

Dragonquest

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The College of White Magics

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Collection

A Fantasy Role-Playing Game Supplement

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This is a collection of variants of The College of White Magics.

Release History

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Original release of this collection, by Snafaru.

Credits and contributions

- 105.The College of White Magics - John M. Kahane variation with Todd Coy and Perry Cooper.
- 106.The College of White Magics - Todd Coy variation.
- 107.The College of White Magics - Martin Dick variation.
- 108.The College of White Magics - (Also known as Light Magics) – Unknown contributor variation #1.
- 109.The College of White Magics - (Also known as Light Magics) – Unknown contributor variation #2.
- 110.The College of White Magics - Unknown contributor variation #3.
- 111.The College of White Magicke - Adventure Gaming Magazine, Vol II, No. 3, issue thirteen, 1982, pp. 34-35 | The College of White Magicke by Perry Cooper.

105. THE COLLEGE OF WHITE MAGICS

John M. Kahane variation with Todd Coy and Perry Cooper.

The College of White Magics is one that deals with the Powers of Light, and gives reverence to them, much as the College of Black Magics deals with the Powers of Darkness. The talents, spells, and rituals of the College of White Magics comes, in some instances, directly from the Light-aligned spirits and Deities. To become a member of the College of White Magics, an Adept must align himself with the Powers of Light, most often by following a Deity. By following his Deity's teachings, and by following the causes of the Powers of Light, the Adept gains the abilities to wield the various talents, spells, and rituals of this College.

Unlike Adepts of the College of Black Magics, members of the College of White Magics do not have to swear any type of pacts with the Powers of Light. Worshipping and believing in one of the Deities is enough in this case to allow the Adept access to all knowledge, both General and Special, of this College of magic.

One special bonus is conferred upon the Adept by his deity once the character achieves 10 General Knowledge spells at Rank 6 or greater. The Adept receives a penny-shaped, elliptical pale mark on the lower right half of his right palm. Once per day, the Adept may activate this power symbol to send forth a blinding light for a period of 10 seconds. This is treated as a Flash of Light Spell (College of Illusions, G-1, pg. 42) of Rank 7. It will blind opponents, vanquish undead creatures that cannot stand the sunlight, and turn away attempts made with an Evil Eye Spell.

[105.1] Adepts of the College of White Magics must practice their arts within the boundaries of what their deity deems appropriate. This particular element of the College of White Magics is a somewhat difficult concept to deal with for the GamesMaster. It is important to remember that each deity in the pantheon has his/her/its own personality and rewards certain types of behaviour while punishing (and sometimes ignoring) behaviours that he/she/it disapproves of.

The gods and goddesses are fickle to some extent, and this element of the College of White Magics must be handled by each GM as he sees fit.

[105.2] **The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of White Magics.**

The Adept has a Blessed Holy Symbol	+5
The Adept is favoured	+10
For each point of Willpower above 15	+1
It is a High Holiday of the Powers of Light	+20
It is a High Holiday of the Powers of Darkness	-10
The Adept loses favour with his Deity	-30

All of the modifiers listed here are cumulative.

[105.3] Talents

1. Neutralize Cold Iron (T-1)

Adepts of this College are able to be in physical contact with cold iron while casting spells and rituals; however, the adept is at -20% to all cast chances. For every Rank the Adept has with this talent, reduce the penalty by -1. Once the Adept achieves Rank 20 with this talent, he will no longer be affected by cold iron when casting spells. In addition, the negative modifiers for silver and gold weapons and items are also reduced by -1 per Rank with this talent. The Experience Multiple for this talent is 230.

2. Witchesight (T-2)

The Adept has a Base Chance equal to his Perception (+5 per Rank) of seeing objects or entities which have been rendered invisible by whatever means or are normally invisible by nature. In the event that the creature or being rendered invisible is Darkness-aligned, the character increases the chance of detecting the creature by +15%. The Experience Multiple for this talent is 180.

3. Detect Aura (T-3)

This talent functions as per T-1 of the College of Naming Incantations. Adepts of this College are especially adept at deciphering the good and or evil aspects of an entity or being's aura. The Experience Multiple for this talent is 85.

[105.4] General Knowledge Spells

1. Spell of Light (G-1)

Range: 20 feet + 20 additional/Rank

Duration: 15 minutes x (D10-5) x Rank (x 1, if unranked)

Experience Multiple: 75

Base Chance: 50%

Resist: May not be resisted.

Effects: One 10-foot cube (1000 cubic feet) area may be brightly lit by the Adept. The lighted area may be of any shape (even pencil thin) but it must emanate from the spot occupied by the caster.

2. Spell of True Seeing (G-2)

Range: Touch

Duration: 30 minutes + 30 additional/Rank

Experience Multiple: 400

Base Chance: 20%

Resist: May not be resisted.

Effects: This spell allows the target to see invisible, unseen, blended and similar spells as they really are. It also adds +1% per Rank to the ability to disbelieve illusions with a (Rank)% chance of automatically seeing through them.

3. Spell of Enchanted Sleep (G-3)

Range: 20 feet + 20 additional/Rank

Duration: 1 hour + 1 additional/Rank

Experience Multiple: 300

Base Chance: 30%

Resist: May be actively and passively resisted.

Effects: The Adept may cause one entity (+1 per Rank) which normally spends any time sleeping to fall into a deep, enchanted sleep which will last for the duration of the spell or until the entity is awakened by another being (by being shaken, etc.). The target may not be wakened if the spell is Rank 10 or higher, but must continue to sleep until the effects of the spell wear off.

4. Spell of Blessing on Crops (G-4)

Range: Sight

Duration: 1 year + 1 additional/Rank

Experience Multiple: 225

Base Chance: 40%

Resist: May not be resisted.

Effects: The spell increases the richness of the soil of 1 acre (+1 additional acre per Rank). For the duration of the spell, the soil will produce crops that are large, healthy, vibrant, and wholesome and everything that is grown in that soil will be proof against locusts, droughts, flooding, frosts, and other natural disasters.

5. **Spell of Blessing on Livestock** (G-5)

Range: Sight

Duration: 1 month + 1 additional/Rank

Experience Multiple: 150

Base Chance: 45%

Resist: May not be resisted.

Effects: The spell may be cast on the livestock of any one owner if the livestock are in sight. These animals will be resistant to natural disorders such as rabies, dysentery, worms, and hoof and mouth for the duration of the spell, will be very healthy and fertile, and will produce good stock themselves.

6. **Spell of Blessing on Unborn Child** (G-6)

Range: Sight

Duration: Immediate

Experience Multiple: 200

Base Chance: 20%

Resist: May be actively and passively resisted. Effects: The Adept may bless any unborn child whose mother is in sight of him while she is pregnant. The Adept may increase any one characteristic of the child by 1 (+1 for every 3 or fraction of 3 Ranks) or may bless the child with a skill or ability that will begin at a Rank of (Adept Rank). In the latter case, it can be used to grant the child (Adept Rank) abilities.

7. **Spell of Blessing** (G-7)

Range: Touch

Duration: See Below.

Experience Multiple: 320

Base Chance: 15%

Resist: May not be resisted.

Effects: By means of this spell, the Adept puts a favourable enchantment on a person or object that causes all rolls involving the target to be modified favourably by 1 (+1 per Rank). The duration of the spell is noted below.

Rank	Duration
1-10	A fortnight
11-19	3 months
20	Until dispelled

8. **Spell of Healing** (G-8)

Range: May only be cast over adjacent character

Duration: Immediate

Experience Multiple: 300

Base Chance: 40%

Resist: May be actively and passively resisted.

Effects: This spell allows the Adept to call upon the power of his deity and heal a number of damage points equal to 5 (+2 per Rank) of any type and kind, whether the cause is natural or magical in nature.

9. **Spell of Purification** (G-9)

Range: 15 feet +15 additional/Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 50%

Resist: May not be resisted.

Effects: The Adept is able to purify food by casting this spell. The amount affected is 1 meal (+1 per Rank). It should be noted that this will not neutralize poison put in food. This spell causes food that has spoiled to be made edible again.

10. **Spell of Storm Calming** (G-10)

Range: Sight

Duration: Immediate

Experience Multiple: 200

Base Chance: 40%

Resist: May not be resisted.

Effects: This spell calms any natural storm. Any storm created by Storm Calling (Air Magics, S-2, pg. 45) would dissipate. However, climactic weather caused by the Ritual of Controlling Weather (Air Magics, R-1, pg. 47) would not be affected by this spell.

11. **Spell of Fireproofing** (G-11)

Range: Touch

Duration: 24 hours x D10 x Rank (x1, if unranked)

Experience Multiple: 150

Base Chance: 30%

Resist: May not be resisted.

Effects: The spell protects the subject from all non-magical fire and heat effects. He cannot suffer damage from non-magical fire while under the effects of this spell.

12. **Spell of Protection Against Were-Creatures** (G-12)

Range: 15 feet

Duration: 1 hour + 1 additional/Rank

Experience Multiple: 400

Base Chance: 30%

Resist: May not be resisted.

Effects: This spell creates an invisible Circle of Protection with a 15-foot radius which will not be willingly crossed by an were-creature in beast form unless they successfully resist the circle's effects. If the were fails the resistance roll, the creature will take [D10+2] (+1 per Rank) damage from the circle every time they touch it.

13. **Mind Cloak Spell** (G-13)

Range: May only be cast over self.

Duration: 1 hour + 2 additional/Rank

Experience Multiple: 250

Base Chance: 30%

Resist: May not be resisted.

Effects: The Adept cloaks his own mind so that his thoughts cannot be detected or "read." The Adept's Resistance versus Mental Attack (Sorceries of the Mind, S-1, pg. 41) is increased by 10% (+2 per Rank) while the spell is in effect.

14. **Spell of Hypnotism** (G-14)

Range: 15 feet + 15 additional/Rank

Duration: Concentration/no maximum

Experience Multiple: 200

Base Chance: 40%

Resist: May be actively passively resisted.

Effects: The Adept may lull an entity of his choice that is within range of the spell into a trance-like state in which he will be subject to suggestion. The spell may only be cast over a target with whom the caster is normally able to communicate verbally. It can never be cast over a totally hostile character. Once the subject has been hypnotized, the adept can make suggestions which the subject will readily accept unless they conflict directly with his best interests. The subject will remain suggestible so long as concentration is maintained and will continue to implement suggestions for 3 (+3 per Rank) hours after the suggestion has been made, even when no longer hypnotized. The subject will never have any idea where the suggestions he is implementing came from.

15. **Spell of Lesser Banishment** (G-15)

Range: 15 feet + 15 additional/Rank

Duration: Immediate

Experience Multiple: 450

Base Chance: 15%

Resist: May be actively and passively resisted.

Effects: The Adept by means of this spell is able to banish such creatures as lesser undead, and creatures of darkness that were summoned to where they come from or their home plane (negative material plane for undead). The spell affects 1 (+ 1 for every 3 Ranks or fraction thereof) target, which can actively and passively resist the spell. If the Adept knows the True Name of the entity in question, it cannot resist the spell and is automatically banished back to its home plane if the Adept succeeds at casting the spell.

16. **Spell of Speaking in Tongues** (G-16)

Range: 30 feet + 5 additional/Rank

Duration: 10 minutes + 5 additional/Rank

Experience Multiple: 225

Base Chance: 30%

Resist: May only be passively resisted.

Effects: This spell will allow the target to speak and understand any language, even those of the undead or of beings that have long since been dead. The spell can affect 1 target (+1 per Rank), and thus allow the character to have player characters speak to the language as well as the being to whom the target wishes to speak, if necessary.

17. **Spell of Cure Disease** (G-17)

Range: 15 feet

Duration: 1 week + 1 additional/Rank

Experience Multiple: 350

Base Chance: 30%

Resist: May be actively and passively resisted.

Effects: This spell will cure any one target who has been afflicted with one or any of the following diseases:

Rank	Disease
1-5	Measles
6-10	Consumption
11-15	Typhoid
16-18	Bubonic Plague
19-20	Pneumonic Plague

The target of the spell will not be cured of the disease, but will have the progress of the disease halted for the spell's duration. Anyone who comes in contact with the victim (except for the Adept) will contract a potentially fatal dose of the disease. If the spell is cast at Rank 18 or above, it will cure the disease completely, leaving only scarring and the typical aftereffects of such a disease.

[105.5] **General Knowledge Rituals**

1. **The Reflecting Pool** (Q-1)

This ritual is quite similar to the Black Magics ritual (46.5, Q-1, pg. 62), except that the White Adept uses a calm pool of water in which to divine. The Experience Multiple for this ritual is only 320. It allows the Adept to make the following actions:

A. Ask the Powers of Light: This action is executed as a talent in the same manner as the talent that functions like Necromantic Conjurations, T-1, pg. 57. Base Chance: 10%.

B. Limited Precognition: This action is executed as a talent, but with the same results as for the Spell of Limited Precognition of the College of Sorceries of the Mind. Base Chance: 20%.

C. Divining Enchantment: This action is executed as a ritual (abbreviated half an hour) in the same manner as the Ritual of Divination (R-1, pg. 44) of the College of Naming Incantations. Base Chance: 45%.

2. **Ritual of Blessing Holy Symbol** (Q-2)

The Adept must fashion or have fashioned a holy symbol of his religion upon which this ritual is then performed. The Base Chance of this ritual is 30%. (+2 per Rank). This ritual takes 24 hours (-1 hour per Rank) for the Adept to perform. It costs the Adept 5 Endurance points to fashion the holy symbol, and these points are lost temporarily regardless of whether the Adept succeeds or fails at creating the holy symbol. At the end of this time, the Adept will have fashioned a holy symbol (preferably a shape associated with his deity) that will have several functions. The holy symbol will serve as a weapon to ward creatures opposed to the character's deity if he can perform a (DV x 1.5)% roll or less. No creature opposed to the character's deity will come within (DV + Rank) feet of the Adept.

In addition, the Adept can use the holy symbol to store Fatigue. He may store 2 Fatigue in the holy symbol at Rank 0, and 1 Fatigue per 2 or fraction of 2 Ranks he has in this ritual. The Adept may use the Fatigue in the holy symbol to cast spells or for other purposes for which Fatigue is used once it has been stored into the holy symbol. The Adept may recharge the holy symbol simply by willing Fatigue into it. The Adept may only have one such holy symbol at a time. The Experience Multiple for this ritual is 300.

[105.6] **Special Knowledge Spells**

1. **Spell of Laying the Dead to Rest** (S-1)

Range: Touch

Duration: Permanent

Experience Multiple: 360

Base Chance: 30%

Resist: May only be passively resisted.

Effects: By casting this spell, the Adept may lay the soul of any one dead entity to rest. This spell will prevent the body from becoming any type of undead, and will also protect/prevent the body from being raised from the dead. It should be noted that this spell cannot be invested into an item.

2. **Spell of Dispel Magic** (S-2)

Range: 10 ft. + 10 additional / Rank

Duration: Immediate

Experience Multiple: 620

Base Chance: 10%

Resist: May be actively and passively resisted

Effects: The Adept may cancel any magic affecting the target of this spell. If the magic is in an item, it will cease to function for (Rank) Pulses. If the target of the spell has more than one magical effect present, the GM should effectively eliminate the oldest spell or magical effect upon the target.

3. **Spell of Neutralize Poison** (S-3)

Range: Touch

Duration: Immediate

Experience Multiple: 250

Base Chance: 20%

Resist: None.

Effects: This spell will neutralize any poison in the target's system. In addition, the spell will heal the target of 2 (+1 per Rank) damage points inflicted by the poison.

4. **Spell of Remove Curse** (S-4)

Range: Touch

Duration: Permanent

Experience Multiple: 820

Base Chance: 15%

Resist: May not be resisted.

Effects: This spell acts like the Ritual of the same name (see DQ 84.5, opg. 141). The cost to cast this spell is 5 Fatigue points for a Minor Curse and 10 Fatigue points for a Major Curse. Note that the triangle the Adept makes for the Remove Curse ritual does not have an effect

on this spell, and the Magical Aptitude of the curse has no bearing on the spell.

5. **Spell of Virility** (S-5)

Range: 15 feet + 5 additional/Rank

Duration: 1 day

Experience Multiple: 220

Base Chance: 30%

Resist: May not be resisted.

Effects: This spell is cast by the Adept over any target, male or female, within range and will increase the target's fertility and/or virility by 5% (+5 per Rank). The effects of the spell have a duration of 1 day, unless the deity of the Adept in question chooses to extend the length.

6. **Spell of Calling Lightning** (S-6)

Range: Sight

Duration: Immediate

Experience Multiple: 500

Base Chance: 25%

Resist: May only be passively resisted (then suffers half damage).
Effects: The Adept may call forth lightning from the sky 1 time per day (+1 per 3 Ranks) to strike any one entity if the deity deems that the target is deserving. The target must resist at -20% or receive [D10+2] (+1D10 per 2 Ranks) damage. and will be stunned. Since this is magically induced damage, the target may take damage to both Fatigue and Endurance from the bolt. If the target resists the spell, they will suffer one-half the damage. It should be noted that this spell can only be cast outdoors, and may not be invested.

7. **Spell of Deity's Ability** (S-7)

Range: 20 feet + 20 additional/Rank

Duration: 1 hour + 20 minutes additional/Rank

Experience Multiple: 1200

Base Chance: 10%

Resist: May be actively and passively resisted.

Effects: This spell allows the Adept to use one of the basic abilities and/or powers of his deity in the form of a spell with a range, duration, and Base Chance. The exact ability is dependent upon the deity that the character is devoted to. For example, a character who worships Mielikki, the Goddess of Nature, could gain the ability to speak to woodland creatures, to gain Ranger skill at the Rank that the Adept has with this spell, etc. A character who worships Kilian, Goddess of the Water, might be given the ability to breathe water, the ability to heal as a Healer of the spell Rank, etc. As a general rule, when the spell is used for attacks and the like, it will do [D10-1] (+1 per Rank) damage to the target, but other properties of the spell will have to be judged on a case-by-case basis by the GM.

8. **Spell of Detecting Magic** (S-8)

Range: 5 feet + 5 additional/Rank

Duration: 15 minutes + 5 minutes/Rank

Experience Multiple: 230

Base Chance: 20%

Resist: May not be resisted.

Effects: With this spell the Adept can sense a magic dweomer even if it is not in line of sight, but is within the range of the spell. The Adept will have a good idea of the location of the dweomer relative to his own position.

9. **Spell of Courage** (S-9)

Range: 25 feet + 10 additional/Rank

Duration: [D10+5] minutes + 1 additional/Rank

Experience Multiple: 350

Base Chance: 20%

Resist: May only be passively resisted.

Effects: This spell allows the caster to affect one target (+1 per Rank) in such a way as to negate the effects of spells that manipulate emotions and spells of fear, charming, and the like. The spell adds +5 (+1 per Rank) to the Willpower of the target, and negates all emotional influences on the target due to natural or magical forces.

10. **Spell of Water Walking** (S-10)

Range: 10 ft + 10 additional/Rank

Duration: 10 minutes + 10 additional/Rank

Experience Multiple: 270

Base Chance: 25%

Resist: May only be passively resisted.

Effects: This spell allows the target to walk on top of the water as if it was solid earth.

11. **Spell of Silence** (S-11)

Range: 40 feet + 40 additional/Rank

Duration: Until dispelled by the appropriate counterspell

Experience Multiple: 900

Base Chance: 15%

Resist: May not be resisted.

Effects: This spell is one that allows the Adept to cause a total and permanent silence to manifest on any one individual (+1 per Rank) or on an area that is 40 feet (+20 feet per Rank) in radius. The silence is magical in nature, and may only be dispelled by a General Knowledge counterspell of this College. Any character who attempts to talk while under the influence of this spell will take [D10+1] (+1 per Rank) damage per sentence that he utters. The character could communicate in written language or through a sign language, but may not communicate verbally.

12. **Spell of Transmuting Water to Wine** (S-12)

Range: Touch

Duration: Permanent

Experience Multiple: 250

Base Chance: 25%

Resist: May not be resisted.

Effects: The Adept may transmute 1 pint of water (+1/Rank) into good wine.

13. **Spell of Divine Awe** (S-13)

Range: 20 feet + 20 additional/Rank

Duration: Immediate

Experience Multiple: 400

Base Chance: 30%

Resist: May only be passively resisted.

Effects: The Adept causes one target (+2 per Rank) to be seized by an uncontrollable fear induced by the deity that is worshipped by the Adept. If the target fails to resist, he is frozen in place and is unable to take any action for a period of time equal to (Adept Rank) minutes. If the resistance roll is 85 or more, the target must make a roll on the Fright Table in addition to the other effects.

14. **Spell of Greater Banishment** (S-14)

Range: 15 ft. + 15 additional/Rank

Duration: Immediate

Experience Multiple: 600

Base Chance: 10%

Resist: May be actively and passively resisted.

Effects: By means of this spell, the Adept is able to send banish any single, summoned entity to its own plane as long as the entity in question does not resist. If the being or entity successfully resists, it is stunned and receives [D10-5] (+1 per 2 or fraction of 2 Ranks) damage.

[105.7] Special Knowledge Rituals

1. Ritual of Consecration (R-1)

This ritual is used to consecrate buildings (such as chapels) and cemeteries. Magic use of other Colleges than those of the White Adepts or those who worship the deity in question will be at -10 per 2 Ranks the Adept had with this ritual at the time of consecration. This ritual will affect a radius equal to 50 feet (+50 feet/Rank). The effect of this ritual is permanent; however, the Adept loses 1 Endurance point permanently every time the ritual is cast (this Endurance is recovered through the expenditure of Experience Points). The Base Chance of successfully casting this ritual is equal to the Adept's Magical Aptitude (+2 per Rank). The Endurance point is lost, regardless of whether the ritual is cast successfully. The ritual requires the Adept to spend 6 hours (-10 minutes per Rank) in the casting, and the Adept must not be distracted from the task at hand during this time. If this happens, the Adept does not lose the Endurance point, but must begin the ritual again. The Experience Multiple for this ritual is 650.

2. Ritual of Communing with Deity (R-2)

This ritual allows the Adept to enter a form of trance or meditative state, and thus a state of mind that is receptive to communicating with his deity. As a general rule, this ritual will take up to 4 hours (-10 minutes per Rank of the Adept). The ritual has a Base Chance of the Adept's Magical Aptitude (+4 per Rank). It allows the Adept to open his mind and be receptive to the deity, and will allow the Adept to learn information and advice from the god(ess) that he is devoted to. The GM should be careful of what kind of information to give the character, and should be judicious in the talk between the Adept character and the deity in question.

This ritual requires the Adept to draw a Circle of Protection with one candle of his College colour at each point on the pentagram. In addition, a total of 3,000 Silver Pennies worth of celandine incense must be burned in the ritual (equivalent to 2 ozs. of the powder). The Experience Multiple for this ritual is 350.

3. Ritual of Summoning Entities of Light (R-3)

The Adept may summon an Entity of The Powers of Light. Entities of The Powers of Light may only be summoned during the day or on a night when the moon is between three-quarters and full and is not occluded by clouds, fog, and so on. The entity(s) that appears is up to the deity (and thus the GM), and will usually be able to provide some assistance to the Adept. The Base Chance for this ritual to succeed is 20% (+1 per 3 or fraction of 3 Ranks) and will take some 2 hours (-1 minute per Rank) on the Adept's part. The Experience Multiple for this ritual is 500.

4. Ritual of Resurrection (R-4)

This ritual is one that allows the Adept to raise the dead. The ability to resurrect the dead assumes that the target of the ritual has not been dead for more than 1 day (+1 day/Rank), and that the Adept's deity wishes or will allow the Adept to raise the dead being in question. The Base Chance for this ritual is equal to the Willpower of the Adept (+1 for every 4 or fraction of 4 Ranks). The resurrection will require 1 hour (-1 minute per Rank) on the part of the Adept, and requires the Adept to burn incense worth some 500 Silver Pennies during the process. If successful, the target of the resurrection will be raised in the condition in which they died, but will have 3 Endurance points and 0 Fatigue points. The newly raised person must rest and recover in bed for a number of days equal to the (days they were dead + Endurance damage sustained). The Experience Multiple for this ritual is equal to 800.

106. THE COLLEGE OF WHITE MAGICS

Todd Coy variation.

This College deals with the powers of light, and giving reverence to them, much like The College of Black Magic's deals with the powers of darkness. Its knowledge and some of its power comes directly from the Light aligned Spirits and Deities. To become a member of The College of White Magics the Adept must align himself with the powers of light, most often a Deity. By following his Deity's teachings, and by following of the causes of the powers of light, the adept gains the powers and spells of this college.

[106.1] Adepts of the College of White Magic's must practice their arts within the boundaries of what his or her deity deems appropriate.

[106.2] The following numbers are added to the Base Chance of performing any talent, spell or ritual of the College of White Magic's:

The Adept has a Blessed Holy Symbol	5
The Adept is favored	10
For each point of Willpower above 15	1
It is a High Holiday of the Powers of Light.	20
It is a High Holiday of the Powers of Darkness	-10
The Adept loses favor with his Deity	-30

All modifiers are cumulative.

[106.3] Talents

1. Neutralize Cold Iron (T-1)

Adepts of this College are able to be in contact with cold iron while casting; however, the adept is at -20 to cast. For every rank in this talent reduce the penalty by 1. So at rank 20 the adept would not be affected by cold iron when casting. The subtractions for silver and gold are also reduced by 1 per rank. The Experience Point cost for this talent is 200.

2. Detect Aura (T-2)

Functions as per (T-1) of the College of Naming Incantations. Adepts of this College are especially adept at deciphering the good and or evil aspects in an Entity's Aura.

[106.4] General Knowledge Spells

1. Spell of Bravery (G-1)

Range: Touch

Duration: 1 hr + 1 / Rank

Experience Multiple: 200

Base Chance: 35%

Resist: May not be resisted.

Effects: The spell adds 2 / Rank to resistance verses fear. In addition the spell also subtracts 2 / Rank from rolls on the fright table.

2. Spell of Light (G-2)

Range: 15 feet + 15 additional / Rank

Duration: 15 minutes x [D-5] x Rank (x1, if unranked)

Experience Multiple: 75

Base Chance: 50%

Resist: May not be resisted.

Effects: One 10-foot cube (1000 cubic feet) area may be brightly lit. The lighted area may be of any shape (even pencil thin) but must emanate from the spot occupied by the caster.

3. Spell of True Seeing (G-3)

Range: Touch

Duration: 30 minutes + 30 additional / Rank

Experience Multiple: 150

Base Chance: 25%

Resist: May not be resisted.

Effects: This spell allows the target to see invisible, unseen, blended and similar spells as they really are. It also adds 1 per rank to disbelieving illusions with rank chance of automatically seeing through them.

4. Spell of Remove Curse (G-4)

Range: Touch

Duration: Permanent

Experience Multiple: 500

Base Chance: 25%

Resist: May not be resisted.

Effects: This spell acts like the Ritual of the same name. However, the cost to cast this spell is 5 fatigues for a minor curse and 10 fatigues for a major curse. **Note:** Triangles made for remove curse ritual do not have an effect on this spell, and the MA of the curse has no bearing on the spell.

5. Spell of Storm Calming (G-5)

Range: Sight

Duration: Immediate

Experience Multiple: 200

Base Chance: 40%

Resist: May not be resisted.

Effects: This spell calms any natural storm. Any storm created by storm calling would dissipate, however, storms caused by control weather would not be effected.

6. Spell of Blessing (G-6)

Range: Touch

Duration: Ranks 1-10 = A fortnight ;

Ranks 11-19 = 3 months ; Rank 20 until dispelled.

Experience Multiple: 250

Base Chance: 20%

Resist: May not be resisted.

Effects: By means of this spell the adept puts a favorable enchantment on a person or object causing all rolls involving the target to be modified favorably by 1. note this only applies to saving throws ,damage, strike chances, cast checks and the like.

7. Spell of Protection Against Were-Creatures (G-7)

Range: 15 feet

Duration: 30 minutes + 10 additional / Rank

Experience Multiple: 300

Base Chance: 20%

Resist: May not be resisted

Effects: The spell creates an invisible Circle of Protection with a 15 foot radius which will not willingly be crossed by any were-creature in beast form unless they successfully resist the circle's effects upon first encountering it.

8. Spell of Purification (G-8)

Range: 15 ft. +15 additional / Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 50%

Resist: May not be resisted.

Effects: The adept is able to purify food by casting this spell. The amount affected is 1 meal plus 1 per rank. **Note:** this will not neutralize poison put in food. This spell unspoil food and makes it edible.

9. Spell of Healing (G-9)

Range: Touch

Duration: Immediate

Experience Multiple: 200

Base Chance: 30%

Resist: May not be resisted.

Effects: By means of this spell the adept is able to cure 2 points of damage +1 per every 2 ranks.

10. Spell of Fireproofing (G-10)

Range: Touch

Duration: 24 hours x D10 x Rank (x1, if unranked)

Experience Multiple: 150

Base Chance: 30%

Resist: May not be resisted.

Effects: The spell protects the subject from all non-magical fire and heat effects. He cannot suffer damage from non-magical fire while under the effects of this spell.

11. Spell of Hypnotism (G-11)

Range: 15 feet + 15 additional / Rank

Duration: Concentration / no maximum

Experience Multiple: 200

Base Chance: 40%

Resist: May be actively & passively resisted.

Effects: The adept may lull an entity of his choice that is within range into a trance-like state in which he will be subject to suggestion. The spell may only be cast over a target with whom the caster is normally able to communicate verbally. It can never be cast over a totally hostile character. Once the subject has been hypnotized, the adept can make suggestions which the subject will readily accept unless they conflict directly with his best interests. The subject will remain suggestible so long as concentration is maintained and will continue to implement suggestions for 3 (+3 additional per Rank) hours after the suggestion has been made, even when no longer hypnotized. The subject will never have any idea where the suggestions it is implementing came from.

12. Mind Cloak Spell (G-12)

Range: May only be cast over self.

Duration: 1 hour + 2 additional / Rank

Experience Multiple: 250

Base Chance: 30%

Resist: May not be resisted.

Effects: The adept cloaks his own mind so that his thoughts cannot be detected or "read." The Adept's Resistance versus Mental Attack (Mind Magic's **S-1**) is increased by 10 +2 additional per Rank while the spell is in effect.

13. Spell of Lesser Banishment (G-13)

Range: 15 ft. + 15 additional / Rank

Duration: Immediate

Experience Multiple: 200

Base Chance: 20%

Resist: May be actively and passively resisted.

Effects: The adept by means of this spell is able to Banish such creatures as lesser undead, creatures of darkness that were summoned to where they come from or their home plane (negative material plane for undead). The spell effects 1 target (plus 1 for every 3 ranks or fraction thereof), targets which resist are not affected.

14. Spell of Greater Banishment (G-14)

Range: 15 ft. + 15 additional / Rank

Duration: Immediate

Experience Multiple: 350

Base Chance: 10%

Resist: May be actively and passively resisted.

Effects: By means of this spell the adept is able to send back any single summoned being which doesn't resist. A being which does resist is stunned and receives D-5 (+1 per ever 2 or fraction ranks) damage.

15. Spell of Speaking in Tongues (G-15)

Range: 30 ft + 5 ft / Rank

Duration: 10 minutes + 5 minutes / Rank

Experience Multiple: 225

Base Chance: 30%

Resist: May only be passively resisted.

Effects: This spell will allow the target to speak and understand any Language, even though it may be dead. The Spell can affect 1 target (+1 per rank).

16. Spell of Cure Disease (G-16)

Range: Touch

Duration: Permanent

Experience Multiple: 300

Base Chance: 20%

Resist: May not be resisted.

Effects: This spell will cure any one disease afflicting the target of this spell. If the target has multiple diseases the spell must be cast once for each disease.

[106.5] General Knowledge Rituals

1. Ritual of Divine Sight (Q-1).

Through a one hour mediation the adept may perform one of the following abilities:

A. Predict Weather: per The College of Air Magic's (**T-1**).

B. Limited Precognition: per The College of Mind Magic's (**G-2**).

C. Divining Enchantment: this functions as the ritual of Magic Divination of the College of Naming Incantations (**R-1**).

The Experience Multiple for this ritual is 500.

2. Ritual of Blessing Holy Symbol (Q-2).

The adept must fashion or have fashioned a Holy symbol of his religion to which this ritual is performed upon. The Base Chance of this ritual is 30%. This ritual takes 24 hours to perform (-1 hour per rank). The holy symbol will also be able to store fatigues in the amount of 1 fatigue +1 per every 2 ranks usable at any time when the adept is in contact with the symbol. The adept may recharge the symbol by simply willing fatigues into it. The adept may only have one such holy symbol at a time The Experience Multiple for this ritual is 300.

[106.6] Special Knowledge Spells

1. Spell of Laying the Dead to Rest (S-1)

Range: Touch

Duration: Permanent

Experience Multiple: 300

Base Chance: 30%

Resist: May only be Passively Resisted.

Effects: The Adept by casting this spell may lay the soul of any dead entity to rest. This will prevent the body from becoming any type of undead. It will also prevent the body from being raised from the dead.

Note: This spell may not be invested.

2. Spell of Dispel Magic (S-2)

Range: 10 ft. +10 additional / Rank

Duration: Immediate

Experience Multiple: 500

Base Chance: 10%

Resist: May be actively and Passively Resisted

Effects: The adept may cancel any magic effecting the target of this spell. If the magic is in an item it will cease to function for rank pulses.

3. Spell of Restoration (S-3)

Range: Touch

Duration: Immediate

Experience Multiple: 525

Base Chance: 25%

Resist: None.

Effects: This spell will cure any disease or illness effecting the targets body. In addition it will heal D+1 (+4 per Rank) damage effecting the targets body.

4. Spell of Neutralize Poison (S-4)

Range: Touch

Duration: Immediate

Experience Multiple: 250

Base Chance: 20%

Resist: None.

Effects: This spell will neutralize any poison in the targets system.

5. Spell of Blessing Unborn Child (S-5)

Range: Touch

Duration: Immediate

Experience Multiple: 100

Base Chance: 20%

Resist: None

Effects: The Adept may bless any unborn child by touching the pregnant mother while casting this spell. The spell will increase any one characteristic of the child by 1 (+1 for every 3 or fraction of 3 Ranks).

6. Spell of Calling Lightning (S-6)

Range: Sight (other primary sense)

Duration: Immediate

Experience Multiple: 600

Base Chance: 25%

Resist: May only be passively resisted (then suffers half damage).

Effects: The adept may call forth lightning from the sky 1 time per day (+1 per 4 Ranks) to strike any one entity if the Deity deems that the target is deserving. The target will suffer 2d10 damage (+1D10 per 2 ranks) and be stunned. If the target resist they suffer half damage.

Note: This spell may not be invested, and can only be cast outdoors.

7. Spell of Detecting Magic (S-7)

Range: 5 ft. + 5 additional / Rank

Duration: 15 minutes + 5 minutes / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: None.

Effects: With this spell the adept can sense a magic dweomer even if it is not in line of sight, but is within the range of the spell. The adept will have a good idea of the location of the dweomer relative to his own position.

8. Spell of blessing on Crops (S-8)

Range: Sight

Duration: 1 year + 1 additional / Rank

Experience Multiple: 100

Base Chance: 40%

Resist: May not be resisted.

Effects: This spell increases the richness of the soil of 1 acre (+1 additional acre / Rank). For the duration of the spell everything grown in that soil will be proof against locusts, droughts, flooding, frost, and other natural disasters.

9. Spell of blessing on livestock (S-9)

Range: Sight

Duration: 1 month + 1 additional / Rank

Experience Multiple: 150

Base Chance: 50%

Resist: May not be resisted.

Effects: The spell may be cast on the livestock of any one owner if the livestock are in sight. These animals will then be resistant to natural disorders, such as rabies, dysentery, worms, and hoof and mouth for the duration of the spell.

10. Spell of Water Walking (S-10)

Range: 10 ft + 10 additional / Rank

Duration: 10 minutes + 10 additional / Rank

Experience Multiple: 200

Base Chance: 20%

Resist: May only be passively resisted

Effects: This spell allows the target to walk on top of the water as if it was solid earth.

11. Spell of Silence (S-11)

Range: 5 ft + 5 additional / Rank

Duration: 1 minute + 1 additional / Rank

Experience Multiple: 350

Base Chance: 15%

Resist: May not be resisted

Effects: the adept creates a 10 foot high, 10 foot radius of silence. No sound will enter or exit the affected area of this spell. The adept may increase the dimensions by 1 foot per rank in either direction.

12. Spell of Transmuting Water to Wine (S-12)

Range: Touch

Duration: permanent

Experience Multiple: 250

Base Chance: 25%

Resist: May not be resisted

Effects: the adept may transmute 1 pint of water (+1 / rank) into good wine.

In addition the adept may learn any spell from the other colleges that the Deity considers appropriate. The ordinal rank will be that of the original College for purposes of the time required to learn the spell. However, all spells whether general or special knowledge will be considered special knowledge of this college.

[106.7] Special Knowledge Rituals

1. Ritual of Consecration (R-1)

This ritual is used to consecrate buildings (such as chapels) and cemeteries. Magic use of other than members of the College of White Magic's for the Deity it was created by will be at minus 10 per 2 Ranks of the casting Adept. This spell will effect a radius equal to 50 feet per rank. The effects of this ritual are permanent; however, the Adept loses an endurance (recoverable by the expenditure of experience) every time the ritual is cast. The Base Chance of this ritual is equal to the Adepts Magical Aptitude and the Experience Multiple is 300.

2. Ritual of Spiritual Communion (R-2)

The adept, through ritual prayer to their deity may ask one question plus one question per rank per month. The Base Chance of this ritual is equal to the adept's willpower. The Experience Multiple is 350.

3. Ritual of Summoning Entities of Light (R-3)

The Adept may summon an Entity of The Powers of Light. Entities of The Powers of Light may only be summoned during the day or on a night when the moon is between three-quarters and full and is not occluded by clouds, fog, and so on. The entity(s) that appears is up to the Deity (GM) and will usually be able to provide some assistance to the Adept. The Base Chance is 20% and the Experience Multiple is 500.

4. Ritual of Resurrection (R-4)

This ritual allows the Adept to raise the dead. Provided that the entity has not been dead for 1 day (+1 day per rank). The body will be resurrected in the condition it died in except that it will have 3 endurance. The newly raised person must rest in bed for a number of days equal to the number of days that they were dead. This ritual takes 1 hour to perform. The Base Chance is the Willpower of the Adept. The Experience Multiple is 1000.

107. THE COLLEGE OF WHITE MAGICS

Martin Dick variation.

The College of White Magics is the magical opponent of the College of Black Magics. It uses the powers of magic to counter the Powers of Darkness and to spread the power of Light. They are a very old group whose magic is primarily aimed towards defensive and healing powers, although it does have some offensive magic. The College is divided into three differing levels of commitment:

The Initiation: The initial level of training in the College, Initiation is achieved when the adept is granted his knowledge by the Powers of Light. Once initiated, the adept gains access to the Talents, General Knowledge Spells, and General Knowledge Rituals of The College of White Magics at Rank 0. No special restrictions are placed on the adept, except that he may not achieve greater than Rank 15 in any of his knowledge. However, all White Mages are champions of the Powers of Light, and are expected to act in a manner consistent with this responsibility (the GM may require the adept to have the Devotee skill).

The Compact: In order to learn the Special Knowledge spells of the College of White Magics, the adept must first make a Compact with the Powers of Light. In this the adept dedicates his life to the work of the Light and places it as his first loyalty (equivalent to attaining Devotee Rank 3). As a sign of this dedication, the adept is marked with a small white star mark on the palm of his right hand, and thenceforth must never attack without provocation (i.e. unless he is attacked himself, or witnesses actions contrary to the dictates of the Light). Adepts who have made the Compact can attain up to Rank 20 in all talents, General Knowledge spells, and General Knowledge rituals, and up to Rank 15 in all Special Knowledge spells (but not rituals). In addition to this, the Powers of Light will grant the adept a familiar. Such familiars generally take the form of some small creature (often a house cat), and in most respects will be like the creature in question. However, it will always be unusually intelligent and possess the ability to communicate on a basic level with its owner. Familiars always know where their owner is to be found. The presence of his familiar within 10 feet adds 5% to the adept's Cast Chances and allows him to "borrow" the creature's Fatigue for use in spell casting, at double the normal cost (i.e. 2 Fatigue for General Knowledge spells, and 4 Fatigue for Special Knowledge spells). If his familiar dies, the adept will have a penalty of -5% to all Cast Chances until a new one is obtained. A new familiar can only be gained once every 5 years, and only if the old familiar is dead.

The Sealing: The third level of commitment in the College of White Magics is when the adept is sealed to the Powers of Light. This allows the adept access to the Special Knowledge rituals of the College and also permits him to attain up to Rank 20 with all talents, spells and rituals. Adepts who have been sealed to the Powers of Light gain +30 to their Magic Resistance against the effects of the magics of the Dark (which includes all Dark-Aligned Colleges as well as magic cast by creatures such as demons, undead, and so on). However, Sealed adepts cannot be raised from the dead in any way, as upon their death they will be granted their reward by the Powers of Light and thus lose all contact with the material world. This also means that if a Sealed adept of the College of White Magics is killed by an undead creature, he will not become undead in turn.

Once an adept has made the Compact or undergone the Sealing, their bonds to the Powers of Light can never be totally renounced. Upon renouncing either, the adept immediately loses all abilities of the College. If he should join another College at a later stage, he will never be able to go above Rank 15 with any of the knowledge he gains. The exception to this general rule is the College of Black Magics, which longs for the subversion and corruption of their bitter enemies. An adept of the College of White Magics may, if he so desires, switch to

the College of Black Magics and obtain a position equal in stature to the one he currently holds. Any experience spent on the College of White Magics can be transferred to the College of Black Magics, and the adept will also be equivalent in the commitment that he has made to the College (i.e. the First Pact for the Initiation, the Lesser Pact for the Compact, and the Greater Pact for the Sealing). Subverted witches will be instantly recognizable to their former colleagues in the College of White Magics. Any character wishing to make the reverse movement (from the College of Black Magics to the College of White Magics) will find it to be much more difficult, and must give up all magical knowledge he has gained and begin his studies anew.

I. Restrictions

Adepts of the College of White Magics may only practice those talents, spells and rituals permitted them by the pact they have made. They may never practice any of the arts of the College until they have made the appropriate pact. The Initiation must be done before the Compact is made, and the Compact made before the Sealing is undergone.

II. Modifications

The Base Chance of performing any talent, spell or ritual of this College is modified by the addition of the following numbers:

It is daylight	+5
It is nighttime	-5
It is a High Holiday of the powers of Light	+20
It is a High Holiday of the powers of Darkness	-10

The GM must determine the High Holidays of the powers of Light and Darkness according to the nature of those powers in his own world.

III. Talents

WhT-1. Resist Fear

Adepts of this College are more or less immune to the effects of normal fear. They also gain a bonus of 10% (+5/Rank) to their resistance against magical fear. The Experience Multiple for this talent is 200.

WhT-2. Truth Sense

The adept has a Base Chance equal to his Perception (+5/Rank) of detecting any falsehood uttered in his presence. Only outright lies are detected, so it is possible for a person to evade this ability to some extent by phrasing their words carefully. For instance, if a character let someone die through inaction, he could say "I did not kill him" without lying. However, if he said "I did not contribute to his death," this would be a lie and could be detected using this ability. The Experience Multiple for this talent is 300.

WhT-3. Special Alchemy

Adepts of this College gain certain knowledge of alchemy following their initiation, the benefits of which are as follows:

A. The ability to distill poisons like an Alchemist of rank equal to one-half their Rank with this ability. The Experience Multiple is 150.

B. The ability to distill a potion of toad sweat that will remove blemishes, warts, corns, and pimples, at the rate of 1 disfigurement (+1/Rank) per dose. The Base Chance of effectively preparing this potion is 60% (+3/Rank), and its constituent materials cost 50 silver pennies. Its Experience Multiple is 100.

C. The ability to manufacture these amulets:

1. Amulet of Alectorius: This amulet will increase the average value of treasure found by the wearer and his companions by 5%. Cost: 600 silver pennies.
2. Amulet of Amethyst: This amulet wards bad dreams and assists the wearer in achieving a restful sleep. Increase the wearer's Fatigue recovery during sleep periods by 2. Cost: 700 silver pennies.
3. Amulet of Aquilaeus: The wearer subtracts 10 from all rolls on the Fright Table. Cost: 300 silver pennies.
4. Amulet of Beryl: Increase the wearer's ability to detect traps and ambushes by 5. Cost: 500 silver pennies.
5. Amulet of Betony: Reduces the wearer's chance of becoming infected by 5. Cost: 650 silver pennies.
6. Amulet of Bloodstone: Prevents miscarriages and reduces the wearer's chance of becoming infected by 10. Cost: 1000 silver pennies.
7. Amulet of Carbuncle: Decreases damage sustained by the wearer from poison by 2 points per Round or day (as applicable). Cost: 1200 silver pennies.
8. Amulet of Chalcedony: No undead will willingly come within 10 feet of the amulet wearer under most circumstances. Cost: 300 silver pennies.
9. Amulet of Elder Flowers: Makes the wearer proof against the Evil Eye spell. Cost: 50 silver pennies.
10. Amulet of Hypercium: Increases the wearer's Magic Resistance by 10 against any magical act performed by a demon. Cost: 100 silver pennies.
11. Amulet of Iron: No demon will willingly come within 10 feet of the amulet wearer under most circumstances. Cost: 250 silver pennies.
12. Amulet of Jade: No undead will willingly come within 30 feet of the amulet wearer under most circumstances. Cost: 500 silver pennies.
13. Amulet of Jet: No demon will willingly come within 50 feet of the amulet wearer under most circumstances. Cost: 600 silver pennies.
14. Amulet of Luck: Increases the wearer's Magic Resistance by 3 and Defense by 2. Cost: 300 silver pennies.
15. Amulet of Protection: Increases the wearer's Magic Resistance by 9 and Defense by 8. Cost: 1500 silver pennies.

The "cost" of each amulet is the cost of materials required to manufacture it. Each amulet requires 3 days to manufacture once the necessary materials have been gathered or purchased.

IV. General Knowledge Spells

WhG-1. Blessing

Range: 15 feet + 15/Rank
Duration: 1 day + 1/Rank
Experience Multiple: 150
Base Chance: 40%
Resist: None

Effects: The target of this spell receives a favorable modifier of 2 (+1 for every 3 Ranks, rounded up) to all percentile dice rolls in which he is directly involved, except those of an attacking nature. For instance,

a character's chance to hit with a weapon would not be increased by the use of this spell, but his chance to cast a defensive spell would.

WhG-2. Converse with Animals

Range: 10 feet + 10/Rank
Duration: Concentration (maximum of 3 hours/Rank)
Experience Multiple: 100
Base Chance: 40%
Resist: None
Effects: This spell allows the caster to communicate with fauna (whether verbally or symbolically, and to what extent, are left to the GM's discretion). Physical contact between the animal and the caster increases the Base Chance of successfully casting this spell by 5.

WhG-3. Detect Danger

Range: Adept only
Duration: 1 hour + 1/Rank
Experience Multiple: 300
Base Chance: 20%
Resist: None
Effects: This spell gives the caster a chance equal to his Perception (+4/Rank) of detecting when he is in a dangerous situation. The adept will feel a prickling in his thumbs whenever any creature with evil intentions towards him approaches. The spell will also detect situations such as a rickety rope bridge that will collapse if the adept crosses it. It is up to the adept to interpret the signal, as no precise source of the danger is given.

WhG-4. Detect Poison

Range: Touch
Duration: Immediate
Experience Multiple: 75
Base Chance: 50%
Resist: None
Effects: This spell requires a wand of either ashwood, ivory, or unicorn's horn. The caster touches the object or substance in which he suspects poison. The wand will momentarily turn black if poison is, in fact, present.

WhG-5. Empathy

Range: Touch
Duration: Immediate
Experience Multiple: 225
Base Chance: 35%
Resist: None
Effects: This spell allows the adept to feel the emotions and physical sensations the target of the spell is experiencing. It also allows the adept to absorb wounds from Endurance and Fatigue at a rate of 2 points cured for every 1 which the adept agrees to subtract from his own Fatigue (never Endurance). Thus, an adept could remove 6 damage points from a character by inflicting 3 of the 6 on himself (the other 3 being eliminated).

WhG-6. Light

Range: 15 feet + 15/Rank
Duration: 15 minutes x [D-5] x Rank
Experience Multiple: 75
Base Chance: 50%
Resist: None
Effects: This spell will illuminate any designated area of up to 1000 cubic feet (+500/Rank). The light produced is equal to conditions of medium light at Ranks 1-5, bright light at Ranks 6-10, and intense light at Ranks 11 and above.

WhG-7. Mind Cloak

Range: Adept only

Duration: 1 hour + 2/Rank

Experience Multiple: 250

Base Chance: 30%

Resist: None

Effects: This spell cloaks the target's mind so that his thoughts cannot be detected or "read." The target's resistance against the Mental Attack spell (MiS-1) is increased by 10 (+2/Rank) while the spell is in effect.

WhG-8. Walking Unseen

Range: 1 foot + 1/Rank

Duration: 1 hour + 1/Rank

Experience Multiple: 100

Base Chance: 45%

Resist: None

Effects: This spell enables the target to move unnoticed (not invisible) even if individuals are staring directly at him. If, however, he touches or is touched by an entity (or something worn or held by an entity), the spell is immediately broken and he is seen.

WhG-9. Wall of Light

Range: 15 feet + 15/Rank

Duration: 10 minutes + 10/Rank

Experience Multiple: 275

Base Chance: 25%

Resist: Passive

Effects: This spell creates a very bright glowing wall of white light, either 10 feet high, 1 foot thick, and 20 feet long, or in a ring 10 feet high, 1 foot thick, and 5 feet in radius. The adept can increase any dimension by 1 foot per Rank. The spell may not be cast on top of other creatures. The wall or ring is only bright on one side and can be seen through from the caster's side. Any creature that attempts to pass through the bright side of the wall and fails to resist will be blinded for [D-6] Rounds. In addition, any creature aligned with the Powers of Darkness that attempts to pass through either side of the wall and fails to resist will sustain [D-2] points of damage, and must also roll on the Fright Table.

WhG-10. Witchesight

Range: 10 feet + 10/Rank

Duration: 30 minutes + 30/Rank

Experience Multiple: 150

Base Chance: 35%

Resist: None

Effects: The target of this spell has a Base Chance equal to his Perception (+5/Rank) of seeing objects or entities which are normally invisible or which have been rendered invisible by magical means (i.e. spells such as Walking Unseen, Blending and Invisibility).

V. General Knowledge Rituals

WhQ-1. Create Crystal of Vision

This ritual enables the adept to create a magical crystal that will grant him visions (usually of a precognitive nature) whenever he concentrates closely upon it. At Rank 5 and above, the crystal may also be used to spy into a particular area and see what is happening there. The area spied upon must be within 5 miles (+15/Rank) of the adept. The Base Chance of successfully creating the crystal using this ritual is 75% (+1/Rank). The larger the piece of crystal used, the clearer the image within it will ultimately be. The ritual also requires that the adept burn one ounce of ambergris, at a cost of 1,000 silver pennies. The resulting crystal may be used once per day for a period of up to 10 minutes (+1/Rank). This ritual takes 5 hours to perform, and has an Experience Multiple of 200.

WhQ-2. Soul Candle

This ritual enables the adept to manufacture a soul candle, by mixing a small amount of blood (from the person the candle is for) with beeswax and forming a candle from the resulting mixture. The person for whom the candle is intended must be present during the ritual. If a soul candle is lit when the person for whom it is made goes for a journey, it will remain alight and mirror the well-being of the traveller until he returns. The candle will burn brightly while all goes well, but will flicker and start to die out if the traveller is endangered, and will go out completely if he dies. The candle only reflects the welfare of the traveller, and not vice-versa. Thus, if the candle is put out while the traveller is away, this will not kill the person concerned. The adept who made the candle may use it to see the current situation of the traveller, by inhaling the fumes of the candle and meditating for one hour. The chance of obtaining such a vision is equal to the adept's Perception (+3/Rank). This ability can be used a number of times equal to the adept's Rank. The Base Chance of successfully creating a soul candle by the use of this ritual is 40% (+3/Rank). Its manufacture involves the use of exotic substances that will cost the adept (1000 - 25/Rank) S.P. to purchase. The Experience Multiple for this ritual is 200.

VI. Special Knowledge Spells

WhS-1. Armor of Light

Range: 5 feet + 1/Rank

Duration: 30 minutes + 30/Rank

Experience Multiple: 300

Base Chance: 15%

Resist: None

Effects: This spell will cover the target in a glowing golden nimbus that will subtract 2 (+2/Rank) from the Strike Chance of any non-magical attack. It will also provide 1 point of armour protection (+1 for every 5 Ranks, rounded up) against any damage inflicted by creatures aligned with the Powers of Darkness, including magical damage.

WhS-2. Barrier of Light

Range: 15 feet + 15/Rank

Duration: 10 minutes + 10/Rank

Experience Multiple: 300

Base Chance: 30%

Resist: Passive

Effects: This spell creates a blinding wall of solid light. The barrier will be 10 feet high, 20 feet wide, and 1 inch thick. The adept may increase the height or width of the barrier by 1 foot per Rank. Any entity facing the barrier must resist or be blinded for [D-4] minutes. To avoid looking at the wall as it initially appears, an entity must successfully make a Perception roll (with a difficulty factor of 3). Any entity that touches the wall and fails to resist will sustain [D-5] (+1/Rank) points of damage and be violently thrown back (i.e. fall prone).

WhS-3. Bless Unborn Child

Range: Sight

Duration: Immediate

Experience Multiple: 150

Base Chance: 40%

Resist: None

Effects: This spell allows the adept to bless any unborn child whose pregnant mother is within sight, increasing any one characteristic of the child by 1 point (+1 for every 3 Ranks, rounded up). An adept may only cast this spell once upon any particular child.

WhS-4. Bless Crops

Range: Sight

Duration: 1 year + 1/Rank

Experience Multiple: 100

Base Chance: 50%

Resist: None

Effects: This spell increases the richness of the soil of 1 acre (+1/Rank). For the duration of the spell everything grown in that soil will be proof against locusts, droughts, flooding, frost, and other natural disasters.

WhS-5. Bless Livestock

Range: Sight

Duration: 1 month + 1/Rank

Experience Multiple: 125

Base Chance: 50%

Resist: None

Effects: This spell may be cast on the livestock of any one owner if they are all in sight. For the duration of the spell, affected animals will be resistant to natural disorders such as rabies, dysentery, worms, and hoof and mouth disease.

WhS-6. Bolt of Light

Range: 30 feet + 15/Rank

Duration: Immediate

Experience Multiple: 350

Base Chance: 25%

Resist: Active and passive

Effects: A blazing bolt of white light may be cast at any one target within range. The bolt will strike the first entity or object in its flight path, inflicting [D-5] (+1/Rank) points of damage unless a successful resistance is made. Creatures aligned with the Powers of Darkness are more vulnerable to this spell, and sustain [D+1] (+1/Rank) points of damage if it strikes and they fail to resist.

WhS-7. Peace

Range: 30 feet + 15/Rank

Duration: Concentration (no maximum)

Experience Multiple: 400

Base Chance: 10%

Resist: Passive

Effects: When this spell is cast, all creatures within range must resist or throw down their arms and cease all hostile activities for as long as the adept continues to chant. Those who are unaffected by the spell must make a fresh resistance at the beginning of each Round to avoid coming under its influence. This also applies to creatures that enter the area of effect after it has been cast. Additionally, anyone directing a blow towards the adept while the spell is in effect must immediately make another resistance to avoid being affected by the magic. The spell persists for 1 minute (+1/Rank) after the adept stops chanting. This spell does not affect the caster, but will affect his companions (if any).

WhS-8. Cloud of Light

Range: 10 feet + 5/Rank

Duration: 10 seconds x [D-5] x Rank

Experience Multiple: 600

Base Chance: 15%

Resist: Passive

Effects: This spell creates a cloud of swirling and blinding vapors centered around the caster. Those in the area of effect that fail to resist will be blinded (suffering a penalty of 40% to their Strike Chances), and will sustain [D-4] points of damage on each Round that they remain in the area. Creatures who are aligned with the Powers of Darkness are more vulnerable to this spell, and will sustain [D+2] points of damage per Round in addition to being blinded. Even creatures that successfully resist this spell will have their range of vision reduced to 10 feet, and will also suffer a penalty of 20% to their Strike Chances. Creatures that do resist must make a fresh resistance

at the beginning of each Round to avoid sustaining damage as outlined above, but will not be blinded. This spell does not affect the caster, but will affect his companions (if any).

WhS-9. Cold Ward

Range: Touch

Duration: 1 hour + 1/Rank

Experience Multiple: 175

Base Chance: 40%

Resist: None

Effects: This spell renders the target immune to the effects of normal cold. Any entity under the influence of the spell will be able to resist the effects of cold down to temperatures of 0 Fahrenheit (-5/Rank). It will also add 1 per Rank to the target's Magic Resistance against cold based magical attacks. In addition 1 (+1 for every 4 Ranks, rounded up) is subtracted from any damage done to the target by cold based magical attacks.

WhS-10. Converse with Plants

Range: 10 feet + 10/Rank

Duration: 30 minutes + 30/Rank

Experience Multiple: 100

Base Chance: 25%

Resist: None

Effects: This spell allows the caster to communicate with any flora with which he is familiar. The mode and extent of any reciprocal communication is left in the hands of the GM.

WhS-11. Healing

Range: Touch

Duration: Immediate

Experience Multiple: 200

Base Chance: 40%

Resist: None

Effects: This spell will heal the target of 2 damage points (+1 for every 2 Ranks, rounded up) that have been previously removed from either Fatigue or Endurance.

WhS-12. Protection against Darkness

Range: 15 feet

Duration: 60 minutes + 30/Rank

Experience Multiple: 400

Base Chance: 20%

Resist: Passive

Effects: This spell creates a glowing white circle of 15 foot radius upon the ground. No creature aligned with the Powers of Darkness may enter this circle unless they successfully resist upon first encountering it.

WhS-13. Strength of Light

Range: Touch

Duration: 10 seconds + 10/Rank

Experience Multiple: 200

Base Chance: 30%

Resist: None

Effects: This spell will temporarily add 1D10 (+1/Rank) points to the target's Physical Strength.

WhS-14. Speak in Tongues

Range: Adept only

Duration: 10 minutes + 10/Rank

Experience Multiple: 325

Base Chance: 30%

Resist: None

Effects: This spell gives the adept the ability to speak in a language he does not normally understand. The adept will speak the language at Rank 3 (+1 for every 3 Ranks with this spell, rounded up). This spell will function for only one particular language at any one time.

WhS-15. Weapon of Light

Range: 5 feet + 5/Rank

Duration: 20 seconds x [D-5] x Rank

Experience Multiple: 350

Base Chance: 15%

Resist: None

Effects: This spell will increase the effectiveness of any one weapon in range. The affected weapon has its Base Chance increased by 1 (+1/Rank) and its Damage Modifier increased by 1 point for every 3 Ranks, rounded up. At Rank 6 and above, the adept may use this spell to create a weapon entirely composed of light, which will function exactly as a real weapon with this spell cast over it.

WhS-16. Wings of Light

Range: Adept only

Duration: 1 hour + 1/Rank

Experience Multiple: 250

Base Chance: 25%

Resist: None

Effects: This spell creates great angel-like wings upon the adept's back. These wings will bear him through the sky at a rate of 30 miles per hour (+1/Rank).

VII. Special Knowledge Rituals

WhR-1. Forbidding

This ritual enables the adept to place a barrier around a particular area to prevent an entity (or entities) from either entering or leaving. The adept must prepare a pentacle and conduct this ritual for a number of hours equal to the Magical Aptitude of the forbidden entity, divided by 2 (rounded down). In the case of multiple entities, the time required is calculated using the entity with the highest Magical Aptitude. When an area has been forbidden, the affected entities will be unable to leave or enter the area by any means, unless they make a successful passive resistance upon first encountering the barrier (counterspells will be of no assistance for this purpose). The ritual will affect a maximum of 1 entity (+1 for every 3 Ranks, rounded down). The adept must know of and specify each entity to be affected. True Names are not needed. The borders of the area to be affected must be clearly defined, and may not exceed 1 square mile (+1/Rank) in size. Only one forbidding may be in existence in any given area. In order to effect the ritual, the adept must commit some of his own person energy to the forbidding. Casting the ritual will permanently drain him of a number of Fatigue points equal to the Magical Aptitude of the forbidden entity, divided by 10 (rounded down). In the case of multiple entities, the Fatigue loss is calculated using the entity with the highest Magical Aptitude. The Fatigue loss only occurs if the ritual is successful. The effects of the Forbidding ritual last for a number of months equal to the adept's Rank. The adept may automatically renew the forbidding by returning to the site of the original ritual and repeating the ritual. Permanent Fatigue loss does not occur when the ritual is merely being renewed. The Forbidding ritual is powerful and the GM should adjudicate its effects as the situation demands. It has a Base Chance of 15% (+4/Rank), and an Experience Multiple of 400.

WhR-2. Spirit Projection

This ritual enables the adept to free his spirit from his corporeal self. The ritual takes 12 hours to perform, and if it is successful the adept's spirit will be liberated from his body at the end of this time. The freed spirit appears as an intangible and wraithlike form, bound to the adept's body by a thin astral tie. It may move at speeds of up to 100 miles per hour (+10 miles an hour per Rank), and is immune to all normal dangers. It may pass through any defenses and enter any areas save those which have been consecrated to the Powers of Darkness. The spirit is vulnerable to both magic and the life draining powers of some undead (such as wraiths). The adept may not cast magic when in spirit form, except when fighting other immaterial creatures. While the adept is in spirit form, his physical form will fall into a death-like

trance. The adept must return to it before a number of hours equal to his Willpower (+1/Rank) have passed. If he is unable to do so, his body dies. The GM may also choose to detail other dangers in relation to this spell. Weird creatures are known to exist on the plane of existence where the adept's freed spirit travels, and not all of these will be friendly. The Base Chance for this ritual is 15% (+5/Rank). It has an Experience Multiple of 550.

WhR-3. Summon Spirit of Light

This ritual enables the adept to petition for direct aid from the Powers of Light. If the ritual is successful, a major servant of the Light will come in response to the adept's summons. The servant can be of any form determined by the GM as suitable for his own campaign. In a campaign with a Medieval European flavor, such a servant would be an angel. The servant will generally not take a direct hand in any affairs, as the Powers of Light prefer to allow man free will and are therefore reluctant to interfere. The servant will, however, provide information, healing and protective measures to the adept in the amount it deems necessary. The servant cannot be compelled in any way except by the persuasion of the adept. If the servant does decide to intervene directly, it will be at least equivalent to a Demonic King (as described in the College of Greater Summoning). The ritual's Base Chance will vary, depending on the situation the adept finds himself in. The more desperate his plight, the higher the Base Chance will be. The ritual has an Experience Multiple of 500.

WhR-4. True Speech

This ritual takes 1 hour to complete, and affects a number of beings equal to the adept's Rank. Whenever they speak, affected creatures must make true declarative statements. If they temporize, misstate themselves, or exaggerate, their vocal apparatus will become paralyzed, making it difficult to talk properly. If a being lies while under the effect of this ritual, its tongue will cleave to the roof of its mouth and it will become mute for [D+1] days. All subjects to be affected by the ritual must be present as it is performed. Its effects may be resisted both actively and passively, and last for 10 minutes (+5/Rank). The ritual has a Base Chance of 40% (+3/Rank), and an Experience Multiple of 350.

108. THE COLLEGE OF WHITE MAGICS

(Also known as Light Magics)

Unknown contributor variation #1.

The College of White Magics has 4 new talents, 30 new spells, 8 new rituals.

[I am aware of the sentence in section 25 (Definition of Magical Terms) under the heading of “Consecrated Ground”, describing the lack of a Light College “because it is assumed that they (the Powers of Light) are non-magical in nature and are, in effect, opposed to magic.” Well, if they are opposed to magic, their worshippers would be getting their asses kicked all over the world by pagans (religions in which “magic is part of the rituals”). I figure they need something to fight off the pagan hoards, so here it is.]

This College allies itself with the Powers of Light, and is diametrically opposed to Black Magicians and Adepts of the College of Greater Summoning. Adepts, if they leave this college, may only join the College of Black Magics or Greater Summonings.

The Base Chance of performing any talent, spell or ritual of this College is modified by the addition of the following numbers:

It is daylight	+10
It is nighttime	-10
It is a High Holiday of the Powers of Light	+20
It is a High Holiday of the Powers of Darkness	-10
Adept is standing on consecrated ground	+10

Targets of Light College spells standing on consecrated ground do not receive the customary +50 to their Magic Resistance.

(see also the Special Knowledge Rituals for more bonuses)

TALENTS

Speak with Dead (T -1)

This Talent functions identically to the NECROMANTIC talent of the same name

Speak with Creature of Light (T - 2)

This talent allows the Adept to converse with Creatures of Light (Unicorns, Gold Dragons, some mundane animals, centaurs, and the like) and those creatures summoned by (Q - 3). The XP Mult for this Talent is 75.

Healer’s Touch (T - 3)

This talent allows the Light Magician a bonus to all Healing skill checks, of (+ Rank). The Adept also receives a bonus of + 1 (+ 1 per 3 Ranks or fraction thereof) to healing damage points. The Experience Multiple of this Talent is 75.

Boon of Light (T - 4)

This talent grants the Adept the ability to operate spells and ritual magic while in contact with cold iron, with a -20 to the Cast Chance. This penalty may be reduced by one for each Rank the Adept achieves with this ritual. The XP Mult. for this talent is 150.

GENERAL KNOWLEDGE SPELLS

Spell of Witchsight (G - 1)

This spell is identical to the Celestial Magics spell of the same name.

Spell of Walking Unseen (G - 2)

Spell of Storm Calling (G - 3)

Mind Cloak Spell (G - 4)

Spell of Converse with Animals (G - 5)

Spell of Hypnotism (G - 6)

These spells are identical to the Black Magics spells of the same names.

Spell of Enchanted Sleep (G - 7)

This spell is identical to the Ensorcelments and Enchantments spell of the same name.

Spell of Protection Against Darkness (G - 8)

Range: 15 ft
Duration: 30 min. + 10 per Rank
XP Mult: 300
Base: 20%
Effects: This spell creates an invisible Circle of Protection with a 15 ft. radius which will not willingly be crossed by any creature allied with Darkness unless they successfully resist the effects of the circle first.

Spell of Healing (G-9)

Range: Touch
Duration: Imm
XP Mult: 375
Base: 35%
Effects: This spell heals EN loss, at [D - 4 (+ 1 per Rank)]. This does not affect FT.

Spell of Vigor and Life (G-10)

Range: 10 ft + 10 per Rank
Duration: Imm
XP Mult: 225
Base: 25%
Effects: This spell transfers EN and FT from the caster to the target, at a 1:2 exchange rate (2 pts. given, 4 pts. received), up to the target’s maximum for each stat. If the caster chooses to knock himself unconscious by reducing his EN to 3 or lower, the target receives an additional 2 (+ 1 per 3 Ranks) points of healing; the target only receives this bonus if the Adept loses at least 5 points prior to unconsciousness. All points received by the target are applied first to EN, and then to FT. EN and FT lost due to this spell return at the normal rate. The maximum of points transferable is [D + (2 per Rank)].

Spell of Inspiration (G - 11)

Range: 15 ft + 15 per Rank
Duration: 30 min. + 30 per Rank
XP Mult: 175
Base: 30%
Effects: This spell inspires comrades, affecting one (+ one additional for every three Ranks or fraction thereof). Those effected receive a -20 (-2 per Rank) to results applied on the Fright Table. This does not modify the chance of succumbing to fright, it only lessens the effects.

Spell of Light (G - 12)

Range: 15 ft + 15 per Rank
Duration: 15 min. * [D - 5] * Rank (* 1, if unranked)
XP Mult: 75
Base: 50%
Effects: This spell is identical to the Fire Magics spell of the same name (G - 4).

Wall of Pure Light Spell (G - 13)

This spell is identical to the Celestial Magics spell Wall of Starlight (G - 5), except that it in addition to harming Darkness and Shadow-aligned creatures, and Dark and Shadow Mages, it will also effect Greater Summoners and Black Magicians.

GENERAL KNOWLEDGE RITUALS

Ritual of Creating the Bloom of Life (Q - 1, General Knowledge Ritual)

This ritual creates a mystical tie between an object and a target person. When the person is living and healthy, the object will be untarnished and made of quality material. If the target person becomes ill, or suffers serious damage, the object will become tarnished and begin falling apart. Upon the target's death, the object "dies" (falls apart completely, break, wilts, etc.) The Rank represents the objects ability to display the subtleties of the target's condition (whether they are ill, ate bad food, poisoned, suffer a broken leg, etc.) The Adept that performed the Ritual rolls [(Rank * 8) + (MA * 2)] to receive an accurate reading. A successful reading will allow the Adept to add his Rank in this Ritual to any attempts to heal the target entity. The item must be ritually purified by the Adept to perform the Ritual, but requires no special materials. The Base Chance to perform this ritual is 35 (+ 5 per Rank), and the XP Mult is 150.

Ritual of Healing the Land (Q - 2, General Knowledge Ritual)

This ritual works the power of Light Magic into the essence of the Land, causing the area of effect to blossom with life. It acts to counter the following spells, so long as they are of a lesser Rank than this Ritual: Blight on Crops, Cause Disease, Pestilence on Livestock, and Curse Unborn Child; each of these spells will expire within the area of effect. In addition, these spells will not work in the area for the duration of the ritual's effect. Chances to Animate, Summon, Control, or Bind the Undead, Demons, Devils, etc. are decreased by (Rank of Ritual * 2). The area of effect is 1 acre + 1 per Rank; the Duration is 1 month +1 per Rank. The Base Chance of performing this Ritual is [Caster's WP + (3 * Rank)]. The Experience Multiple for this Ritual is 275.

Ritual of Summoning Creature of Light (Q - 3, General Knowledge Ritual)

This Ritual summons from the surrounding lands a creature that allies itself with the Powers of Light. If successful, the Adept rolls on the appropriate column of the random encounter table (Table 63.2), adding [5 + Rank] to the result (ignoring modifiers for surrounding danger level). The number of creatures that respond is ALWAYS one; ignore the "number appearing" listed. The summoned beast will have the maximum characteristics for an animal of its type in addition to intelligence, and will serve the caster as a partner and equal. The creature summoned must be "good"; this bars (most) dragons, undead, and other undesirables (see the College of Lesser Summonings for "Dark" creatures; note that any non-"Dark" creature can be called). If these undesirables are accidentally summoned, they respond to the ritual, but not as an ally (appearing with the appropriate number for the encounter). This ritual takes 1 hour to perform, and requires the burning of sacred incense (costing 1000 SP). The creature arrives in a number of minutes [(D - 2) * 10 - (Rank * 2)]. The Base Chance of performing this Ritual is 20 + 2 per Rank. The XP Mult is 450. Note that this ritual is different from the Lesser Summonings Spell of the same name.

Ritual of Blessing (Q - 4, General Knowledge Ritual)

This ritual operates identically to the Ritual of Enchantment (Q -1, College of Ensorcelments and Enchantments).

SPECIAL KNOWLEDGE SPELLS

Spell of Creating Weapon of Vengeance (S -1)

Range: 5 ft + 5 per Rank
Duration: 20 sec * (D - 5) * (Rank: minimum 1)
XP Mult: 250
Base: 25%
Effects: This spell enchants a melee weapon

with the Righteousness of the Powers of Light. It receives a +1 (+ 1 additional per Rank) to SC, and a + 1 (+ 1 additional per 3 Ranks or fraction thereof) to DM. Against devils, demons, imps, the undead, and "Dark" creatures, the DM bonus is +1 (+ 1 per Rank). In addition, when a demon, devil or undead creature approach within 30 ft., the weapon will glow fiercely; at the discretion of the Adept, this ability may be temporarily suppressed. At Rank 6, the weapon can be created entirely out of magic. At Rank 10, the weapon need not be melee in nature.

Bolt of Purity (S - 2)

Range: 25 ft + 25 per Rank
Duration: Imm
XP Mult: 250
Base: 20%
Resist: Active and Passive
Effects: This spell fires a Bolt of Purity at the

target, doing [D + 2 (+ 1 per Rank)]. Against demons, "Dark" entities, and their ilk, the Bolt does an additional +1 per Rank (for total damage of [D + 2 (+2 per Rank)]).

Armor of Righteousness (S - 3)

Range: 15 ft + 15 per Rank
Duration: 30 min. + 30 per Rank
XP Mult: 200
Base: 20%
Effects: Gives the recipient magical armor of a

type familiar to the Adept, which confers an additional +2 DEF bonus per Rank. At Rank 11, the armor will absorb an additional 1 pt of damage from ANY source; at Rank 20, it will absorb 2 pts. This armor is made entirely from light and will illuminate the surrounding area like a torch, at the Adept's discretion. Alternatively, existing armor may be enhanced by this spell.

Spell of Purifying Food and Drink (S - 4)

Range: 15 ft
Duration: Imm
XP Mult: 175
Base: 20%
Effects: This spell will purify enough food and

drink of toxins and diseases, magical or otherwise, for 1 meal (+ 1 per Rank).

Spell of Removing Disease (S - 5)

Range: 5 ft + 5 per Rank
Duration: Imm
XP Mult: 150
Base: 25%
Effects: This spell will purify the target of all

diseases, even those created by magic.

Spell of Blessing Crops (S - 6)

Spell of Blight on Crops (S - 7)

Spell of Blessing on Livestock (S - 8)

Spell of Pestilence on Livestock (S - 9)

Spell of Bless Unborn Child (S - 10)

Spell of Curse Unborn Child (S - 11)

Spell of Causing Disease (S - 12)

These spells operate exactly as the BLACK MAGIC spells of the same names

Spell of Magic Fire Resistance (S - 13)

This spell is identical to the Fire Magics spell of the same name.

Spell of Deflection (S - 14)

This spell is identical to the spell of the same name (see Ensorcelments and Enchantments, above)

Spell of Righteous Fire (S - 15)

Range: 30 ft + 20 per Rank

Duration: Imm

XP Mult: 300

Base: 20%

Resist: Passive only

Effects: This spell affects either a 20 ft. square area, or a circle with a radius of 12 ft. The entirety of the area of affect must be within the range of the spell. Those within the area affected suffer [D - 2] (+ 1 per Rank) damage, though the Adept may choose to not harm any entity within the area of effect at his discretion.

Spell of Increasing Power (S - 16)

Range: 15 ft + 15 per Rank

Duration: (D - 4) hrs. + 1 per Rank

XP Mult: 400

Base: 10%

Effects: This spell increases a single target's characteristic by 1 per 3 Ranks (minimum of 1). This spell can increase ST, MD, AG, WP, FT, PC, TMR, or PB. A target can only be under the influence of one of these spells at a time.

Light of Judgment (S - 17)

Range: 25 ft + 25 per Rank

Duration: Imm

XP Mult: 550

Base: 10%

Resist: Passive only (for half damage), at -20

Effects: This spell releases the fury of the Powers of Light, manifesting in a beam of white light that erupts from the Adept's hands, shooting into and through any targets in a straight line, to be designated by the caster. Friendly targets caught within the beam are unaffected, and the beam passes harmlessly through them (unless the friend is a Black Mage, a Greater Summoner, has sold their soul, etc.). The beam causes [D + 1 (+ 2 per Rank)] damage. Demons (ONLY demons; not devils, imps, undead, etc.) suffer an additional +2 per Rank.

SPECIAL KNOWLEDGE RITUALS

Healer's Ring (R - 1, Special Knowledge Ritual)

This Ritual creates an area infused with the Adept's powers of Healing, with a radius of 2 ft + 2 per Rank. Within the Ring, each friendly figure may heal ([D - 6] + 1 per 3 Ranks, or fraction thereof) points of damage per pulse, at the end of the turn. This cannot raise the dead, though it can bring back companions from unconsciousness. The Base Chance of performing this ritual is 20%; the XP Mult is 375.

Sign of Holiness (R - 2, Special Knowledge Ritual)

This Ritual allows the Adept to fashion a sign of Holiness, a physical link to the Powers of Light. This ritual requires the Adept to acquire an item specifically fashioned for this purpose by a Shaper. The item grants the Adept a +20 to all Rituals. There is no XP Mult for this ritual.

Soul Cleansing (R - 3, Special Knowledge Ritual)

This ritual cleanses the soul of the Adept, making it pure for a number of hours equal to his Rank with this ritual. During that time, the Adept receives a bonus of (+ Rank) to ALL spells, talents, and Rituals of this College. The ritual requires the burning of sacred incense, costing 100 sp. The ritual always succeeds, and has an XP Multiple of 200.

Commune (R - 4, Special Knowledge Ritual)

This ritual allows the Adept to summon an agent of the Powers of Light. The agent may take any form, but will always be ridiculously powerful (use maximum stats for a Devil, with an additional +6 to all stats except TMR, which receives a +4 bonus), and is capable of divining the future at 20% (although he will only very rarely reveal this knowledge to a mortal). The agent will answer some questions posed by the Adept and act according to the whims of the GM (as the ways of the Powers of Light are unknowable to the mere mortals). This Ritual has a Base Chance of 1%, with a XP Multiple of 500. The summoned Agent of Light will have the Major Curse spell at Rank 20, Geas at Rank 30, Remove Curse (Major) at Rank 20, and Remove Curse (Minor) at Rank 20, in addition to knowing all spells of the Light Magics college at Rank 15. Whether or not they have any skills is up to the GM. The entity will stay until the GM decides it wants to leave.

109. THE COLLEGE OF WHITE MAGICS

(Also known as Light Magics)

Unknown contributor variation #2.

The college of light deals with the power of light over darkness. Among the practitioners of this college it is known that without them and their light, nothing but darkness would exist. It is well known that darkness is weaker than light. Even a single candle can light a large room. These adepts get their power from light and use it to channel mana through themselves to do incredible things.

The Base Chance of performing any talent, spell, or ritual of the College of Light is modified by the addition of the following numbers:

It is full daylight	+40
It is a day with an overcast	+30
It is medium daylight (morn / evening)	+20
The area is brightly lit	+20
The area is dimly lit (torches / lanterns)	-20
It is a moonlit night	-20
It is a dark night	-40
The area is totally dark	-50

Talents

1. Ultravision

Similar to infravision, this allows the adept to see radiation in the ultraviolet spectrum. Thus, he/she can see at night as a normal human can see at dusk because of the continual bombardment of ultraviolet radiation upon the earth. Note that this talent does not function well underground as there is no such radiation there. The higher the rank, the better the vision. The experience multiple for this talent is 100.

2. Detect Aura

This talent is identical in all ways to the talent of the same name of the College of Earth Magic (see 43.3, T-1, p.52).

3. Speak with Creatures of Light

This talent allows the adept to speak with all creatures of light. The range is 10 feet (+10 per rank). Communication is verbal in some cases but is normally a combination of telepathy, signs, and a few verbal symbols at its lowest ranks. Creatures of light include eagles, dolphins, brownies, nagas, unicorns, and golden dragons.

General Knowledge Spells

1. Spell of Light

Range: 15' (+15'/rk)

Duration: 15 minutes x (D-5) x rk.

Multiple: 100

Base Chance: 50%

Resist: Cannot be resisted.

Effects: This spell causes an item to release the light that it has absorbed while exposed to sunlight, effectively glowing. This glow will light an area of 20 feet (+ 2 / rk) in all directions. Portable items can be moved. The center area with a 40+' radius is considered to be brightly lit. Note that the item must have been exposed to an hour of bright light in the last 24 hour period for any light to still be stored in it.

2. Spell of Hypnotism

Range: 15' (+15'/rk)

Duration: Concentration.

Multiple: 200

Base Chance: 40%

Resist: Actively and Passively

Effects: This spell operates as the spell of the same name in the College of Sorceries of the Mind. Note that a creature that is hypnotized by this spell can be told that it feels no pain and is thus not able to be stunned during the duration of the spell.

3. Spell of Faerie Lights

Range: 25' (+25'/rk)

Duration: 1 Minute (+30 seconds/rk)

Multiple: 150

Base Chance: 35%

Resist: Cannot be resisted

Effects: The adept can call forth a glow from the target of this spell. Only one man-sized target per rank is affected. A 12' giant can be caused to glow at rank 2 or 4 3' goblins. If the target is not visible it will still glow and this glow will be visible. Glowing creatures are easier to strike thus increasing the strike chance against the by +10.

4. Flash of Light Spell

Range: 15' (+15'/rk)

Duration: Immediate

Multiple: 75

Base Chance: 20%

Resist: Passively only

Effects: As the spell of the same name in the College of Illusions.

5. Wall of Light Spell

Range: 15' (+15'/rk)

Duration: 10 minutes (+10/rk)

Multiple: 150

Base Chance: 25%

Resist: Cannot be resisted

Effects: This spell operates in the same manner as the Wall of Starlight Spell in the College of Celestial Magic.

6. Light of Courage Spell

Range: 15' (+15'/rk)

Duration: 1 Minute (+1 / rk)

Multiple: 200

Base Chance: 30%

Resist: Cannot be resisted

Effects: This spell creates an area of an almost invisible glow. Those that are friendly to the adept and within range have their morale greatly increased. Fear checks are all made with a bonus of +5% / rank. In addition, all magic resistance checks and strike checks are increased by +1 per rank. At rank 11 and above, those who strike a foe will have their damage increased by one point.

7. Spell of Purification

Range: 15' (+15'/rk)

Duration: Immediate

Multiple: 100

Base Chance: 40%

Resist: Cannot be resisted

Effects: The adept can purify enough food and water to generously feed 1 person (+1 additional person per rank). The food will thereafter be edible, however, it can spoil again later. This spell will remove the harmful effects of poison in food but will have no effect on a quantity of poison.

8. **Spell of Brilliance**

Range: 15' (+1'/rk)

Duration: 10 minutes (+10/rk)

Multiple: 150

Base Chance: 20%

Resist: Cannot be resisted

Effects: The target of this spell is enveloped in a bright blinding flashing light. Any attempt to hit the target will have 5 (+1 % additional per rank) subtracted from the strike chance. This effect applies only to physical attacks and not magic.

9. **Spell of Sun Shading**

Range: Touch

Duration: 3 hours (+1 hour/rk)

Multiple: 125

Base Chance: 45%

Resist: Cannot be resisted

Effects: This spell negates the harmful effect of the hot burning sun. The target of this spell shall have the effective benefit of being in a shady environment. Thus, they will not get sun burned or suffer any additional loss of fatigue while in a desert type environment. Note that the spell does not lower the temperature in the area, only block the sun.

General Knowledge Rituals

1. **Ritual of Summoning and Binding Creatures of Light**

The Adept can summon and bind 1 creature of light (+1 for every 5 or fraction of 5 ranks). The Base Chance is 20% (+4% per rank). Any creature thus called must be native to the area. If the ritual is successful, the creature(s) will arrive and be allowed a magic resistance check to avoid being bound. If it resists it may either assist, leave as it came, or attack the summoner. If it fails to resist it will be bound to the will of the adept. If the ritual backfires the creature(s) will arrive and attack the caster. If merely unsuccessful nothing will arrive. Bound creatures will serve the adept as long as he concentrates on controlling them or until released. If the adept loses concentration he will likely be attacked by the creature. If he releases it, it will likely flee in fear. The Experience multiple for this ritual is 175.

Special Knowledge Spells

Bolt of Light

(D-5)+1/rk

Blade of Light

As Starsword

Healing

1 pt en or ft (+1/ 2 rk)

Blindness

blinds single target

Summon Energy

1 ft (+1/ 2rk) to group Destroy Undead D+1 (+2/rk)

Spell of Sunbeam

destroy undead with sunlight

Spell of Lightbend Invisibility

Special Knowledge Rituals

Summon and Compel Creature of Light

As the general knowledge ritual except that there is no concentration required and the duration is until dispelled. Also, the resistance check of the summoned creature is at -20%. If this spell is used to call a Guardian Naga to guard a great treasure of good or evil alignment it cannot resist.

110. THE COLLEGE OF WHITE MAGICS

Unknown contributor variation #3.

The powers of this College are manifested by mana channeled from the Elohim or powerful angels and thus are divine in origin. Members of this college are known as Disciples of the Elohim (or simply Disciples) and not Adepts. Because spells of this order are divine in nature the level of mana in the area does not affect them.

The Disciples form the core leadership of the Church of the Elohim. At one time the Church had temples in every city in Sansavar, but that has not been true for over 400 years.

[100.1] Disciples of the College of White Magic must follow the Elohim's Creed though it is not necessary to become a member of the Church of the Elohim. This element of the College of White Magic is a somewhat difficult concept to judge for the Game Master. It is important to remember that Disciples must use all their wisdom and experience to choose the best virtue in any given situation. Not exalting one virtue over the other brings temperance to the virtues. Only the absence of virtue is considered a transgression against The Elohim's Creed.

[100.2] The following numbers are added to the Base Chance of performing any talent, spell, or ritual of the Order of the Elohim.

The Disciple has a Blessed Holy Symbol	+5
The Disciple is favored	+10
For each point of Willpower above 15	+1
It is a High Holiday of the Elohim	+20
It is a High Holiday of the Demonic Powers	-10
The Disciple loses favor with the Elohim or Angels	-30

All of the modifiers listed here are cumulative.

[100.3] Talents

T-1. Neutralize Cold Iron

Disciples of this Order are able to be in physical contact with cold iron while casting spells and rituals; however, the Disciple is at -20% to all cast chances. For every Rank the Disciple has with this talent, reduce the penalty by -1. Once the Disciple achieves Rank 20 with this talent, he will no longer be affected by cold iron when casting spells. In addition, the negative modifiers for silvered weapons and items are also reduced by -1 per Rank with this talent. The Experience Multiple for this talent is 200.

T-2. Wizardsight

The Disciple has a Base Chance equal to his Perception (+5 per Rank) of seeing objects or entities, which have been rendered invisible by whatever means or are normally invisible by nature. If the creature or being rendered invisible is Darkness-aligned, the character increases the chance of detecting the creature by +15%. The Experience Multiple for this talent is 150.

T-3. Detect Aura

This talent functions as per T-1 of the College of Naming Incantations. Disciples of this Order are especially adept at deciphering the good and/or evil aspects of an entity or being's aura. The Experience Multiple for this talent is 100.

[105.4] General Knowledge Spells

G-1. Spell of Light

Range: 20 feet + 20 additional/Rank

Duration: 1 hour + 1 hour per rank

Experience Multiple: 75

Base Chance: 50%

Resist: May not be resisted.

Effects: One 10-foot cube (1000 cubic feet) area may be brightly lit by the Disciple. The lighted area may be of any shape (even pencil thin) but it must emanate from the spot occupied by the caster.

G-2. Spell of True Seeing

Range: Touch

Duration: 30 minutes + 30 additional/Rank

Experience Multiple: 400

Base Chance: 20%

Resist: May not be resisted.

Effects: This spell allows the target to see invisible, unseen, blended and similar spells as they really are. It also adds +1% per Rank to the ability to disbelieve illusions with a (Rank)% chance of automatically seeing through them.

G-3. Spell of Enchanted Sleep

Range: 20 feet + 20 additional/Rank

Duration: 1 hour + 1 additional/Rank

Experience Multiple: 300

Base Chance: 30%

Resist: May be actively and passively resisted.

Effects: The Disciple may cause one entity which normally spends any time sleeping to fall into a deep, enchanted sleep which will last for the duration of the spell or until the entity is awakened by another being (by being shaken, etc.). The target may not be wakened if the spell is Rank 10 or higher, but must continue to sleep until the effects of the spell wear off.

G-4. Spell of Blessing Crops

Range: Sight

Duration: 1 year + 1 additional/Rank

Experience Multiple: 225

Base Chance: 40%

Resist: May not be resisted.

Effects: The spell increases the richness of the soil of 1 acre (+1 acre per Rank). For the duration of the spell, the soil will produce crops that are large, healthy, vibrant, and wholesome and everything that is grown in that soil will be proof against locusts, droughts, flooding, frosts, and other natural disasters.

G-5. Spell of Blessing Livestock

Range: Sight

Duration: 1 month + 1 additional/Rank

Experience Multiple: 150

Base Chance: 45%

Resist: May not be resisted.

Effects: The spell may be cast on the livestock of any one owner if the livestock are in sight. These animals will be resistant to natural diseases such as rabies, dysentery, worms, and hoof and mouth for the duration of the spell, will be very healthy and fertile, and will produce good stock themselves.

G-6. Spell of Blessing Unborn Child

Range: Sight

Duration: Immediate

Experience Multiple: 200

Base Chance: 20%

Resist: May be actively and passively resisted.

Effects: The Disciple may bless any unborn child whose mother is in sight of him while she is pregnant. The Disciple may increase any one characteristic of the child by 1 (+1 for every 3 or fraction Ranks) or may bless the child with a skill or ability that will begin at a Rank of ½ the Disciple's rank with this spell.

G-7. Spell of Grace

Range: Touch

Duration: 1 day + 1 day per rank (see below)

Experience Multiple: 250

Base Chance: 15%

Resist: May not be resisted.

Effects: By means of this spell, the Disciple puts a favorable enchantment on a person or object that causes all dice rolls involving the target to be modified favorably by 1. The duration of the spell is noted below. Double the duration if cast on a High Holiday of the Elohim. At rank 20 the duration is permanent until dispelled. This blessing is immediately dispelled if the target performs an evil or selfish act (details are up to the GM).

G-8. Spell of Healing

Range: Touch

Duration: Immediate

Experience Multiple: 300

Base Chance: 40%

Resist: May be actively and passively resisted.

Effects: This spell allows the Disciple to call upon the power of the Elohim and heal a number of damage points equal to 5 (+2 per Rank).

G-9. Spell of Purify Food and Drink

Range: 15 feet +15 additional/Rank

Duration: Immediate

Experience Multiple: 100

Base Chance: 50%

Resist: May not be resisted.

Effects: The Disciple is able to purify food and drink by casting this spell. The amount affected is 1 meal (+1 per Rank). It should be noted that this would not neutralize poison put in food. This spell causes food and drink that has become inedible to be made edible again.

G-10. Spell of Storm Calming

Range: Sight

Duration: Immediate

Experience Multiple: 200

Base Chance: 40%

Resist: May not be resisted.

Effects: This spell calms any natural storm. Any storm created by Storm Calling (Air Magics) would dissipate. However, climactic weather caused by the Ritual of Controlling Weather (Air Magics) would not be affected by this spell.

G-11. Spell of Fireproofing

Range: Touch

Duration: 1 day +1 per Rank

Experience Multiple: 150

Base Chance: 30%

Resist: May not be resisted.

Effects: The spell protects the target from all non-magical fire and heat effects. He cannot suffer damage from non-magical fire while under the effects of this spell.

G-12. Spell of Protection vs. Were-Creatures

Range: 15 feet

Duration: 1 hour + 1 hour per Rank

Experience Multiple: 400

Base Chance: 30%

Resist: May not be resisted.

Effects: This spell creates an invisible Circle of Protection with a 15-foot radius, which will not be willingly crossed by, were creatures in beast form unless they successfully resist the circle's effects. If the were fails the resistance roll, the creature will take [D10+2] (+1 per Rank) damage from the circle every time they touch it.

G-13. Spell of Mind Cloak

Range: Self

Duration: 1 hour + 2 hours per Rank

Experience Multiple: 250

Base Chance: 30%

Resist: May not be resisted.

Effects: The Disciple shields their mind so that their thoughts cannot be detected or "read." The Disciple's Resistance versus Mental Attack (Sorceries of the Mind) is increased by 10% (+2 per Rank) while the spell is in effect.

G-14. Spell of Hypnotism

Range: 15 feet + 15 additional/Rank

Duration: Concentration/no maximum

Experience Multiple: 200

Base Chance: 40%

Resist: May be actively or passively resisted.

Effects: The Disciple may lull an entity of his choice that is within range of the spell into a trance-like state in which he will be subject to suggestion. The spell may only be cast over a target with which the caster is normally able to communicate verbally. It can never be cast over a totally hostile creature. Once the target has been hypnotized, the Disciple can make suggestions, which the target will accept unless they conflict directly with his best interests. The target will remain suggestible so long as concentration is maintained and will continue to implement suggestions for 3 (+3 per Rank) hours after the suggestion has been made, even when no longer hypnotized. The subject will never have any idea where the suggestions he is implementing came from.

G-15. Spell of Lesser Banishment

Range: 15 feet + 15 additional/Rank

Duration: Immediate

Experience Multiple: 450

Base Chance: 15%

Resist: May be actively and passively resisted.

Effects: The Disciple by means of this spell is able to banish such creatures as lesser undead, devils, imps, and the like, as well as creatures of darkness that were summoned back to which they came. The spell affects 1 (+1 for every 3 or fractions Ranks) targets, which can actively and passively resist the spell. If the Disciple knows the True Name of the entity in question, it cannot resist the spell and is automatically banished back to its home plane if the Disciple succeeds at casting the spell.

G-16. Spell of Speaking in Tongues

Range: 30 feet + 5 feet per Rank

Duration: 10 minutes + 5 minutes per Rank

Experience Multiple: 225

Base Chance: 30%

Resist: May only be passively resisted.

Effects: This spell will allow the target to speak and understand any language, even those of the undead or of beings that have long since been dead. The spell can affect 1 target (+1 per Rank), and thus allow the character to have player characters speak to the

language as well as the being to which the target wishes to speak, if necessary.

G-17. Spell of Cure Disease

Range: Touch

Duration: Immediate

Experience Multiple: 350

Base Chance: 30%

Resist: May be actively and passively resisted.

Effects: This spell will cure the target of disease regardless if the disease is natural or magical in origin.

[100.5] General Knowledge Rituals

Q-1. Ritual of the Reflecting Pool

This ritual is quite similar to the Water Magics spell, except that the Disciple uses a calm pool of water in which to divine. The Experience Multiple for this ritual is 300. It allows the Disciple to make the following effects:

Commune with the Angels: This effect is similar to the Speak with the Dead talent from the College of Necromantic Conjurations. Base Chance: 10%.

Limited Precognition: This effect functions like the Spell of Limited Precognition from the College of Sorceries of the Mind. Base Chance: 20%.

Divining Enchantment: This effect allows the Disciple to discover enchantments on the target similar to the Ritual of Divination from the College of Naming Incantations. Base Chance: 45%.

Q-2. Ritual of Blessing Holy Symbol

The Disciple must fashion or have fashioned a holy symbol of the Elohim upon which this ritual is then performed. The Base Chance of this ritual is 30% (+2 per Rank). This ritual takes 24 hours (-1 hour per Rank) for the Disciple to perform. It costs 2 the Disciple permanent Fatigue points to fashion the holy symbol and these points are lost regardless of whether the Disciple succeeds or fails at creating the holy symbol. At the end of the ritual the Disciple will have fashioned a holy symbol that will have several functions. The holy symbol will serve as a weapon to ward creatures opposed to the Elohim if he can perform a (2 x WP) roll or less. No creature opposed to the Elohim will come within (WP + Rank) feet of the Disciple.

In addition, the Disciple can use the holy symbol to store Fatigue. They may store 2 Fatigue in the holy symbol at Rank 0, and 1 Fatigue per 2 or fraction of 2 Ranks he has in this ritual. The Disciple may use the Fatigue in the holy symbol to cast spells or for other purposes for which Fatigue is used once it has been stored into the holy symbol. The Disciple may recharge the holy symbol by willing Fatigue into it. The Disciple may only have one holy symbol at a time. The Experience Multiple for this ritual is 300.

Q-3. Ritual of Blessing the True Believer

The Disciple blesses the target same as Greater Enchantment except the spell component is being touched by the Disciple's Blesses Holy Symbol. Only works on those who serve the Gods of Light or have sworn an oath to serve the church. If the target performs an evil act (details are up to the GM) then the blessing is broken and the benefits of this ritual end. The Experience Multiple for this ritual is 200.

[100.6] Special Knowledge Spells

S-1. Spell of Laying the Dead to Rest

Range: Touch

Duration: Permanent

Experience Multiple: 350

Base Chance: 30%

Resist: May only be passively resisted.

Effects: By casting this spell, the Disciple may lay the soul of any one dead entity to rest. This spell will prevent the body from becoming any type of undead, and will also prevent the body from being resurrected. This spell cannot be invested into an item.

S-2. Spell of Dispel Magic

Range: 10 feet. + 10 feet per Rank

Duration: Immediate

Experience Multiple: 600

Base Chance: 10%

Resist: May be actively and passively resisted

Effects: The Disciple may cancel any single magical effect that is affecting the target of this spell. If the magic is in an item, it will cease to function for (Rank) Pulses. If the target of the spell has more than one magical effect present, the GM should effectively eliminate the oldest spell or magical effect upon the target.

S-3. Spell of Neutralize Poison

Range: Touch

Duration: Immediate

Experience Multiple: 250

Base Chance: 20%

Resist: None.

Effects: This spell will neutralize any poison in the targets system. In addition, the spell will heal the target of 2 (+1 per Rank) damage points inflicted by the poison.

S-4. Spell of Remove Curse

Range: Touch

Duration: Immediate

Experience Multiple: 800

Base Chance: 15%

Resist: May not be resisted.

Effects: This spell acts like the Ritual of Remove Curse. The cost to cast this spell is 5 Fatigue points for a Minor Curse and 10 Fatigue points for a Major Curse. Note that the triangle an Adept makes for the Remove Curse ritual does not have an effect on this spell, and the Magical Aptitude of the curse has no bearing on the spell.

S-5. Spell of Virility

Range: 15 feet + 5 additional/Rank

Duration: 1 day

Experience Multiple: 200

Base Chance: 30%

Resist: May not be resisted.

Effects: This spell is cast by the Disciple over any target, male or female, within range and will increase the target's fertility and/or virility by 5% (+5 per Rank).

S-6. Spell of Calling Lightning

Range: Sight

Duration: Immediate

Experience Multiple: 500

Base Chance: 25%

Resist: May only be passively resisted (then suffers half damage).

Effects: The Disciple may call forth lightning from the sky to strike one entity so long as the Elohim deems the target deserving. The target must resist at -20% or receive [D10+2] (+1D10 per 2 Ranks) damage and will be stunned. If the target resists the spell,

they will suffer one-half the damage. It should be noted that this spell can only be cast outdoors, and may not be invested.

S-7. Spell of Detecting Magic

Range: 5 feet + 5 feet per Rank

Duration: 15 minutes + 5 minutes per Rank

Experience Multiple: 250

Base Chance: 20%

Resist: May not be resisted.

Effects: With this spell the Disciple can sense magic dweomer even if its not in line of sight but is within the range of the spell. The Disciple will have a good idea of the location of the dweomer relative to his own position.

S-8. Spell of Courage

Range: 25 feet + 10 feet per Rank

Duration: 10 minutes + 1 minute Rank

Experience Multiple: 350

Base Chance: 20%

Resist: May only be passively resisted.

Effects: This spell allows the caster to affect 1 target (+1 per Rank) in such a way as to negate the effects of spells that manipulate emotions and spells of fear, charming, and the like. The spell adds 5 (+1 per 3 or fractions Rank) to the Willpower of the target, and negates all emotional influences on the target due to natural or magical forces.

S-9. Spell of Water Walking

Range: 10 feet + 10 feet per Rank

Duration: 10 minutes + 10 minutes per Rank

Experience Multiple: 270

Base Chance: 25%

Resist: May only be passively resisted.

Effects: This spell allows the target to walk on top of the water as if it was solid earth.

S-10. Spell of Silence

Range: 25 feet + 25 feet per Rank

Duration: 5 minutes + 5 minutes per Rank

Experience Multiple: 400

Base Chance: 15%

Resist: Active or Passive

Effects: This spell allows the Disciple to cause a silence to manifest on one individual or on an area that is 20 feet (+5 feet per Rank) in radius. The silence is magical in nature and may not be dispelled. Any character that attempts to talk while under the influence of this spell will take [D10+1] (+1 per Rank) damage per sentence that they utter. The character could communicate in written language or through a sign language, but may not communicate verbally.

S-11. Spell of Flash of Light

Range: 15 feet + 15 feet per Rank

Duration: Immediate

Experience Multiple: 150

Base Chance: 20%

Resist: Passive

Effects: This spell allows the Disciple to present their blessed holy symbol and cause a blinding flash of light. This light is magical and will cut through magical darkness. All entities within in range (except the Disciple) and not shielded by a solid object are blinded for 5 seconds (+5 seconds per 2 or fractions Rank). Blinded creatures have their Strike Chance reduced by 50, and move at half TMR.

S-11. Spell of Transmuting Water to Wine

Range: Touch

Duration: Permanent

Experience Multiple: 250

Base Chance: 25%

Resist: May not be resisted.

Effects: The Disciple may transmute 1 pint of water (+1/Rank) into excellent wine.

S-12. Spell of Awe

Range: 20 feet + 20 additional/Rank

Duration: 1 minute + 1 minute per Rank

Experience Multiple: 400

Base Chance: 30%

Resist: May only be passively resisted.

Effects: The Disciple causes one target (+2 per Rank) to be seized by an overwhelming sense of awe induced by the presence of the Elohim. If the target fails to resist they must roll on the Awe Table and they must add 5 + 1 per rank to their roll.

S-13. Spell of Greater Banishment

Range: 15 ft. + 15 additional/Rank

Duration: Immediate

Experience Multiple: 600

Base Chance: 10%

Resist: May be actively and passively resisted.

Effects: By means of this spell, the Disciple is able to banish any single, summoned entity to its own plane as long as the entity in question does not resist. If the being or entity successfully resists, it is stunned and takes [D10] (+1 per 2 or fraction of 2 Ranks) damage.

[100.7] Special Knowledge Rituals

R-1. Ritual of Consecration

This ritual is used to consecrate buildings (such as chapels) and cemeteries. Magic use of any College (dose not include the powers of this order) will be at -10% (and -2% per Rank) the Disciple had with this ritual at the time of consecration. This ritual will affect a radius equal to 50 feet (+50 feet/Rank). The effect of this ritual is permanent; however, the Disciple loses 1 Fatigue point permanently every time the ritual is cast. The Base Chance casting this ritual is equal to Magical Aptitude (+4 per Rank). The Fatigue point is lost, regardless of whether the ritual is cast successfully. The ritual requires the Disciple to spend 6 uninterrupted hours to perform. If the Disciple is distracted the Fatigue point is not lost and the Disciple must start the ritual anew. The Experience Multiple for this ritual is 650.

R-2. Ritual of Communing with the Archangels

During this ritual the Disciple enters a meditative state that allows them to communicate with the Archangels. As a general rule, this ritual will take 4 hours (-10 minutes per Rank). The ritual has a Base Chance of Magical Aptitude (+4 per Rank). At this time the Archangels and some times the Elohim give advice and guidance. The GM should be careful of what kind of information to give the character, and should be judicious in the talk between the Disciple character and the Archangels. This ritual requires the Disciple to draw a Circle of Protection with one candle at each point of the septagram. In addition, a total of 500 Silver Pennies worth of celandine incense must be burned in the ritual (equivalent to 2oz. of the powder). The Experience Multiple for this ritual is 350.

R-3. Ritual of Summoning Guardian Angels

The Adept may summon a guardian angel. The guardian angel may only be summoned during the day or on a night when the moon is between three-quarters and full and is not occluded by clouds, fog, and so on. The angel will appear and will usually be able to provide some assistance to the Disciple. The Base Chance for this ritual to succeed is Willpower (+1 per Rank) and will take some 2 hours (-5 minutes per Rank). The Experience Multiple for this ritual is 500.

R-4. Ritual of Resurrection

This ritual is one that allows the Disciple to resurrect the dead. The ability to resurrect the dead assumes that the target of the ritual has not been dead for more than 1 day (+1 day/Rank), and the Elohim wishes or will allow the Disciple to resurrect the dead creature in question. The Base Chance for this ritual is Willpower (+4 per Rank). The resurrection will require 1 hour (-1 minute per Rank) and requires the Disciple to burn incense worth 500 Silver Pennies during the process. If the ritual is successful, the target of the resurrection will be restored to live and have 4 Endurance and 0 Fatigue. The newly resurrected creature must rest and recover and may not be healed using magic. The Experience Multiple for this ritual is 750.

111. THE COLLEGE OF WHITE MAGICKE

Adventure Gaming Magazine, Vol II, No. 3, issue thirteen, 1982, pp. 34-35 | The College of White Magicke by Perry Cooper.

In 1981, SPI released its second edition of its popular fantasy role-playing game, DRAGONQUEST® (now owned by TSR). In it are sixteen different colleges of magic, which ordinarily would seem like plenty. But I'd like to add one more, for the sake of balance; while there is a College of Black Magic in the game, there is no College of White Magics.

Little mention is made in *Dragonquest*™ of deities, but there are obviously some sort of Greater Powers. Adepts in the College of Black Magics must make pacts with these powers in order to be able to employ many of the spells. It seems logical that if there are evil beings among these Greater Powers, there must be good beings as well. It also seems logical that the good deities would be a bit alarmed by the presence of a College of Black Magics. Once that state of alarm has been transformed into action, the College of White Magics will appear. Individual GM's may choose to have that occur in the future, during a period of strife, or he could decide that the College of White Magics has been around for centuries, like the College of Black Magics. In any event, this 17th college should not be too difficult to integrate into an ongoing campaign.

As might be expected, the College of White Magics is virtually a complete opposite of the College of Black Magics. The two colleges are constantly at odds, and rarely will a kingdom possess large contingents of both colleges. In some cases these two colleges may peacefully coexist but if so the peace will be as fragile as a cease-fire in Lebanon.

The College of White Magics is structured much like its rival. Upon entering the college, a White Magic Adept must swear an oath of allegiance to the Powers of Light (or goodness). This is the First Pact. Like the Black Magic Adepts, the newcomer is given all of the General Knowledge of the college in return, starting at Rank 0 with a maximum Rank of 15.

In order to learn Special Knowledge, the Adept must swear to the Lesser Pact. This involves reaffirming his loyalty and making a sacrifice. Unlike Adepts of Black Magic, the White Magic Adept need not sacrifice physical beauty. Common sacrifices would involve large amounts of treasure (usually half of all that the Adept possesses), but any sort of sacrifice of similar magnitude may be acceptable at the GM's discretion. Unlike Black Magic Adepts, White Magic Adepts receive no familiar for swearing to this pact. Instead they are given a penny-sized pale mark upon the lower half of their right palms. There is power in this mark. Once per day the Adept may activate this power to send forth blinding light for ten seconds. The light is equal to sunlight but has a limited area of effect, like a laser beam. The light will blind opponents, vanquish undead creatures which cannot stand sunlight and turn away attempts made to employ an *evil eye* spell.

Like Black Magic Adepts, White Magic Adepts who swear the Lesser Pact will receive the ability to learn most Special Knowledge of the college at Rank 0 (maximum Rank 15), while he may progress to Rank 20 with General Knowledge.

The final oath of allegiance is the Greater Pact. An Adept who swears this pact is granted access to all of the college's knowledge, Special and General, and he may progress to Rank 20 in both. To swear this oath, the Adept must make another substantial sacrifice and dedicate his soul to a good deity. Note that this means the deity may make use of the Adept in any way that the deity pleases, including the sending of him on a suicide mission in order to further his religion. Such things rarely occur, but if they do, the Adept has no choice but to submit.

The First Pact may be broken by any Adept with no fear of antagonism, though the Adept will be kicked out of the college of White Magic. Breaking the Lesser Pact will likewise force the Adept out of the college, but it will involve a good deal of pain. The mark of power will fester and,

grow powerless, causing torment as it does so. There will be a 20 percent chance that the hand will rot away, plus a 10 percent chance that the Adept will die from this agony. No healing spells will cure this affliction.

Breaking the Greater Pact is a serious matter. The adept who does so is considered the vilest sort of outlaw by others in the college, who will then usually pursue the oath-breaker with the intention of killing him. The mark of power on the oath-breaker's right hand will fester and rot, just as for one who breaks the Lesser Pact.

White Magic Adepts gain 10 percent to their base chances for performing any talent, spell or ritual when it is daytime, but lose 10 percent at night. They gain 5 percent if they have sworn the Lesser Pact, 10 percent if they have sworn the Greater Pact. They gain 20 percent during a High Holiday of the Powers of Light but lose 10 percent during a High Holiday of the Powers of Darkness.

The Talents of a White Magic Adept are Special Alchemy (exactly similar to that of the Black Magic Adepts), infra-vision (as Fire Magic Adepts) and Sensitivity to Danger (as Adepts of the College of Sorceries of the Mind).

Spells

Before listing spells of the College of White Magics, I'd like to suggest a few changes in the spell list for the College of Black Magics. The Special Knowledge Spells of that college include spells both to blight and to bless crops, both to blight and to bless livestock, and both to bless or curse unborn children. It seems more reasonable to me that Adepts of Black Magic should only be able to perform the blighting or cursing specified in the above spells, while White Magic Adepts may only perform the blessings.

General Knowledge Spells

- Spell of Protection Against Were-Creatures:
as College of Black Magics
- Spell of Summoning Enchanted Creature:
as College of Black Magics
- Spell of invisibility:
as College of Ensoelments and Enchantments
- Spell of Enchanted Sleep:
as College of Ensoelments and Enchantments
- Spell of Empathy:
as College of the Sorceries of the Mind
- Spell of Light:
as College of Fire Magics
- Spell of Healing:
as College of Earth Magics
- Spell of Detecting Poisons:
as College of Earth Magics

General Knowledge Rituals

The Reflecting Pool

This ritual is quite similar to the ritual of the Black Magic adept, except that the White Magic Adept uses a calm pool of water in which to divine what the Black Magic Adept would divine with tarot cards. Like the tarot ritual, the ritual of the College of the White Magics may be performed in three ways: Ask the Powers of Light, Limited Precognition and Divining Enchantment.

Special Knowledge Spells

Spell of Converse with Animals:

as College of Earth Magics

Spell of Controlling Animals:

as College of Earth Magics

Spell of Blessing on Crops:

as College of Black Magics

Spell of Blessing on Livestock:

as College of Black Magics

Spell of Blessing on Unborn Child:

as College of Black Magics

Spell of Curing Disease:

opposite of a spell which causes disease
(College of Black Magics)

Earth Tremor Spell:

as College of Black Magics

Spell of Virility:

as College of Black Magics

Spell of Diamond Javelins:

as College of Earth Magics

Spell of Gem Creation:

as College of Earth Magics

Ball of Light Spell:

similar to Ball of Fire Spell from the
College of Fire Magics except that the Ball of Light only
does damage through blasting; it does not burn

Storm of Light Spell:

as Storm of Fire Spell from the College of Fire Magics
except that the Storm of Light does not burn, it merely
damages through the power of the blast

Spell of Mage Wind:

as College of Air Magics

Spell of Telepathy:

as College of the Sorceries of the Mind

Special Knowledge Rituals

Ritual of Controlling Weather:

as College of Air Magics

Ritual of Summoning Animals:

as College of Earth Magics

Ritual of Magic Divination:

as College of Naming Incantations

Ritual of Creating Symbol:

This is the White Magic Adept's equivalent of the Black Magic Adept's Hand of Glory. The White Magic Adept may choose any object as his personal symbol; usually it will be sort of trophy which can be worn about his neck as a figurine acquired in some risky adventure). A two-hour ritual held under a bright sun allows this symbol to be magicked in such a way that it will add 15 percent to the Adept's base chance for success in casting any spell involving a blessing, as well as any spell performed against an undead creature. During these times the symbol will glow, but not in such a way as to blind anything or anyone. A symbol which is magicked cannot be de-magicked unless the Adept wearing it dies or renounces the Greater Pact (which must be sworn before this ritual can be performed). These symbols cannot be forcefully removed from a living Adept's person without his permission.

Final Notes

As the reader can tell from the above, the College of White Magics is sort of hodgepodge of many other colleges. That is because it is a latecomer to the DragonQuest world, and also because it is directly related to the College of Black Magic (which likewise "borrows" many powers from other colleges).

Newly-formed or not, the College of White Magics is a fairly powerful college and its members form a strong brotherhood. Adding this college to a DragonQuest campaign should add one more dimension to a game which, though noted for its wide range of magic orders, surely has room for one more.