

THE BOOK OF LIFE

“All that matters is life. All else is props and a stage for the living.”

—Beccabae Peregrine, healer

Life is the ultimate power, the ability to prolong the story, to deny death its due. The study of life is the study of all living things, the energy that animates them, and the energy that binds them together. It is the opposite of many other arcane pursuits such as Fire or Air, it is not meant to wrest power from others, but to give power to others. It is a lifetime in pursuit of a supporting role, but not necessarily a lesser one. By helping others achieve their goals, you are achieving your own. Everyone wins.

Like the books of Earth, Air, Fire, Water, and Light and Darkness, Life is considered a primal form of magic. These are some of the oldest forces in creation, the palette employed by gods, angels, demons, elementals and mythic powers to shape the cosmos. Beings such as these speak in tongues of raw force that can move mountains and alter realities. What little we know and understand of their speech we have come to call the Primal tongue. This is the third of the seven ancient languages, older than Music, Nature, Dragon, or Sylvain. Primal words do not typically translate across the board to our modern ways of speech; they are far more diverse, and each encompasses a concept rather than a single meaning. This language can be very dangerous to employ—learn and practice it with caution and reverence or it will consume you, body and spirit.

The Primal word for life is **axis**. To invoke this ancient word is to embolden all life around you—moods will brighten, tired bodies will find new energies, and all things will find room to grow.

The basic tenet of Life is Lend. It embodies both the basic magic of life as well as the basic mindset of the healer—giving to others of one’s own power.

Spells in elemental books often employ Primal words combined with the tongues of Music and Nature as well as Sylvain to achieve the desired effect. The gestures used in the casting of the spell are meant to focus the caster’s mind on the magical energies involved. Races without arms or hands (or even those with missing limbs) will have to develop other gestures that make sense to them to cast these spells. Often times these self-developed gestures make the magic more potent. Races with no vocal chords may be able to simply think the words rather than say them aloud (Focus roll of 20 or better to trigger any spell).

Careful study and pronunciation will aid a wielder in the use of these effects, but only someone who loves life at its core should pursue this line of study. Those with pure hearts find it easy to rise in power, while those not suited often find their dark desires twisting these spells into a different pursuit altogether. Almost all necromancers start out here and then deviate somewhere along the way, whether consciously or not.

Life is a social force as well as a potent one. This is not a pursuit for loners, but those who intend to spend their time amongst the living. The life of a healer may not always bring fear and respect, but it will bring many friends and a long, pleasant life. In some ways, it is the most satisfying pursuit of all.

LIFE EFFECTS

Life is a fairly straightforward force to work with, and does not require a great deal of explanations or cautionary words of wisdom. There are a few minor details to keep in mind though.

Wound points, when granted, are given to a targeted location. Usually this is where the caster touches the recipient to apply the heal. If the spell has power left after healing the targeted location fully, it will move onto the next adjacent location. So if the caster heals someone's arm, the torso will get the next bit of wound points.

Likewise, if any spell in this book causes wound damage, unless otherwise stated, that damage is applied to the targeted location until that location reaches 0, at which point it moves onto the next adjacent location, bringing that to 0 before moving on and so on. Once all locations have reached 0, remaining damage will be spread evenly across all locations.

Most of the spells in this book require touching the creature to be affected. For the most part, this is not difficult, as others will willingly let you touch them to deliver healing magic. Some spells though are a bit more offensive and will require that the healer make skin to skin contact with the target creature. Treat this as an unarmed melee attack, and add +1 to the target's defense roll for each wound location that is clothed or armored. Success means some bare skin is found. During unarmed melee attacks, the target is allowed an interruptive attack on the healer just before the attack is made unless the healer has taken the Martial Arts power.

Healers who have taken the Training Wheels power may use their wand for touch attacks. This is treated as an armed melee attack, but the touch penalty for clothing still remains.

Unlike with some magics, Life spells do not simply fizzle out if a touch attack is missed. The spell will remain active and will simply not trigger until contact is made with someone. If a spell has not yet triggered, the healer can cancel it at any time.

Some spells can be maintained once cast. A healer may maintain only one spell on a given round, though he may continue to cast spells normally while maintaining his one spell. Mana for maintained spells is paid at the start of each round.

BASIC TENETS

Lend

Prerequisite: Awakened (Any)

Mana Cost: 1

Sacrifice: 1

Range: Touch

Target: 1 Living Creature

Duration: See Below

Roll: None

Resist: None

Casting Time: 1 Action

Words: **axis**

Effect: Transfers stamina from the healer to the target

Casting: The wielder utters the Primal word for life while touching the target gently with two fingers.

Some magicians find that they have acquired an attunement for their own life energy, and how it interacts with the life energy of others. With a touch, the healer can transfer 1d4 Stamina points from himself to another being. Even if the recipient is at his full Stamina, he can receive the bonus. In this case his Stamina remains over the maximum until he takes damage, and then it returns to its normal state when the person rests. To the caster of this effect, 1d4 Stamina is lost and will not return until he rests. No recipient may go more than 4 over their maximum through use of this tenet. This tenet allows the caster to study the Book of Life.

FIRST ORDER SPELLS

Unlike with more complex spells, healers can take first-order spells immediately after gaining the basic tenets necessary.

Detect Life

Order: 1

Prerequisite: Lend

Sacrifice: 1

Mana Cost: 1d4 + 1 per addl. 5 meters

Range: 20 meters (stackable)

Target: Area

Area of Effect: 120 degree arc out from caster

Duration: 1 Round

Roll: Magical Attack

Resist: Hide

Casting Time: Full Round

Words: **axis asai**

Effect: Detects life forms within area of effect

Casting: The wielder utters the Primal words for life and look while touching his temples and sweeping his palms forward.

While utterly harmless, this simple spell is one of the most used in the healer's repertoire. It essentially scans an area for all living things within it. The effect is not blocked by walls, doors, or any kind of inanimate obstruction. Those who have employed it describe it as a sort of dark vision—all living things in the area glow, while all inanimate objects simply are not seen, as if they were air. It is an extremely useful tool to find out if there are creatures lying in wait for one behind a door or in a cave or building, for example. However, the spell does have limitations.

First off, all living things in the area glow, including plants, fungi and even microscopic creatures such as germs. Since most areas where life exists are basically plastered with germs, it is often hard to separate the mundane from the dangerous. There are minor differences in hue though that will give clues as to a creature's power level. But this is another limitation, the vision of a creature that this spell provides is a glimpse of its aura, not its body, so just because you know a creature is there, doesn't mean you know what it is.

This spell will also generally show undead creatures for what they are, a sort of black-hued light that stands out as a negative amongst all the glow of the surrounding life.

If creatures are actively trying to hide from the caster, they are allowed a Hide roll to try to evade the caster's notice, generally trying to blend in with the surrounding microbes and flora.

Numb

Order: 1

Prerequisite: Lend

Sacrifice: 1

Mana Cost: 1 per 1d10 minutes

Range: Touch

Target: Single creature

Area of Effect: Target location touched

Duration: Maintained

Roll: Magical Attack

Resist: Melee Defense to avoid touch, Will to avoid effect

Casting Time: 1 Action

Words: **agon ifan**

Effect: Dulls pain in targeted area

Casting: The caster must say the Primal words for pain and end while touching the area to be numbed with a single finger.

A useful tool of the healer, Numb simply cancels any pain in the affected area of the body. If the healer touches someone's arm, for example, they will not feel any pain in that arm for the duration of the spell. This has many uses, most notably for numbing the patient for surgeries and for simply easing aches. Generally when numb, the region can feel touch, but not pain or pleasure. For a 1d4 additional Mana cost, the caster can prevent the location from feeling any kind of sensation.

While quite respectable on its own, Numb has somewhat of a reputation for being a gateway to the darker pathway of life. It is the prerequisite for a great deal of more potent spells involving the dampening of life forces instead of the amplifying. It is also necessary for almost all higher-level Life spells, so by all means learn it, just use it wisely.

Stabilize

Order: 1

Prerequisite: Lend

Sacrifice: 1

Mana Cost: 1d4

Range: Touch

Target: 1 Creature

Area of Effect: Creature Touched

Duration: Instant

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Words: **axis embro**

Effect: Stabilizes wounded creature

Casting: The caster must say the Primal words for life and embrace while laying a palm upon the dying creature to be stabilized.

The building block for all magical healing effects, Stabilize simply does what is necessary to keep a dying creature alive. Any bleeding will be stopped, including from lost limbs, and breathing will be restored (assuming there is air to breathe). Wound locations with negative Wound points will be healed by 1 point each, though missing body parts will not be restored. Unconscious creatures will not awake, but can be left lying where they are without fear of their status degrading (unless they are further damaged by something external).

SECOND ORDER SPELLS

Healers who wish to learn second-order spells must be at least second level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Aid

Order: 2

Prerequisite: Detect Life

Sacrifice: 1

Mana Cost: 1d4 per 2 points given

Range: Touch

Target: Single Creature

Area of Effect: Creature touched

Duration: 1d4 hours

Roll: Magical Attack

Resist: Melee Defense to avoid touch, Will to avoid effect

Casting Time: 1 Action

Words: **axis forap**

Effect: Lends basic abilities to another

Casting: The caster must say the Primal words for life and give while touching the target, moving his hand upward. The hand gesture used depends on the attribute being lent.

An extension of the Lend basic tenet, Aid allows a healer to lend points from one of his basic attributes (Strength, Clarity, etc...) to one target. A selected number of points in that attribute are subtracted from the caster and added to the target. The caster can cancel this spell at any time. A caster cannot lend more attribute points to any one

target than he has levels, nor can he drop any attribute of his own below zero (or drop both his Strength and Fitness to 0). This spell is not considered a maintained effect that the caster must concentrate on, it will last until it expires or the healer chooses to reverse it.

Analyze Life

Order: 2

Prerequisite: Detect Life

Sacrifice: 1

Mana Cost: 1d6

Range: 10 Meters

Target: Single life form

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Will

Casting Time: Full Round

Words: **axis kahp**

Effect: Analyzes target creature

Casting: The caster must say the Primal words for life and know while covering his eyes with his palms and then opening them like a book.

This spell requires a single specific life form (or a single colony of microbes perhaps) that the healer wishes to study. Like a skilled doctor, the caster is able to immediately diagnose the creature's relative state of health. The target's species and gender are given, as well as the target's approximate age, and any wounds or illnesses are identified. Poison in the system is visible and may be identified with a successful Healer trade skill roll. Unusual conditions such as pregnancy, vampirism, or having more than one soul will be evident. A target may attempt a Will save to avoid being read.

Unlike with Detect Life, the healer must actually be able to see the target to cast this spell.

Enervate

Order: 2

Prerequisite: Numb

Sacrifice: 1

Mana Cost: 1d6

Range: Touch

Target: Single Creature

Area of Effect: Creature touched

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: 1 Action

Words: ~~axis foral~~

Effect: Reduces target's stamina

Casting: The caster must say the Primal words for life and weak while touching the target with a clawed hand.

The first step down the dark path, enervate dampens the life energies in a creature, exhausting it. The touch of this spell deals 2d6+Depth Stamina damage to the target. This spell is somewhat unique in that it will never cause Wound damage. If the target's Stamina is fully reduced, any excess magic is simply lost.

Pleasure

Order: 2

Prerequisite: Numb

Sacrifice: 1

Mana Cost: 1d4 per duration

Range: Touch

Target: Single creature

Area of Effect: Creature touched

Duration: 1 Minute (stackable)

Roll: Magical Attack

Resist: Melee Defense to avoid touch, Will to avoid effect

Casting Time: 1 Action

Words: ~~axis extas~~

Effect: Gives the target physical pleasure

Casting: The caster must say the Primal words for life and joy while lightly caressing the target with the gentlest of touches.

The caster's touch spreads a wave of physical euphoria through the target. It does not heal their wounds or stamina, but it does feel very good and may change their attitude towards the caster. If used correctly, this can make friends out of enemies or lovers out of friends. Works wonders if paired with a light massage and soft music. If nothing else, this adds +5 to the caster's Seduction roll vs. the target if paired with such.

Those failing to resist this effect will find it difficult to commit violent acts, taking a -2 penalty to all attack rolls while the duration lasts.

Revitalize

Order: 2

Prerequisite: Stabilize

Sacrifice: 1

Mana Cost: 1d6

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: 1 Action

Words: ~~ax~~is tūntal

Effect: Restores 1d6+Depth Stamina to the target

Casting: The caster must say the Primal words for life and force while laying two fingers on the target with arm outstretched.

With a gentle touch, the caster can restore the Stamina of a single target by 1d6+Depth. If the spell is used immediately after a battle it will heal minor cuts and burn marks, but will not repair any Wound damage. The spell cannot heal broken bones, severed limbs, or lost eyes. Scars, cuts, and burn marks over one hour old will not be smoothed over. Stamina can only be increased to its normal maximum, as it would by rest. This spell can be cast as many times as necessary to bring the target's Stamina to full.

THIRD ORDER SPELLS

Healers who wish to learn third-order spells must be at least third level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Boost

Order: 3

Prerequisite: Aid, Revitalize

Sacrifice: 2

Mana Cost: 1d8

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: 2d6 minutes

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: 1 Action

Words: **ax̣is ʊsk**

Effect: Adds a temporary 1d4 boost to one of the target's base stats

Casting: The caster must say the Primal words for life and strength while laying one hand on the target and clutching the other in a fist.

This is essentially an extension of the Aid spell without any sacrifice on the caster's part. Casting this boosts any single base stat by 1d4 points. The caster decides which stat to boost (Str, Fit, Int, Wit Cla, Dep, Con, or Mag). The target's skills, damage, and other stats are adjusted as applicable as long as the effect remains. Most commonly this is used before battles to add strength or intellect to warriors to increase their damage outputs, but it can be useful for almost any situation.

This spell can be cast multiple times on a single target, but its effects don't stack, they simply allow the caster to boost more than one attribute. (He could boost Strength and then cast again to boost Clarity, for example). If the Boost effect is not desirable (a 1, maybe), the caster can recast for the same stat, and it will drop and replace the previous spell.

Cheat Death

Order: 3

Prerequisite: Analyze Life, Numb

Sacrifice: 2

Mana Cost: 1d8

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: 1d4 days

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: 1 Action

Words: **ax̣is ov'asṭ**

Effect: Prevents the target from dying when he normally would from wound damage

Casting: The caster must say the Primal words for life and wall while encircling the target in a cocoon of life energy.

This spell is something of an insurance policy for the foolhardy. It is a latent magical energy that does not offer any particular advantages in battle, except that if the target is ever killed by wounds, it will prevent their death and stabilize their body.

When taking wound damage that would ordinarily kill or render unconscious the target of this spell, the target will fall seemingly dead, but will not bleed out, as if under the effect of a stabilize spell. Also, this spell will negate up to 20 points of damage on a killing blow, leaving the target exactly at negative normal wound in the struck location, exactly one point away from death.

So, if a person with this spell in effect (with no stamina and 3 wound in their head) were to be struck with an axe in the head for 15 points of damage, 6 would apply, taking the person to -3 and leaving them stabilized. A blow dealing 27 points of damage would still kill the target though. The spell generally does not protect arms or legs; it is only proof against a killing blow—however, it can be cast in an optional configuration to trigger on any wound point dropping below negative total.

Note that once this spell has gone off, its effect is ended. If someone decided to start chopping away at the victim's seemingly dead body, this spell would no longer protect them. The spell is best employed when one thinks one might be one of the few casualties of the winning side. This spell is also very often enchanted into amulets and talismans.

Detox

Order: 3

Prerequisite: Analyze Life, Stabilize

Sacrifice: 2

Mana Cost: 1d10

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: 2d8 hours (Stackable)

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: 1 Action

Words: **axis pia**

Effect: Temporarily suppresses the effects of toxins and diseases.

Casting: The caster must say the Primal words for life and clean while touching the target's face and blowing cold air into their mouth.

This spell is sometimes a bit misunderstood. It does not so much cleanse the body of all impurities as dim the effect of any toxins in the body, giving the body time to eliminate them naturally. So, for things like drunkenness, it works wonders—the target sobers instantly, and by the time the spell wears off, is usually no longer drunk. For things like

poisons, it is a temporary reprieve. The target will not feel the effect of the poison while the spell lasts, but when it expires, so may he. Diseases are somewhere in the middle; the person's symptoms will not show while under the effect of this spell, but are still likely to be around when the spell ends.

This spell also works as a pre-emptive strike. If one drinks while under the effect of this spell, one will not feel the effects of the alcohol (great for bets and such, but careful not to go too far overboard). It will also prevent poisons from taking effect while in combat.

Lend Life

Order: 3

Prerequisite: Aid

Sacrifice: 2

Mana Cost: 1d6

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: See Below

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: 1 Action

Words: ~~axis enlar~~

Effect: Transfers wound points from the caster to the target

Casting: The caster must say the Primal words for life and growth while laying a palm on the target's arm.

Otherwise similar to Lend, this spell allows the caster to lend wound points to the target instead of just stamina. This is not location specific. The caster can select as many wound points as he has from his wound pool score (without going below 1), and they are added to the target's wound pool score. Locations are then recalculated from the new wound pools for both caster and target.

As with Lend, the effect is semi-permanent. The caster's wounds will heal normally (or can be healed with the Minor heal spell below), and the target will retain the wound points until he takes damage in combat. Wound damage is adjudicated at the location level. Keep track of the target's current and original Wound scores for each location. Once a location falls below its original score, the spell is effectively canceled for that location, and the location will only heal back to its normal level.

If this spell is cast upon someone with this spell in effect, it will cancel and replace the previous casting.

Minor Heal

Order: 3

Prerequisite: Revitalize

Sacrifice: 2

Mana Cost: 1d8

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: 1 Action

Words: **ax̣iṣ aṃeɲṭ**

Effect: Restores 1d6+½ Depth wound points

Casting: The caster must say the Primal words for life and repair while laying both palms on the target's wound.

This spell restores 1d6+ ½ Depth wound points to the target. It will close wounds, stop bleeding, and otherwise act as a stabilize spell. It will prevent scarring if applied to the wound within one hour of occurrence. If the targeted wound is fully healed and there are points left, it will heal other wounds based on severity. This spell can reattach severed limbs (and other body parts) if cast within 3d4 rounds of the wound. If cast within 2d4 hours, it will reattach limbs, but they will be dead and paralyzed. Beyond this it has no effect. This spell cannot be used to regrow missing limbs.

Reflex

Order: 3

Prerequisite: Aid

Sacrifice: 2

Mana Cost: 1d8

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: 2d10 minutes

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: 1 Action

Words: ʌʒis shʌʌʌ

Effect: Increases target's Reflex score by 2d6

Casting: The caster must say the Primal words for life and speed while tapping the target below the kneecap with the size of his hand.

Another battle-preparedness spell, Reflex simply temporarily increases the target's Reflex score by 2d6. Typically this has the effect of giving him an extra attack in battle. This spell cannot be cast multiple times on the same target, but it will stack with Boost, if say, the target's Fitness is boosted.

Satiate

Order: 3

Prerequisite: Pleasure

Sacrifice: 2

Mana Cost: 1d6

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: 1 Action

Words: ʌʒis tʌʌʌʌ

Effect: Cures target's hunger

Casting: The caster must say the Primal words for life and fill while laying a palm on the target's stomach.

This rather mundane spell isn't much use in battle, but can be immensely useful otherwise. Casting this spell has the same effect on the target as eating a good, solid meal. If the target was hungry, he will not be anymore, though he will slowly get hungry again over time as normal. The target will not need to pass any waste and will not have any intestinal troubles.

Magic cannot sustain a person forever though. For every consecutive day that this spell is used in place of food, add 1% (starting from 0). Each week, roll percentage dice, if the total is below the accumulated score, the spell fizzles, and will no longer work on that person until they spend at least one week eating food normally.

Sterilize

Order: 3

Prerequisite: Analyze Life, Numb

Sacrifice: 2

Mana Cost: 1d8

Range: Touch

Target: Creature or object touched

Area of Effect: Target

Duration: Instant (see below)

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: 1 Action

Words: ʌʒis pʌ'kʌʊ

Effect: Sterilizes an object or a creature

Casting: The caster must say the Primal words for life and repel while touching the item to be sterilized with the tip of a finger.

This spell has a number of different uses. The primary function is to sterilize medical equipment, cooking supplies, delouse transients, or the like. When cast, all microscopic life forms on the object or creature are killed—including small insects, parasites and their eggs. It will not destroy beneficial microbes living inside the creature though. This spell will, however, cure diseases if cast before symptoms begin to show.

Sterilize can also be used as a contraceptive measure. If cast on an individual, that person will not be able to conceive for 2d4 days afterwards.

Suspend

Order: 3

Prerequisite: Analyze Life, Stabilize

Sacrifice: 2

Mana Cost: 1d10

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: 2d4 days (Stackable)

Roll: Magical Attack

Resist: None

Casting Time: 1 Action

Words: ʌʒis ʌʒpas

Effect: Puts unconscious (or willing) target in a state of suspended animation.

Casting: The caster must say the Primal words for life and slow while rubbing the hands down the body starting from the crown of the head.

This spell is a bit of a last resort for a healer who is in above his head. When cast on an unconscious (or willing) target, that person's body will remain in a state of suspended animation throughout the duration of the spell, as if time were stopped. The person will not bleed, require food or water, take damage from disease or poison, or anything similar. The person can still receive wound damage and be killed if attacked, but whatever his condition is, it will not worsen from neglect while this spell lasts.

This spell is used for transporting injured or sick patients to a more skilled healer, or for allowing someone to lie in wait for long periods of time. The effect is voluntary—if the target ever gets up and moves about, the spell will be broken.

FOURTH ORDER SPELLS

Healers who wish to learn fourth-order spells must be at least fourth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Cleanse

Order: 4

Prerequisite: Detox, Sterilize, Sate

Sacrifice: 2

Mana Cost: 2d8

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: Full round

Words: **axis pia tūptal**

Effect: Cures poisons, drugs, and some diseases

Casting: The caster must say the Primal words for life, clean, and force while placing two fingers in the target's mouth.

A more powerful version of Detox, cleanse actually removes foreign substances from the bloodstream. Cleanse will neutralize poisons and eliminate drugs from the body. Diseases have a chance to be cured—target can take an immediate Fit roll, adding the healer's Depth to the roll (double Depth if the healer scores a critical on his magical attack). This spell does not work for mental illnesses.

Delayed Heal

Order: 4

Prerequisite: Revitalize, Suspend

Sacrifice: 2

Mana Cost: 2d8 (Stackable)

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: 1d4 Days

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: Full Round

Words: **ax̄is agrās amēnt̄**

Effect: Imbues target with a heal spell that will release the moment damage is taken

Casting: The caster must say the Primal words for life, slow, and repair while tracing invisible runes across the target's torso.

Delayed heal is just what the name implies. It is a heal spell that remains latent in the target until damage is taken, at which point it wakes up and heals the target instantly.

This spell will repair either Stamina or Wound damage. Roll 2d10+Depth when the spell is cast. This is the amount of damage that will be instantly healed. As damage is taken, it will effectively come from this pool first instead of the character's Stamina or Wound. When the pool runs out (or the duration expires), the spell fizzles out. This spell can be cast multiple times on the same target (up to as many times as the caster's Depth). Each time it is cast, the heal pool increases.

This spell is a useful one to cast up before a battle. Due to the long duration, it is possible to cast this a few times, rest to regain mana, and then cast it more.

Fertility

Order: 4

Prerequisite: Satisfy, Sterilize

Sacrifice: 2

Mana Cost: 1d8

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: 1d4 days

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: Full round

Words: **axis apim stap**

Effect: Allows a creature to conceive easily

Casting: The caster must say the Primal words for life, creature, and begin while placing a hand on the target's abdomen and moving lightly in a circle.

Though not of much use for the battle-healer, this is one of the most sought-out skills of a life wielder. This simple spell simply ensures that the next time the target creature mates, that he or she will conceive a child. This spell will work regardless of any infertility-related health problems, as long as the creature has at least one intact ovary or testicle and the equipment to either carry a child or deliver semen. If both parents are under the effect of the spell, the chances of conceiving are 100%. If only one parent is affected, there is only a 50% chance of the spell working.

Parents must be of the opposite sex and of the same species. Age may be a factor though for women. For every year the mother is past menopause, there is a cumulative 2% chance that the spell will fizzle.

Harm

Order: 4

Prerequisite: Sterilize

Sacrifice: 2

Mana Cost: 2d8

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: 1 Action

Words: **salvip apuk**

Effect: Causes wound damage to the target

Casting: The caster must say the Primal words for enemy and destroy while slapping the target with an open palm.

The official start of the dark side of the healing arts, Harm is the reverse of a heal spell, causing great wounds to open in the target's flesh.

When this spell hits a target, it bypasses any Stamina or Damage Reduction and deals 2d4+Depth wound points to the target. Damage is spread across three contiguous wound locations, starting at the location struck.

Health

Order: 4

Prerequisite: Boost, Lend Life, Pleasure

Sacrifice: 2

Mana Cost: 2d8

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: Full round

Words: **axis embro**

Effect: Removes 1d6+ ½ Depth damage from mental or physical stat

Casting: The caster must say the Primal words for life and embrace while massaging the target's shoulders and temples.

This spell essentially restores an ailing creature to full health. In practice it cures damage dealt to any mental or physical stat dealt from disease, poison, magic, or whatever.

Damage removed is 1d6+ ½ Depth. This spell can be cast as many times as necessary to bring the target back to health. This spell applies to Strength, Fitness, Wit, Intellect, or Reflex, but not Will, Depth, Clarity, Connection or Magnetism (these latter are more considered tied to the creature's soul rather than the body).

This spell also removes negative penalties accumulated from sources such as heat or cold (at a 1 to 1 point basis).

Infection

Order: 4

Prerequisite: Sterilize, Revitalize

Sacrifice: 2

Mana Cost: 2d6

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: See below

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: 1 Action

Words: ipūūp̄ ʌxis enl̄ap̄

Effect: Causes dangerous bacteria to grow on the target

Casting: The caster must say the Primal words for small, life and grow, while touching the target's bare skin with a dirty hand.

This interesting spell treads the dark side. It does not diminish the target's life force so much as increase the life force of the various bacteria already present on his body. Essentially, hitting a target with this spell infest them with an infection equivalent to gangrene. The bacteria will grow rapidly over the first 1d4 rounds, at which point the victim will lose one point of Fitness to the disease.

At this point, the disease is in full effect and is treated as normal gangrene from here on. This means that each day, if the target takes some form of medicine vs. the disease, he is allowed to make a Fitness roll of 16 or better to end the disease, otherwise, he takes another point of Fitness damage and the disease continues for another day. See the disease section on the Osiris core rules for more information.

Ranged Heal

Order: 4

Prerequisite: Air Jet [A], Minor Heal

Sacrifice: 2

Mana Cost: 2d6

Range: 100 meters

Target: Single Creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Will -5 or Magical Defense

Casting Time: 1 Action

Words: ʌxis t'eḷap̄ ʌmen̄t̄

Effect: Heals target from a distance for 2d10+Depth

Casting: The caster must say the Primal words for life, distance, and repair, while moving one hand in circles over his heart and pointing with the other at the target.

This is essentially a more powerful version of Minor Heal and Revitalize that can be cast from a distance. The target must be within line of sight.

This spell restores 2d10+Depth points of damage, starting with Wound and continuing to Stamina once the target is fully healed of wound damage. It cannot be used to reattach limbs, but will revive an unconscious person who has passed out from taking wound damage.

Reattach

Order: 4

Prerequisite: Minor Heal

Sacrifice: 2

Mana Cost: 2d10

Range: Touch

Target: Creature touched

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense to avoid touch

Casting Time: Full round

Words: **axis amep't usk**

Effect: Reattaches severed limbs

Casting: The caster must say the Primal words for life, repair, and strength while placing the severed limb against its stump.

Severed limbs can be reattached with minor heal if the target is attended to within a few rounds. Beyond this, the target cannot be healed without this spell. Reattach allows a limb to be attached to the target as long as the wound is less than 1 week old. Beyond this, the dead limb has begun to decay, and must be regrown. This spell will also repair paralyzed limbs attached with Minor Heal too late.

The limb to be attached must have come from the victim, but oddly enough, need not be attached to the same stump. There are legends of cruel masters of the book of life who torture their victims by removing the legs and the arms and reattach the legs on the arm sockets and the arms to the leg sockets. Such experiments, though possible, are few and far between. There does not seem to be any advantage to such manipulations and most healers actually care about their patients' wellbeing.

Snuff

Order: 4

Prerequisite: Enervate, Sterilize

Sacrifice: 2

Mana Cost: 2d8

Range: Touch

Target: Single Life Force

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: 1 Action

Words: **axis apük**

Effect: Kills target instantly and harms ghosts

Casting: The caster must say the Primal words for life and destroy, while grasping the target firmly in a clenched fist and blowing briskly over them.

Definitely deep into the dark side, Snuff literally snuffs out life forces, killing the target instantly. There are a few conditions that must be met though. Generally, the target must either be unconscious (sleeping counts) or have 0 Stamina and at least some Wound damage. If the target has an effect like a Delayed Heal active on him, the two spells will simply cancel each other out (this spell is sometimes used specifically to remove these effects).

Because of the limited usage, this spell is mostly reserved for dark rituals. However, Snuff does have some utility against undead creatures. If this spell is cast upon a disembodied spirit, such as a ghost or a wraith, it will receive 4d10+Depth damage.

FIFTH ORDER SPELLS

Healers who wish to learn fifth-order spells must be at least fifth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Growth

Order: 5

Prerequisite: Health

Sacrifice: 3

Mana Cost: 2d10 (Stackable)

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: Full round

Words: ʟi'a ũgeɲ

Effect: Increases the size of the target

Casting: The caster must say the Primal words for friend and big, while pulling upward on the target's ears.

This spell increases the target's size by one increment. So a dwarf would become human size, a human sasquatch-sized and so on. Height is about 25% more and weight is about 50% more.

The target creature will grow evenly throughout his body, becoming simply a larger version of himself. Equipment is not affected, so target should not be armored. Clothing and other weak restraints will rip, but armor and the like will restrict growth, causing the spell to fizzle.

In game terms, the target's Strength and Fitness are increased by 3. The target will take a penalty of -2 to ranged and melee defense, plus a -4 penalty to Hide and a -2 to Stealth.

This spell can be cast multiple times on the same target, and the effects stack. A healer may stack as many of these spells as his depth score. This spell has many uses, including making an enemy too large to fit out a doorway to facilitate one's escape.

Immunity

Order: 5

Prerequisite: Cleanse, Infection

Sacrifice: 3

Mana Cost: 2d10

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: 2d6 Weeks

Roll: Magical Defense

Resist: Melee Defense vs. Touch

Casting Time: Full round

Words: axis ɸɔɹaʟ ɸa'kaũ

Effect: Grants immunity to poison and disease

Casting: The caster must say the Primal words for life, weakness, and repel, while slapping the target up and down with the back of the hands.

While this spell remains in effect, the target is granted full immunity against poison and disease. Certain magical poisons or diseases may still apply though. When this is cast,

record the healer's Magical Defense roll. Any magical effect attempting to break this spell (such as the Poison or Infection spells) must beat this roll with its magical attack in order to succeed. If this ever happens the spell is not dispelled, simply breached this once.

Major Heal

Order: 5

Prerequisite: Delayed Heal, Ranged Heal, Reattach

Sacrifice: 3

Mana Cost: 3d8

Range: 100 Meters

Target: Single Creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: 1 Action

Words: **axis ameni tūntal**

Effect: Heals 4d10+Depth damage

Casting: The caster must say the Primal words for life, repair, and force, while making circles over his head with one hand and pointing at the target with the other.

This more powerful version of ranged heal repairs 4d10+Depth points of damage, starting with Wound and passing on to Stamina when the target is fully healed. It will reattach limbs as per the spell Reattach, as long as someone is holding the limb in place.

While this spell isn't so different than casting ranged heal multiple times, its usefulness lies in the fact that it heals the target much faster, allowing him to sustain greater blows without being felled.

Piranha

Order: 5

Prerequisite: Infection, Ranged Heal

Sacrifice: 3

Mana Cost: 2d12

Range: 100 Meters

Target: Single Creature

Area of Effect: Target

Duration: 2d6 rounds

Roll: Magical Attack

Resist: Reflex -5 or Magical Defense

Casting Time: 1 Action

Words: ipūūp axis enlāp tūntal

Effect: Causes flesh-eating bacteria to grow on the target

Casting: The caster must say the Primal words for small, life, grow, and force, while scratching himself madly and pointing at the target.

This particularly nasty effect isn't technically in the camp of the dark side, as it increases the life force of microscopic organisms rather than dampening a person's life force. However, it is not kind to its victims.

Like Infection, this spell causes harmful bacteria to grow on the target, only in this case it is a strain of flesh-eating bacteria. The bacteria takes a round to grow, and does not have an immediate effect. However at the end of the round following the casting, it will begin eating the target.

Damage is similar to acid damage. Roll a wound location for the first round. This location will take 1d3 points of Wound damage per round as long as the spell remains active. Every four rounds the spell remain active, the infection will spread to a random neighboring location, dealing damage similarly. The infection cannot be stopped by normal means, though acid will stop it (and replace its effects with that of the acid) and fire will kill the bacteria as well (victim must take either 10 points of Stamina damage from flame or 1 point of wound to the affected location).

If a limb is lost to the infection, the bacteria will spread to a random neighboring location on the next round.

For example, the spell is cast and the duration rolled is 9. The left arm is rolled. Nothing happens until the next round, which is considered round 1. At this point the left arm takes 1d3 Wound per round. After round 3 the left arm is gone, so the infection spreads to the torso. For rounds 4 through 6, the torso takes 1d3 points of wound damage. One round 7, the torso has taken damage for 4 rounds, so the infection spreads to the head. On rounds 7, 8, and 9 the victim takes 1d3 damage to both the head and torso.

Poison

Order: 5

Prerequisite: Cleanse, Harm

Sacrifice: 3

Mana Cost: 2d10

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: 1 Action

Words: 𐌰𐌶𐌹𐍃 𐌵𐌺𐌴𐌹𐌺

Effect: Inflicts the target with poison

Casting: The caster must say the Primal words for life and pain, while pointing at the target with one hand and biting at the fingers of the other.

Definitely the dark side, this spell affects the target as if he came into contact with a deadly poison. Onset is 1d4 rounds, fatigue damage is 3d10. The caster may choose between a Mortal effect (3d6) or a paralyzing effect (roll Will vs. 20+Depth).

Read Genes

Order: 5

Prerequisite: Fertility, Ranged Heal

Sacrifice: 3

Mana Cost: 2d8

Range: 100 Meters

Target: Single Creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Will-5 or Magical Defense

Casting Time: Full round

Words: 𐌰𐌶𐌹𐍃 𐌵𐌹𐌻𐌹𐌺𐌹𐌺𐌹𐌺𐌹𐌺

Effect: Full round

Casting: The caster must say the Primal words for life, know, and small while making a telescope with this fingers and looking through it at the target while twitching his fingers as if making fine adjustments.

This spell does not have much use in combat, being really a much more potent version of analyze. When focused on a target, the spell will analyze the creature's DNA, providing the caster with useful information such as the creature's species, sex, and age. This spell can also be used to compare two creatures and see if they are related (spell must be cast twice, once on each target).

This spell requires line of sight and cannot analyze through doors or walls.

Wither

Order: 5

Prerequisite: Harm, Snuff

Sacrifice: 3

Mana Cost: 2d10

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: 1 Action

Words: ~~salvin foral~~

Effect: Destroys 1d4+½ Depth of the target's strength

Casting: The caster must say the Primal words for enemy and weakness while flexing his arms as if to show his muscles.

This spell deals 1d4+½ Depth damage to the target's Strength score. Damage will heal normally over time, or can be reversed with the Health spell.

Targets lose 1 Wound pool point per point of Strength they lose. Reduce locations accordingly. Victims that fall below a Strength of 0 will collapse and are effectively paralyzed. This spell can be cast multiple times on the same target and the effects stack.

SIXTH ORDER SPELLS

Healers who wish to learn sixth-order spells must be at least sixth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Area Heal

Order: 6

Prerequisite: Major Heal

Sacrifice: 3

Mana Cost: 3d10 + 1d10 per addl. meter radius

Range: 100 meters

Target: Single Point in Space

Area of Effect: 5m radius from target (stackable)

Duration: Instant

Roll: Magical Attack

Resist: Will-5 or Magical Defense

Casting Time: Full Round

Words: axis t'elap ügen

Effect: Heals everyone in the area for 3d8+Depth

Casting: The caster must say the Primal words for life, distance, and big while waving his arms out wide to his sides.

Everyone within the area of effect of this spell receives the benefit of a heal. The caster cannot pick and choose targets within the area, though he can control where the spell emanates from. All living creatures in the area receive the heal, even dying and unconscious ones.

Damage healed is 3d8+Depth. Wound damage is healed first, then Stamina.

The caster must spend the full round on this spell, and it goes off at the end of the round. The area of the spell can be increased by pouring more Mana into it. For each extra 1d10 Mana spent, the radius of the spell is increased by 1 meter.

Cure

Order: 6

Prerequisite: Immunity

Sacrifice: 3

Mana Cost: 3d10

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: Full round

Words: axis foral apük

Effect: Cures all diseases and poisons

Casting: The caster must say the Primal words for life, weakness, and destroy while touching his palm to the forehead of the target and pushing forward.

This spell cures any type of disease or toxin that might be afflicting the target. When a disease is cured, any damage or negative effects from the disease are cured as well, returning the target to health. This spell also cures mental illnesses.

Mongrel

Order: 6

Prerequisite: Growth, Read Genes

Sacrifice: 3

Mana Cost: 2d10

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: 1d4 days

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: Full round

Words: **axis apim embro**

Effect: Allows creatures of differing species to mate

Casting: The caster must say the Primal words for life, creature, and embrace while caressing the loins of the target.

This unusual spell is an extension of the Fertility spell. It allows creatures of differing species to produce offspring if they mate. This spell does not help with the mating, it simply allows the DNA of the creatures to combine. One creature must be a male, and another a female. The child produced will have traits from both parents.

If cast on one partner, the chances of fertility are only 50%. If cast on both, the chances are 100% of conception. Neither creature need be sentient, or even be aware of the spell, for this to work.

Regeneration

Order: 6

Prerequisite: Growth, Major Heal

Sacrifice: 3

Mana Cost: 4d10

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Instant (See below)

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: Full round

Words: **axis eplap acipc**

Effect: Regrows missing body parts

Casting: The caster must say the Primal words for life, growth, and total while kneading the stumps to be regrown.

The spell that separates the true master healers from dabblers in the craft. Regeneration triggers all missing body parts to be regrown new. The victim must still be alive at a minimum, and the head and the heart must be intact and connected to one another. Regrowth isn't instant, but takes place over 1d6 minutes per body part to be regrown.

Note that this spell will only restore body parts lost to injury. A severed hand will be cured, as might hair burned away by dragon breath, but a condition like male pattern baldness will not be reversed.

The new body parts are completely new, and will not bear any scars or marks that might have existed before. The target will often lose some weight in the procedure, as any excess body fat will be used to recreate the new limbs. Very masochistic and rich individuals have been known to use this technique as a diet plan. In any case, those who go through this spell always have a great deal of hunger.

SEVENTH ORDER SPELLS

Healers who wish to learn seventh-order spells must be at least seventh level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Baldness

Order: 7

Prerequisite: Regeneration, Wither

Sacrifice: 4

Mana Cost: 2d12

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: 1 Action

Words: enlāp ifan shan

Effect: Makes target permanently bald

Casting: The caster must say the Primal words for grow, end, and speed while running his fingers over his scalp and slapping out at his target.

This cruel incantation causes the target to immediately become naturally bald. Any hair on the target's head falls out and will not regrow. The caster can attempt to control the area affected by this spell, whether just a spot, the front and top of the head, or the entire head, or any other single body part. To do this, make a Focus roll opposed to the target's fitness. Success means the desired effect is achieved. Failure means the entire body part is rendered hairless.

Regeneration will not cure this effect, as it is now considered the target's natural state. Only the cure baldness spell can be employed to reverse this.

Bastard

Order: 7

Prerequisite: Mongrel

Sacrifice: 4

Mana Cost: 3d10

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: 1d4 days

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: Full Round

Words: ~~ax~~is ~~ap~~im ~~e~~x~~ta~~s

Effect: Allows creatures of the same gender to conceive a child

Casting: The caster must say the Primal words for life, creature, and joy while grasping the abdomen of the target.

Like the Mongrel spell, this incantation allows two creatures who would not normally be able to conceive a child to do so. In particular, it allows two creatures of the same gender to mate and conceive a child. If both are female, the recipient of the spell will carry the child (or both if both are affected). If both are male, the one not receiving the spell will carry the child (or both of both are affected). Men will grow a uterus upon conception, but birth will need to be via cesarean or similar procedure.

Each female enchanted has a 50% chance of conceiving. Each male enchanted has a 50% chance of conveying a child.

Normally, both partners need to be of the same species, but this spell can be cast along with Mongrel to allow two creatures of the same gender but different species to conceive.

Change Gender

Order: 7

Prerequisite: Mongrel, Regeneration

Sacrifice: 4

Mana Cost: 4d10

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: Full Round

Words: 𐌰𐌶𐌹𐌸 𐌺𐌹𐌳𐌰𐌸 𐌸𐌹𐌶𐌰

Effect: Changes target's gender

Casting: The caster must say the Primal words for life, sex, and change while grasping the target's crotch.

Like the name implies, this spell changes the gender of the target creature. The effect is permanent, though it will take 1d6 minutes for the body to fully morph into its new shape. For the most part, the spell changes the target from male to female or the reverse, but with species with more than two genders, the caster must specify, or the effect is random.

Note that this spell only changes the creature's physical form and DNA, it does not necessarily change the target's gender identity. This spell may be considered a wonder by some and a curse by others.

Multi-Heal

Order: 7

Prerequisite: Area Heal, Regeneration

Sacrifice: 4

Mana Cost: 2d10 per creature affected

Range: 100 meters

Target: Any number of creatures

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: Full Round

Words: 𐌰𐌶𐌹𐌸 𐌰𐌹𐌺𐌰𐌹𐌲𐌴 𐌺𐌹𐌳𐌰𐌸 𐌲𐌺𐌺𐌰𐌸

Effect: Heals targeted creatures for 3d12+Depth

Casting: The caster must say the Primal words for life, repair, friend, and distance while spinning about and pointing rapidly at each target.

A more refined version of Area-Heal, this spell allows the healer to affect as many creatures within his line of sight as he can afford the mana for. Each creature affected is healed for 3d12+Depth. Healing is applied to wound damage first, then Stamina.

The healer can pick and choose his targets allowing him to select only his friends or only the wounded in a chaotic battle.

Restoration

Order: 7

Prerequisite: Cure, Regeneration

Sacrifice: 4

Mana Cost: 6d12

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: Full Round

Words: **axis ta'ain tūntal**

Effect: Restores target to full health

Casting: The caster must say the Primal words for life, fill, and force while blowing at the target and massaging him all over his body.

This wondrous incantation completely restores the target's Stamina, heals all Wound damage, cures any diseases, and flushes all poisons from the body. It also repairs any damaged stats, even emotional and spiritual damage.

The one limitation is that this spell is designed for human-sized creatures, and no more than 30 points of wound and stat damage total will be healed per application of this spell. Injured giants and the like may need multiple castings to be fully restored.

EIGHTH ORDER SPELLS

Healers who wish to learn eighth-order spells must be at least eighth level themselves, and must have leveled since they learned the prerequisites for any of these spells.

Alter Species

Order: 8

Prerequisite: Bastard, Change Gender, Control (target species) [B or P]

Sacrifice: 4

Mana Cost: 6d10

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Instant (See below)

Roll: Magical Attack

Resist: Melee Defense vs. Touch + Will-5 or Magical Defense

Casting Time: Full Round

Words: ~~ax~~is ~~api~~m Ala'ru

Effect: Changes the species of the target

Casting: The caster must say the Primal words for life and creature and the sylvan word for change while imitating the target creature.

Sometimes known as polymorph, this powerful and iconic spell changes a creature of one type into a different type of creature. The recipient can be any type of creature, but the desired target species must be one that the caster has the appropriate control spell for from the book of Beast. For example, if the caster has the Control Bird spell, he can turn someone into a chicken, or even turn a frog into a chicken. The mind of the spell's target is not affected in any way, just his body.

The change is permanent, but is not instant. The spell changes the target at a genetic level, and their body will morph to the new shape over the course of 1d6 minutes. Minor changes, like turning an human into an elf, might be a little faster.

Major size differences aren't quick with this spell. The initial change will not shrink or grow the creature by more than 50% in weight, though their shape will fully change. Beyond this, the creature will continue to grow or shrink up to 50% each day.

The spell cannot change a creature between kingdoms, so plants can only be turned into other plants, animals into other animals, and fungi into other fungi.

Cure Baldness

Order: 8

Prerequisite: Baldness, Restoration

Sacrifice: 4

Mana Cost: 4d10

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: Full round

Words: **axis enlax ov'ast**

Effect: Cures natural baldness

Casting: The caster must say the Primal words for life, grow, and wall while running his hands over the target's scalp.

This spell will cure natural baldness, causing the target's hair to grow back at its normal rate as if the person naturally had a full head of hair. This will also cure magically induced baldness and some other similar functions of age. If this spell is followed up by Regeneration, the target's hair will grow back immediately.

This spell works differently on different species. Animals that have lost fur, antlers, or scales to age will get them back. Creatures whose hair has turned white or silver from age may return to the color of their youth. The effect depends on the target creature. In many cases, the spell may do nothing at all.

Also, though the effect is natural and there is no duration to expire, this spell does not prevent the target creature from losing their hair again to further age.

Heal Circle

Order: 8

Prerequisite: Multi-Heal, Halo [LD]

Sacrifice: 4

Mana Cost: 5d20

Range: Caster

Target: Single point on the ground

Area of Effect: 10m radius from target point (stackable)

Duration: 1d6 days (stackable)

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: 2d6 Rounds

Words: **axis ta'ain uthep**

Effect: Creates an area that heals all who enter it

Casting: The caster must say the Primal words for life, fill, and earth while walking the area to be enchanted in a slow, tight spiral.

This powerful enchantment is more of a ritual than an incantation. It sanctifies an area, causing it to provide healing magics to all creatures who enter it. It is often used in temples, where the priests recast the spell every few days as it expires.

Any living thing in the healing circle receives $2d10 + \text{Caster's Depth of healing}$ per round. Wound damage is healed first, followed by Stamina. Undead creatures that enter the circle take the same amount as damage each round. Healing/damage is applied at the end of each round.

Stat damage (such as damage from disease) is healed at a rate of 1 point per round. It is possible (if unlikely) to be killed within a heal circle if one takes enough damage in a single round.

The area is actually a spherical shape surrounding the target point, but most people think of it as a circle on the ground. If the caster puts more mana into the ritual, the area can be increased. The radius of the spell is 10 meters per each $5d20$ Mana the caster puts in. Additionally, the duration of the spell can be increased by $1d6$ days per $5d20$ Mana as well.

Limb

Order: 8

Prerequisite: Change Gender, Restoration

Sacrifice: 4

Mana Cost: $4d20$

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Instant (See below)

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: Full Round

Words: **axis enlap owa**

Effect: Grows an extra arm leg, or wing for the target creature.

Casting: The caster must say the Primal words for life, grow, and weapon while gathering the target's skin and pulling it towards him.

This exotic relative of Alter Species also changes the target at the genetic level, granting him an extra limb, typically an arm, leg, or wing (limb and location is determined by the caster). The limb will grow in 1d6 minutes from the casting of the spell. The limb will resemble the creature's other limbs (unless this is cast on a creature with no limbs, in which case the result is up to the GM).

An extra arm grants the target an additional action per round. Each extra arm added reduces the target's Wit by -2 (as it requires additional brainpower to control). If the target would be dropped to Wit 0 or below, this spell will fizzle.

An extra leg does not make the creature faster, though it does add stability. Add +2 to Grapple and Overrun attacks. Also add +2 to Acrobatics, Climb, Jump, and Swim. If applicable, a +5% can be added to trade skill rolls. Each extra leg added reduces the target's Wit by -1. If the target would be dropped to Wit 0 or below, this spell will fizzle.

A wing doesn't do much for the creature unless two are added. In this case, the target gains the ability to Fly and gains the use of the Fly skill. Each wing added after the first 2 increases the Fly skill by +4. Each wing added reduces the target's Wit by -1. If the target would be dropped to Wit 0 or below, this spell will fizzle.

Each limb gives the target creature an additional wound location.

NINTH ORDER SPELLS

The ninth order represents the highest mastery of life. Healers who wish to learn ninth-order spells must be at least tenth level, and must have leveled since they learned the prerequisites for any of these spells.

Red Skull

Order: 9

Prerequisite: Cure Baldness, Piranha

Sacrifice: 5

Mana Cost: 3d20

Range: 100 Meters

Target: Single Creature

Area of Effect: Target

Duration: 3d4 rounds

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: 1 Action

Words: axis ipüün enlar apük

Effect: Causes flesh eating bacteria to eat the target's head

Casting: The caster must say the Primal words for life, small, grow, and destroy while clawing at his own head and face.

A somewhat deadlier version of the Piranha spell, Red Skull specially targets bacteria that lives on the head of the target creature. The resulting infection is considerably more targeted and much more rapid than its lesser cousin.

Damage is similar to acid damage and is applied starting at the end of the round in which the spell was cast. The target creature will take 1d4 points of Wound damage to the head per round as long as the spell remains active.

The infection cannot be stopped by normal means, though acid strong enough to do wound damage will stop it (and replace its effects with that of the acid). Fire will kill the bacteria as well (victim must take either 20 points of Stamina damage from flame or 2 point of wound to the head).

This spell also has a cumulative 10% chance per point of damage dealt to blind the target creature. This blindness will be reversed when the wound damage is healed.

Reincarnation

Order: 9

Prerequisite: Heal Circle, Alter Species, Summon Soul [S]

Sacrifice: 5

Mana Cost: 6d20

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: Melee Defense vs. Touch

Casting Time: 1 Hour

Words: li'a Upuü SHARAN axis

Effect: Returns the soul of a dead creature to a new body

Casting: The caster must say the Primal word for friend, followed by the Celestial for return, the Natural word for through, and the primal word for life. The spell is an hour long ritual in which a pregnant creature is blessed.

Those healers who continue their learnings to the book of summoning can eventually enact this powerful ritual. This ritual summons the soul of a dead person or creature and binds it to a new body, typically an unborn child, but conceivably this could be any viable body that does not yet have a soul (dead bodies won't work). The returned creature only retains a few memories of his past life (20% of any specific memory, minus 1% per year dead) and if the target body is a baby, the memories will be forgotten by the time the person is old enough to speak.

If a soul is somehow brought back into a fully adult body, it will retain its identity, and will be able to speak its native tongue. Other languages have only a 20% chance of being remembered. It will only have 20% the experience it did previously, so if it had been 10th level, it is now only 2nd.

So why cast the ritual then? Well, mostly this is used for religious or sentimental purposes. A man might be able to keep the same dog with him his whole life say, or a woman who lost a child could bring it back as a new one. Then there are a few more devious uses. An enemy bound into a weak body can be punished in the next life for his previous sins. And more importantly, a spirit bound to a body cannot be brought back by someone else. If you kill the king and don't want his ministers to Resurrect him, you could reincarnate him as a pig as a preemptive strike. The possibilities are many.

Unlike with Resurrection below, the caster does not have to have the dead person's body to Reincarnate him, though you do need to know his true name.

TENTH ORDER SPELLS

The tenth order represents what only the power of multiple combined masters of the art of life can achieve when working together.

Resurrection

Order: 10

Prerequisite: Reincarnation, Bind Soul [WB], Greater Ward [WB], Greater Enchantment [WB], 2 Others that know this spell

Sacrifice: 5

Mana Cost: 3d100 (shared amongst all casters)

Range: Touch

Target: Single Creature

Area of Effect: Target

Duration: Instant

Roll: Magical Attack

Resist: 1d20+1 per year dead

Casting Time: 1d100 minutes

Words: Upuññ Cēlīñ SHĀRĀṆ axis t'a'ain

Effect: Returns a dead creature to life

Casting: The 3 casters must chant the Celestial words for return and bind, and the primal words for life and fill. The spell is a ritual in which the body must be healed to full health.

This legendary incantation is the rarest of spells, and rumored to not even exist at all. The healer must dabble in the book of summoning and also master the book of Wards and Bindings, but then before he can proceed, he must also find two other healers who have learned this ritual. The three casters must work together to bring back the dead creature.

In order for the ritual to work, the creature's dead body (or at least one bone of it) must be possessed. Through the course of the ritual, the body will be regrown and healed to full health. The dead spirit will be recalled and bound to the renewed body. The creature's true name must be known as well in order to recall its spirit.

The caster with the highest Magical Attack will roll at the end of the ritual. The GM will roll a d20 for the recalled soul and add 1 to it per year the soul has been dead. If the caster rolls higher (or equal), the ritual is successful, and the creature awakens at the end of the ritual. The creature's body will be the same age as it was when the creature died, so if the creature initially died of old age, he may not last long back in the realm of the living.

If the GM rolls higher than the caster on the ritual roll, the ritual fails. However, this is not necessarily obvious to the casters as the body will awake—only some other random soul will have found its way into the body. Such rogue souls are often those of demons, revenants, ghosts, or psychopaths. Such an event rarely ends well.

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