage can be restored normally by rest, Casting, or other means.

Necromancer

Casting Grade II

Flyswarm Cantrip:

Time 1 CT/STEEP

Area 1 foot radius/STEEP

Distance 1 foot/STEEP Author: Greg Timm

E/F/M This dweomer summons a cloud of flies and gnats to the chosen locale, as long as the climate is at least temperate to tropical in nature. These insects will include biting varieties, and barring protective Heka or totally-sealed armor (plate armor notwithstanding!) the victims in the area affected will take 1 point of Piercing PD/10 STEEP of the caster for every CT that they are exposed to the swarm. Due to the bothersome and distracting nature of these insects, the affected will attack with a -20 penalty to Combat and Casting BAC's. The only effective means of dealing with the *flyswarm* is area effect attacks or various protective dweomers (such as the Green School of Dweomercræft Casting *Protection From Insects Cantrip*).

Casting Grade X (Special)

Death's Shroud Cantrip

Time 1 CT/STEEP
Area Caster
Distance N/A
Author: Greg Timm

E/F/M This powerful Casting is generally reserved for use by the Necromancer who is about to face a powerful opponent from the side of Weal. Once activated, a black, wispy shroud-like covering surrounds the caster, concealing their face in a shadowy cowl-like manifestation. The benefits of this cantrip to the caster are as follows:

First, an armor of 66 points versus any positive Heka attacks which would otherwise do damage to the Necromancer is inherent to the shroud. This protection may be augmented on a point-for-point basis by investing extra Heka points at the time of casting. The maximum amount that can be so added is equal to the caster's Spiritual TRAIT. If all of the armor effect is expended, this Casting is immediately nullified.

Secondly, the Caster is imbued with a Compatibility effect as concerns Deadspirits, Unalive, Undead, and Unliving such that they will have an Influence equal to their STEEP when dealing with such beings.

Finally, the Negative energy imbues them with a death aura which causes any who come into contact with the Shroud upon their exposed flesh to check versus their SM CATEGORY at 'Hard" or die instantly!

This Casting may not be utilized with any other Heka armor sort of Casting, but it may be cast over any material armor that the Necromancer might be wearing. A Necromancer leading a group of Undead and covered by a Death's Shroud while wielding a Reapersblade (q.v.) is probably one of the most terrible sights for a White School or Sunlight Ethos practitioner to behold.

Liche Ritual:

Time Permanent
Area Caster
Distance N/A
Author: Gary Gygax

E/F/M This is the final death-cheating casting of a mortal necromancer, generally reserved for that time when said caster has attained great heights of knowledge and his body begins to experience the ravages of aging. Upon completion of this three-day ritual, the necromancer must retire to a crypt, tomb or otherwise-darkened retreat hidden away from the now deadly rays of the sun. Over the course of a week, the caster's body will transform into a corpse-like state with shrunken, leathery skin and feral-glowing eyes (Appearance: 1) which is now empowered by negative energy. The "unlife" of the liche is 10 years/STEEP; a Special Success doubling the "longevity" and a Special Failure killing the caster outright.

The following alterations occur in the necromancer:

- 1) Physical TRAIT is raised evenly, by 1 point/2 points of STEEP, between PM and PN up to a maximum of 180.
- 2) Caster gains 2 talon attacks with his hands at a BAC of 61 which inflict 1D3+PM Pow bonus of Cutting and Piercing Damage. In addition, each hit drains Heka from personas possessing such at a point value equal to the liche's Spiritual TRAIT and replenishes the liche's personal store up to its normal maximum level.
- 3) Liche has darkseeing as if in normal moonlight.
- 4) Fear by Gaze, such that all viewing the liche from within one rod must check versus their S-TRAIT at a DR of 'Hard" or move away from the creature at their fastest normal rate for D3 BT's.
- 5) Heka resistance; any Castings or Powers directed at the liche must overcome a 50-point R factor to affect the creature and thus, no unmodified Grade III or lower Casting will activate successfully.
- 6) Heka reflection; a Casting or Power will be sent back upon the caster, 3/BT maximum.
- 7) Immunity to all non-enchanted weapons, Chemicals, Cold, Disease, Fire/Heat, and Poison. Natural average armor value of the liche is 15 to Cutting, Piercing, Blunt, Stun, and Electrical PD. However, the liche is now Susceptible to exposure to sunlight, taking D3 PD/CT, and Positive Heka attacks do double damage.

Although this casting makes the necromancer quite powerful (as they retain all of their pertinent K/S Areas from their previous existence), it is also quite drastic as it is irreversible except through Entital intervention, and the caster is now on the threshold of a Supernatural existence as an Unalive!

Spellsinger

Casting Grade VIII

Discordant Note of Destruction Cantrip:

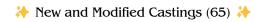
Time Instantaneous

Area 1 foot radius at target/10 STEEP

Distance 1 yard/STEEP Author: Greg Timm

E/F/M The Spellsinger utilizing this cantrip must hold an extremely high or low note or chord upon their instrument, accompanied by a vocal component. The resultant vibrations are highly destructive in nature. Any creatures caught within the directed sonic attack receive 1D6 points of Impact PD/10 STEEP of the Spellsinger. Those within the effect area cannot utilize Avoidance and inability to hear does not affect the damage. Only Heka armor or castings which affect sound can detract from this damage. In addition, a depth of up to 1 foot of wood, 6" of soft stone or 3" of hard stone/10 STEEP can be crumbled within the affected area.





School	CG	Name
Dweomercræft - General	I	Dalthor's Distraction Charm
Dweomercræft - General	I	Trigger Effect Formula (Addenda)
Dweomercræft - General	II	Dalthor's Good Luck Charm
Dweomercræft - General	III	Dalthor's Reservoir Link Formula
Dweomercræft - General	III	Lasting Illumination Spell
Dweomercræft - General	IV	Daylight Cantrip
Dweomercræft - General	IV	Negative Gravity Charm
Dweomercræft - General	V	Armor, Full Persona Heka Cantrip (Addenda)
Dweomercræft - General	V	Wound, Spiritual Charm
Dweomercræft - General	VIII	Zeno's Never-Ending Approach Cantrip
Dweomercræft - General	IX	Morgana's Chronic Stasis Spell
Dweomercræft - The Black School	II	Humdrum Charm
Dweomercræft - The Black School	III	Acid Darts Cantrip
Dweomercræft - The Black School	V	Batswings Cantrip
Dweomercræft - The Black School	VIII	Marrow Flame Ritual
Dweomercræft - The Black School	IX	Nether Barrier Beast Cantrip
Dweomercræft - The Elemental School	II	Watery Mist Cantrip
Dweomercræft - The Elemental School	III	Windblast Charm (Correction)
Dweomercræft - The Elemental School	IV	Crystal Shell Spell
Dweomercræft - The Elemental School	IV	Rings of Fire Charm
Dweomercræft - The Elemental School	IV	<u> </u>
Dweomercræft - The Elemental School	V	Summon Elemental Aid Cantrip (addenda) Ash Cloud Cantrip
Dweomercræft - The Elemental School	V V	•
		Sphere Of Vacuum Charm
Dweomercræft - The Elemental School	V	Summon Inter-Elemental Cantrip Shadowflame Charm
Dweomercræft - The Gray School	V	
Dweomercræft - The Gray School	V	Viscous Shadows Cantrip
Dweomercræft - The Gray School	VI	Shadow Chaos Cantrip
Dweomercræft - The Green School	IV	Fungal Assault Cantrip
Dweomercræft - The Green School	V	Ærth Animus Formula
Dweomercræft - The Green School	VIII	Fertile Ground/Sterile Ground Cantrip
Dweomercræft - The White School	III	Sunbeam Charm (Correction)
Dweomercræft - The White School	VI	Firebird Form Spell
Dweomercræft - The White School	IX	Invulnerability to Demons, Devils, & Fiends Formula
Dweomercræft - The White School	IX	Invulnerability to Netherbeings Formula
Dweomercræft - The White School	IX	Supernal Shells Guardian Cantrip
Priestcræft - Basic Tutelary	III	Lasting Illumination Spell
Priestcræft - Basic Tutelary	V	Healing, Major Cantrip
Priestcræft - The Ethos of Balance	II	Edster's Average Charm
Priestcræft - The Ethos of Balance	III	Edster's Improved Average Charm
Priestcræft - The Ethos of Balance	IX	Summon Nemesis Ritual
Priestcræft - The Ethos of Gloomy Darkness	II	Ficklefait Charm
Priestcræft - The Ethos of Gloomy Darkness	VIII	Dust Blight Ritual
Priestcræft - The Ethos of Gloomy Darkness	VIII	Hellsglaives Cantrip
Priestcræft - The Ethos of Gloomy Darkness	IX	Heka Eclipse Cantrip
Priestcræft - The Ethos of Sunlight	III	Falan's Better Day Charm
Priestcræft - The Ethos of Sunlight	VII	Akhenaton's Scourging Ray Cantrip
Priestcræft - The Ethos of Sunlight	IX	Heal Charm

Priestcræft - The Ethos of Sunlight	IX	Invulnerability to Demons, Devils, & Fiends Formula
Priestcræft - The Ethos of Sunlight	IX	Invulnerability to Netherbeings Formula
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Priestcræft - The Ethos of Sunlight	X	Resurrection Ritual
Priestcræft - Ethos of Moonlight	V	Lunar Scimitar Charm
Priestcræft - Ethos of Moonlight	VIII	Moon Halo Barrier Cantrip
Priestcræft - Ethos of Moonlight	IX	Starwish Spell
Priestcræft - Ethos of Shadowy Darkness	VI	Summon Shadow Spirit Formula
Priestcræft - Ethos of Shadowy Darkness	VIII	Shadowkeep Ritual
Apotropaism	III	Dalthor's Linkshear Cantrip
Astrologist	IX	Meteor Summons Ritual
Conjuror	III	Animate Wooden Objects Spell
Conjuror	III	Ghost of the Past RITUAL
Exorcism	I	Dalthor's Lightcandle CANTRIP
Exorcism	I	Dalthor's Snuffcandle CANTRIP
Mysticism	V	Dalthor's Duality Ritual
Necromancer	II	Flyswarm Cantrip
Necromancer	X	Death's Shroud Cantrip
Necromancer	X	Liche Ritual
Spellsinger	VIII	Discordant Note of Destruction Cantrip

CREDITS

Dave Newton

Content, Design & Layout, Editing, Project Management Dave Newton, Co-author of the original Mythus Fantasy Roleplaying Game System, *Mythus Magick*, *The Mythus Bestiary*, *Mythus GM Screen*, and *Mythus Prime*. He has been playing and running Mythus games since its release, and recently started compiling notes he's made over the years for distribution on his private web site. With tolerance and assistance of those listed here, it has expanded beyond all hope of containment, into the document you are now reading, and threatens to expand even more. Dave has no spare time, as it's all taken by the many projects he pursues, such as site design, roleplaying game development, writing and publishing fantasy, science-fiction and horror fiction, contributing to Anshadar, LLC., and running a personal internet radio station, called EarthZero.

Ed Anderson

Additional Material, & Editing: Materia, CMG, Castings (as noted), and insights too numerous to mention Ed Anderson, Longtime JM, player, and author of the *Mythus II* adaptation started wargaming in the mid-70's. Found a copy of Chainmail one day, and was hooked – $1^{\rm st}$ and $2^{\rm nd}$ edition, as well as many other games, and soon had nine boxes by the time he moved to California, playing whenever he could while in the military. He found Mythus when returning from a deployment and was besotted.

Over the years, Ed spent a lot of time building and tweaking what has become the foundation for Mythus II which is as much a labor of love as the original game was for Dave. It's only natural that the two would come together to work on both projects. He is thrilled to be assisting in this project, and looks forward to many more years with the game, as it continues to grow and evolve.

Lars Silberg Hansen

Additional Material & Database: Castings (as noted), supplying the existing casting database that allowed all this to happen Lars Silberg Hansen has been an active member of the Dangerous Journeys roleplaying community, contributing not just his passion for storytelling and fantasy worlds, but also his technical expertise. As the creator of the Mythus Site at http://mythus.silberg.dk/, Lars has provided players with a powerful tool to bring their Heroic Personas to life, enabling seamless character creation and ongoing management of updates and rules during gameplay. His work bridges the gap between the immersive worlds of Mythus and the convenience of modern technology.

Privately, Lars is a dedicated father to his teenage daughter and enjoys a rich variety of hobbies. Whether it's strategizing over a board game, embarking on an epic RPG adventure, perfecting his swing on the golf course, or diving into programming challenges, Lars finds joy in creativity and problem-solving. His love for exploration, both in fantastical realms and in life, shines through in everything he does.

Eric D. Smith

Additional Material: Reservoirs, Pyramids, and Pentacles Eric D. Smith, B.A., M.A. is both a seasoned scholar and a passionate aficionado of the Dangerous Journeys system. A graduate of Ohio University (History, with a minor in Philosophy) and Florida Gulf Coast University (Master's in World History, minor in American History), Eric's diverse studies—ranging from Ancient Egypt and Rome to Witchcraft in the Atlantic World—inform his unique approach to storytelling and game design. Drawing on an interdisciplinary foundation in philosophy, anthropology, and history, Eric deftly blends scholarship with imagination, enriching the Mythus multiverse with nuanced perspectives and an authentic historical flair.

Christi Newton

Writing, Developing and Playtest. Muse. Not to mention the countless hours of putting up with Dave as he toils away in his office.

Judith Eugino ShippsAdditional Editing, Error Sleuth, and Playtest

And not to be forgotten

Christi Newton is a seasoned gamer with decades of experience writing, running and playing everything from tabletop roleplaying games to Live-Action adventures. She cowrote the *Quest! Introduction to Roleplaying for Children* game with Dave, and has been playing Mythus since they met over twenty-five years ago.

Judi was a member of the original Demo Team when Mythus was released. She still runs a Mythus game, and has been one of Dave's biggest motivators over the years. She's never met a challenge she couldn't handle.

The JMs and Players that still develop and play Mythus, and continue to breathe new life into their fantasy worlds.

Thank You!

