

ARCANE POWER

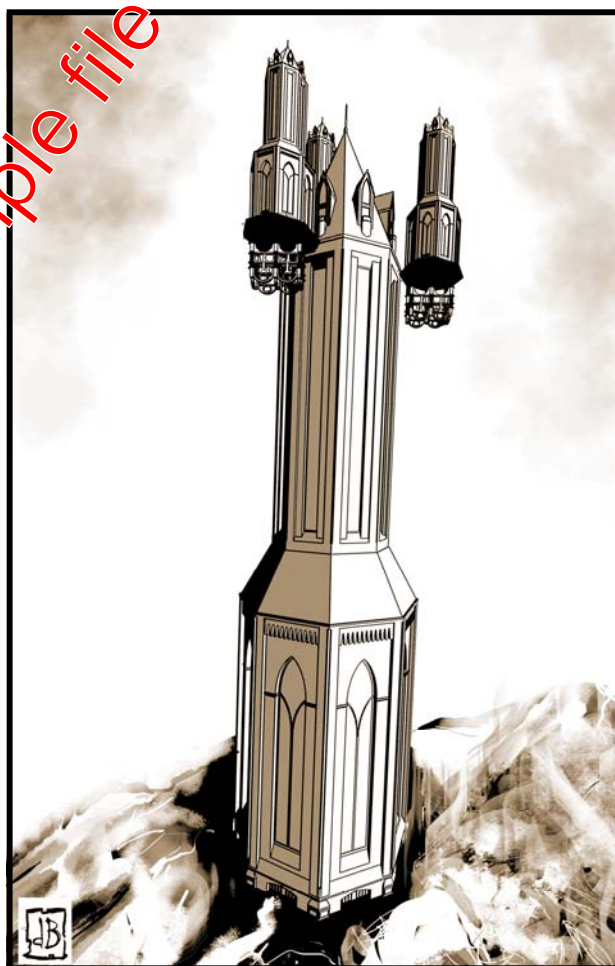
There are two types of arcane magic in Mythren. *Sillothean* is the most common, and accepted form of magic used by most magicians and taught in the legendary Spire of Mystics. The second type of magic is called *cullothean*, and is strictly forbidden to the magical community.

Cullothean magic is believed to be chaotic in nature, and although embracing this type of magic will result in twice the desired effect, as well as lower a target's magical resistance by 10%, it does come at a significant cost. Casters using cullothean will expend twice the necessary spell points, and will also lose 1d4 stamina points per level of the spent spell.

THE SPIRE OF MYSTICS

From the ashes of the Age of Dominion rose the Spire of Mystics in the Golden City of Delerion. A colossal structure towering over the city from the side of a central mountain, the Spire became the sole ruling source of arcane power throughout the lands.

Housed within the vaults of the Spire of Mystics are countless artifacts, mysteries and secrets. Legend states that in the deepest bowels of the tower lies a Deep Gate, a Fey Way, a master Runestone allowing teleportation throughout the world, and a circle of summoning stones said to draw spirits back from the dead. Furthermore, the Master of the Spire has access to an enormous device called the Oculus, or the "God's Eye." Mounted to the wall of a secret chamber, the Oculus has the power to



peer into any corner of the world, bent by the will of the Master of the Spire.

The magicians inhabiting the Spire are the Senduan Mystics. The Senduan are divided into three distinct groups called “Folds.” The Silver Fold is devoted to maintaining order and balance while using their magic against threats of evil. Members of the Copper Fold are collectors of history, secrets and information, and are interested in the patterns of lives entwined with fate. The Iron Fold strives for power and uses elements of prophecy to strengthen their position in the world.

THE ROGUE FOLD

The Rogue Fold is a secretive group of magicians who choose to embrace the forbidden magic called cullothean. This is a powerful form of magic long ago outlawed by the Spire of Mystics. Chaotic in nature, this forbidden power is rumored to be far greater than the ordained magic used by the Senduan Mystics. Due to this, the Rogue Fold represents the greatest threat to the careful balance of magic upheld by the Spire and regulated by the notorious reiners—men capable of drawing out the

ability to use magic...forever.

Those embracing the forbidden magic are not necessarily evil, nor do they oppose the Spire of Mystics—at least not as a general rule. Those brave enough to summon the forbidden magic are merely ambitious. There is ancient power interwoven into the chaotic patterns of cullothean magic. Once, mortals knew the secret to controlling those powers. The Rogue Fold seeks to rediscover those secrets and reclaim what was once the most potent force in the lands.

Many have lost their minds and souls to the chaotic siren’s song of the forbidden magic, but there are those who have gained some mastery over its potential. Those few are privy to a world of magic and mystery, but know that such power comes at a price. Their use of the forbidden magic is careful, calculated, and used sparingly. Only with such discipline can a member of the secretive Rogue Fold hope to live with such unbridled magic.

Others will simply be burned by the fire they would hope to master.

COMBINED CASTING

In the world of magic, there is strength in numbers. When magicians combine their casting abilities, they increase the overall chance of success, reduce the expenditure of spell points, and produce a stronger overall spell effect.

Two or more magicians must begin casting the exact spell at the same time in a round. Magicians must also be within 5 feet of each other.

Each player will roll individually, but despite what Spell Casting base score they may have, magicians will all benefit in the same manner from the combined effort.

The benefits of combined casting:

- * *the target number is halved*
- * *each magician will lose only half of the required spell points*
- * *for spells producing damage, one extra die will be rolled **per casting magician** (although individually rolled by player)*
- * *duration of spell is doubled*
- * *range of spell is increased 1X per casting magician*

The downside is that each magician involved will suffer 1d4 stamina loss per spell level due to the arcane power flowing through the body. Furthermore, no other actions are allowed in the round.

Combined Casting may also be used when embracing the forbidden magic. The true power of a Rogue can clearly be seen as they combine strength and mastery over the forbidden art. This is a tremendous benefit to those using cullothean magic, although the consequence may be physically taxing, possibly even lethal.

Rogue Magicians gain all of the previously mentioned benefits, but in addition to these, they are able to reduce the chance of a “cullothean effect” by 2%, *per magician*.

Due to this advantage gained by Rogues, there is truly power in numbers. Those already skilled with Cullothean Control will benefit even more greatly from combined casting. Given the right amount of control over the raw power of the chaotic magic, a coven of Rogue Magicians can become a significant threat.

However, the downside of combined cul-

llothean casting is that each magician will suffer 1d6 stamina loss per spell level due to the overwhelming exertion upon the physical body.

MAGIC IN COMBAT

The power of the arcane world can truly be seen when in combat.

Unlike warriors swinging their steel in an attempt to defeat a target's Defense Rating, the deadly magic cast in combat automatically hits a designated target.

Some targets have natural magic resistance that must be taken into account, and of course a successful Luck of the Dice may reduce damage, or in some cases, negate the effects entirely.

The types of dice used in combat for offensive attacks vary by Spell Level. If the highest number is rolled on a particular die, the player gets to re-roll the die and add this new roll to the total.

Level 1-2: d4 damage

Level 3-4: d6 damage

Level 5-7: d8 damage

The more a magician is skilled in Spell Casting, the more devastating the effects will be.

MAGIC UNDER THE LAUGHING MOON

Since the Age of Dominion, those gifted with magic have known a secret regarding the myths about the sickle moon, or, as it is more commonly called in Mythren, the Laughing Moon.

During the first night in this cycle of the moon, all casters may choose to expend 1 additional Spell Point during the casting of ANY spell and then be able to re-roll the lowest rolled die for the spell effect. The highest of the two rolls is then kept.

Furthermore, "bandu" smiles upon casters during the Laughing Moon. Magicians may choose to expend 1 Bandu Point to alter any natural 1 rolled on a die to instead become the highest possible number for that specific die.

Lastly, those embracing cullothean magic gain an additional 4% Cullothean Control.

USING THIS BOOK

The following pages are divided into sections based on Spell Level. Each level will contain a number of spells available to magicians within the world of Mythren. Spells increase in power, damage, and the number of necessary spell points spent by level.

Each spell description will list the number of required actions needed to use the spell in combat. Some spells of greater levels may not be an option for those magicians rolling poorly on their Combat Readiness within a round.

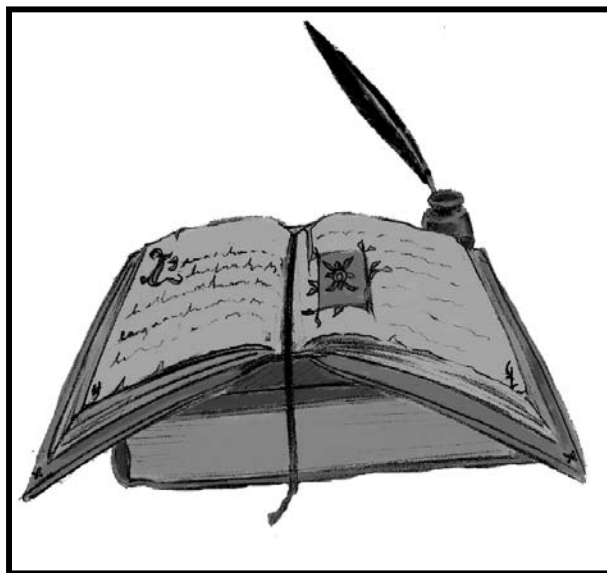
The spell descriptions also detail the range, number of possible targets, duration, and area of effect. Luck of the Dice is listed where applicable. A target (or victim) making a successful Luck of the Dice roll will ward off the magical effects—sometimes in part, sometimes in full.

The listed material component is provided to offer a sense of mystery and adventure to spell-casting. Game Masters may choose to embrace this idea, or merely assume that magicians have all the necessary components needed to cast the spells in their arse-

nal. GMs choosing to utilize and enforce the acquisition and use of spell components may require the characters to seek out the needed components, or purchase these throughout game play.

Game Masters should disseminate spells to player characters with care and forethought. Spells should be provided on an individual basis, *not* just handed out in their entirety by spell level. Too much or too little magic in the hand's of a wizard can quickly unbalance a game.

Lastly, the spells included in this collection are by no means comprehensive. Laughing Moon Game Masters and Players are encouraged to design their own spells, using this book as a guide.



1st Level Spells

(each spell will require 1 spell point to cast)

Arcane Armor

Level: 1

Required Actions: 1

Range: Touch

Duration: 1 hour per Spell Casting Base Score.

Effect: With a wave of the hand, the magician conjures an invisible field of magic that surrounds the target, granting a +1 per Spell Casting Base Score to the recipient's Defense Rating (maximum +6 bonus). The spell caster is still vulnerable to magical attacks, but all weapon attacks will have to beat the new Defense Rating.

Material Component: A metallic flake of any type.

Bedazzle

Level: 1

Required Actions: 1

Range: 25 feet + 5 feet per Spell Casting Base Score

Target: One humanoid

Duration: 1 round

Luck of the Dice: Negates spell effects.

Effect: By dancing the material component across the fingers and through the palm, a magician clouds the mind of a humanoid-type creature so that it takes no actions. A bedazzled subject is not stunned, so attackers get no special advantage against it. The subject will only be dazed and unable to take aggressive action for that immediate round.

Material Component: A shiny coin, jewel, or prism.

Burning Ember

Level: 1

Required Actions: 1

Range: 15 feet

Area of Effect: 10 foot cone

Luck of the Dice: A successful Luck of the Dice roll will reduce damage by half.

Effect: The palms of the caster's hands begin to glow like a burning ember. When outstretched, the ember in the palm ignites and emits a cone of searing flame. Any creature in the area of effect takes **1d4 points of fire damage** at Spell Casting Base Score 1-2. Damage increases to **2d4** at Base 4-5, **4d4** at Base 6-7, and **6d4** at Base 8 and up. Flammable

materials burn if the flames touch them. A character can extinguish burning items as a full-round action. All rolls have **+1 additional point of damage per Spell Casting Base Score**.

Material Component: A pinch of soot from a warm hearth.

Caster's Cantrip

Level: 1

Required Actions: 1

Range: 10 feet per Spell Casting Base Score

Duration: Instantaneous

Effect: This spell can have a variety of non-aggressive outcomes. The cantrip spell is designed to allow a magician some minor control over the physical world through arcane means. The spell can create sound, change the color of an object, move extremely light items a few feet, etc. Its primary uses are for distraction and trickery.

Material Component: None.

Chimera's Talons

Level: 1

Required Actions: 1

Range: 100 feet + 10 feet per Spell Casting Base Score

Targets: Up to five targets, no two of which can be more than 15 ft. apart.

Luck of the Dice: None

Effect: Multi-colored darts in the shape of great hooked talons made of magical energy jet forth from the caster's fingertips dealing **1d4 points of damage (+1 point of damage equivalent to the Spell Casting Base Score)**. The missile strikes unerringly, even if the target is moving or partially concealed. Specific parts of a target cannot be singled out. Inanimate objects are not damaged by the spell. Additional talons are gained as the caster increases the Spell Casting Base Score. Magicians may fire forth two talons at Base 3, three at Base 5, five at Base 7, and a maximum of six talons at Base 9. If multiple Talons are used, the caster can have them strike a single target or multiple targets. The caster must designate what targets are being struck before rolling damage.

Material Component: The talon of a bird of prey.

Cloaking Mist

Level: 1

Required Actions: 1

Range: 20 feet

Duration: 1 minute per Spell Casting Base Score

Effect: A misty vapor rises around the caster or one designated by the caster. It is stationary once created. The vapor obscures all sight, including night vision, beyond 5 feet. While cloaked in the mist, the caster gains a Defense Rating bonus of 1d4 at Spell Casting Base 1, 2d4 at Base 4, 3d4 at Base 6, and a bonus of 4d4 at Base 10 and higher. A moderate wind, either natural or magical, disperses the mist. A strong wind disperses the mist in 1 round.

Material Component: A bit of cotton or silk from a spider's web.

Comet Tail

Level: 1

Required Actions: 1

Range: 5 feet from caster

Duration: Instant

Luck of the Dice: Half damage

Effect: The caster conjures a single crackling bolt of magical energy in the shape of a comet that arcs from the caster's hand to a single target inflicting 1d4 points of damage +1 additional point per Spell Casting Base Score. Damage increases to 2d4 at Base 4, 4d4 at Base 6, and 6d4 at base 8 and up (with an additional +1 point of damage per Spell Casting Base Score).

Material Component: Silver dust or filings.

Comprehend Spoken Tongue

Level: 1

Required Actions: 1

Duration: 10 minutes per Spell Casting Base Score

Effect: By casting this spell, a magician can understand the spoken words of creatures or read otherwise incomprehensible written messages. In either case, the caster must touch the creature or the writing. The spell enables the magician to understand or read an unknown language, however this does not grant the ability to speak or write it. Magical or enchanted writing cannot be read, though the spell reveals that the writing is magical.

Material Component: None.

Conjure Light

Level: 1

Required Actions: 1

Duration: everlasting

Effect: With the utterance of a command word, a magical light is conjured upon a specified, inanimate target. The item will emit a bright, steady golden glow. Typical objects include coins, stones, gems, etc. The object must be small—palm sized at maximum. The conjured light cannot be extinguished by any normal means, and will create a globe of light approximately 10 feet in diameter. Because the light will not abate, the source will have to be hooded or cloaked in some way if the caster desires darkness.

Material Component: None.

Desert Dreariness

Level: 1

Required Actions: 1

Duration: 1 round per Spell Casting Base Score

Luck of the Dice: Negates

Effect: By touching a target, the caster drains energy from their body. Filled with dreariness, the victim will lose 1d4 actions each round for the duration of the spell.

Material Component: A drop of sweat and a grain of desert sand.

Detect Magical Aura

Level: 1

Required Actions: 1

Range: 50 foot radius from caster

Duration: 1 round equal to the Spell Casting Base Score

Effect: With the aid of this spell, magicians may detect magical auras by concentrating on the immediate area and holding an enchanted aured stone in one hand. Aured stones grant insight into the type and degree of magic and are not uncommon among wizard types, but the ability to craft such items has been lost for several centuries. The amount of information revealed depends on how long the magician studies a particular area or subject.

1st Round: Presence or absence of magical auras. Caster may also determine the type of magic used—*sillothean*, *cullothean*, divine, dragon, fey, vandish, etc.

2nd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, the caster can determine the type of magic or spell involved in each.

The spell can penetrate barriers, but 1 foot of stone, or common metal blocks the spell.

Material Component: Requires the use of an aured stone.