

Guardians of Utaemia

Locust Magician Abilities and Spells

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Adventurer Abilities and Spells:

You will begin your character with Modification Points (M.P.). These points are used to purchase certain abilities, miscellaneous modifications, combat adjustments, experience point modifiers, spells and more.

When you create your character (your Seeker) you will be level zero. While you are a Seeker (from 0 to 5th level), you may ONLY choose Seeker Abilities. Upon advancing to level #6, you will no longer be considered "Seeker", but an adventurer. It will then be up to you to decide what you will be based on what abilities and spells you learn.

Notes and things you should be aware of:

Abilities and Spells do not stack (or add together) unless otherwise specifically stated.

Locust Magician

The Locust Magician is a caster that deals specifically with all the insect kingdom.

Prerequisites:

1. Seeker Abilities, "Creature Studies" (Insect Creature Studies). Know each insect from the Creatures Book.
2. Seeker Abilities: "Magical Prowess"

Cobwebs (Spell)

Creates a mass of cobwebs that blanket an area.

Modification Point cost: 4

Area of Effect: 1 Space and all connecting spaces around it.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: Permanent (as normal cobwebs).

Effect time: 1 turn (5 seconds)

Explanation: Cobwebs will cause a curtain-like mass of thin webbing to gently explode out from the caster's outstretched hands which will stick to any dry surface. These webs are not strong enough to keep any creature at bay or stationary. The webs are cotton-like and soft, easy to tear apart. The Locust Magician can manipulate Cobwebs (which only he or she has cast), shifting and re-shifting their location at will. In doing this, the Cobwebs will not be torn or damaged in any way.

For every spell-point added in above the initial cost of this spell, the "Area of effect" will extend 1 space (5') outward (one more ring of spaces will be added to the outer parameter of the "Area of effect").

Hand movement: Two hands.

Healing: None.

Immunities: Webbing will not stick to ice and wet surfaces.

Maximum adjustment: None.

Notes: None.

Range: 2 spaces (10')

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 100 white-gold / **Spell-rune:** 1 white-gold

Fly Drove (Spell)

Causes a mass of flies to swarm into the face and eyes of your target.

Modification Point cost: 6

Area of Effect: 1 space (5')

Avoidance-roll: Target must win initiative against the swarm of flies, and win, or incur a penalty of defense and offense. Flies will have a +1 initiative bonus per level of the caster. If the target fails to win the initiative, Fly Drove will cause a penalty to defense and offense of 1 per two levels of the caster (rounded down).

Casting time: 2 turns (10 seconds)

Damage: None.

Duration: 1 turn (5 seconds) per 5 levels of the caster.

Effect time: Instant.

Explanation: Fly Drove will amass a swarm of flies into the face of an opponent, obscuring view by landing on and flying into the eyes.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5') x the caster's awareness.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 3

Susceptibilities: None.

Value: Scroll: 3,000 white-gold / Spell-rune: 30 white-gold

Locust Familiar, Minor (Spell)

Locust Magician can summon a unique insect be a companion to him or her.

Modification Point cost: 10

Area of Effect: One full region.

Avoidance-roll: None.

Casting time: 1 hour (720 turns).

Damage: None.

Duration: Permanent. The familiar will become a lifelong companion and trusted ally of the caster.

Effect time: Instant.

Explanation: When this spell is cast the Locust Magician will send out a magical call to one giant insect type (the choice will be the G.M., not the player). This giant insect will come to the Locust Magician, serving as a permanent companion for the remainder of its life, or the remainder of the caster's life.

There will be a 99% chance that this spell will be successful. If unsuccessful, the 5 spell-points to cast this spell will be forfeit willingly by the caster forever. See: "Special".

See: "Notes"

Hand movement: Two hands.

Healing: None.

Immunities: Only giant insect class creatures can be effected by the power of this spell.

Maximum adjustment: Not applicable.

Notes: This familiar will be able to communicate verbally with the caster. The caster can also see through the eyes of the familiar at will.

Range: As "Area of Effect"

Resting time: None.

Special: Spell-points used to cast this spell are willingly forfeited forever in trade for the familiar.

Spell Preparation: Caster must meditate undisturbed for the "Casting time" of the spell.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 10,000 white-gold / **Spell-rune:** 100 white-gold

Haminatra Sentinels (Spell)

Creates Haminatra Bees to do the caster's bidding.

Modification Point cost: 10

Area of Effect: Not applicable.

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: 24 hours.

Effect time: Instant.

Explanation: This spell will create 1 Haminatra Bee per 7 levels of the caster to do the bidding of the caster.

See: the B Section of the Creatures Book and look up: "Bee, Haminatra".

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: This spell will create 1 Haminatra Bee per 7 levels of the caster.

Notes: None.

Range: 4 spaces (20')

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: Caster must have one single common honey bee as a spell-component.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 7,000 white-gold / Spell-rune: 70 white-gold

Insect Globe (Spell)

Creates a light within a gem that attracts insects.

Modification Point cost: 4

Area of Effect: One gem or round orb of glass (no larger than fist sized).

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: None.

Duration: 8 hours.

Effect time: Instant.

Explanation: The Druid will touch one gem or round orb of glass. When this is done, it will illuminate ever so slightly, causing the attraction of insects to the dim manifestation. This spell will draw up to 30% of all present mosquitoes, moths, and other insect life away from unwanted areas (i.e., camping spots, trails, porches, etc.). It is a very handy spell to have when traveling or camping out in the wilderness.

The illumination caused by this spell will lighten an area of 12" (one foot) around the "Area of effect". It is a terrible source of light, but makes excellent visual markers if within 2 spaces (10').

Hand movement: One hand.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: Touch.

Resting time: None.

Special: None.

Spell Preparation: One gem or round orb of glass.

Spell-points to cast: 2

Susceptibilities: None.

Value: Scroll: 100 white-gold / **Spell-rune:** 1 white-gold

Locust's Web (Spell)

Entangles targets in a mass of strong webbing.

Modification Point cost: 10

Area of Effect: 1 space and the next two rings of spaces surrounding that space (25' diameter).

Avoidance-roll: None.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: All creatures trapped within the web will be freed when the webbing dissolves. It will begin to dissolve in 72 hours. This webbing is real. When cast it is no longer magic actual but spider's webbing (as a giant spider's).

Effect time: Instant.

Explanation: Locust's Web is very handy to have. It can catch multiple opponents and hold them at bay, or stop them completely. While entangled a creature will have a -60 to strike another opponent and movement will be cut to zero (no dodging attacks) until it can release itself. A creature will be able to free itself when it successfully makes an avoidance-roll vs. "Paralysis" for every space it must travel through the webbing to be freed from. A victim caught in grasp of Locust's Web can only fail the "Paralysis" check 3 times before it is permanently stuck.

Hand movement: Two hands.

Healing: None.

Immunities: Creatures which are wet will be loosed from the web in 1-D4 turns. If fire is set to the web it will ignite violently and then extinguish on the next turn, setting fire to any combustibles within 1 space of the fire's edge. Any creature within the flame at the time it catches fire will take up to 63 points of damage in up to 7 areas of the body.

Maximum adjustment: None.

Notes: None.

Range: 10 spaces (50')

Resting time: 3 turns (15 seconds)

Special: None.

Spell Preparation: None.

Spell-points to cast: 5

Susceptibilities: None.

Value: Scroll: 10,000 white-gold / **Spell-rune:** 100 white-gold

Repel Insects (Spell)

Repels common and giant insects.

Modification Point cost: 6

Area of Effect: 1 space (5') and the next 3 rings of spaces connected to it.

Avoidance-roll: For common insects, No. For giant insects, Yes: vs. "Magic".

Casting time: 5 turns (25 seconds)

Damage: None.

Duration: Permanent until caster leaves the area.

Effect time: Instant.

Explanation: This spell will cause all common and giant insects within the "Area of Effect" to be driven out. The insect(s) will not be harmed in any way, but must depart.

Hand movement: One hand.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: 6 spaces (30')

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 3

Susceptibilities: None.

Value: Scroll: 18,000 white-gold / Spell-rune: 180 white-gold

Savage Kingdom (Spell)

Call upon ravaging insects to attack your foe.

Modification Point cost: 14

Area of Effect: One creature. See: "Explanation"

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: 1-D6 per level of the caster.

Duration: 1-D4 turns +1 turn per 10 levels of the caster.

Effect time: Instant.

Explanation: Caster calls upon all voracious insects in the area. These insects will swarm the target specified by the caster, worming their way into the cracks and chinks of any armor worn. At any time the caster can command this swarm to pursue and attack another creature (but not more than one creature at any given time).

Savage Kingdom Movement: 1 space (5') per 5 levels of the caster.

Savage Kingdom Defense: As caster +1 per 3 levels advanced.

Savage Kingdom Offense: As caster +1 per 3 levels advanced.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5') x the caster's awareness.

Resting time: 1 turn (5 seconds)

Special: None.

Spell Preparation: This spell must be cast where insects exist.

Spell-points to cast: 7

Susceptibilities: Damage-reduction of armors worn does not protect one from this form of attack.

Value: Scroll: 23,000 white-gold / **Spell-rune:** 230 white-gold

Scarab Swarm (Spell)

Calls up a swarm of voracious scarabs to devour a foe.

Modification Point cost: 20

Area of Effect: 1space (5') + all the spaces surrounding that space.

Avoidance-roll: None. See: "Notes"

Casting time: 3 turns (15 seconds)

Damage: 1-D10 per level advanced in all areas of the body. See: "Notes"

Duration: 1-D4 turns +1 turn per 10 levels of the caster.

Effect time: Instant.

Explanation: This spell will cause voracious scarabs to swarm up from the ground, seemingly out of nowhere.

Without hesitation Scarab Swarm will attack and damage ANYTHING within the "Area of Effect" (even the caster).

Scarab Swarm will automatically strike anything within the "Area of Effect". The only way to avoid this attack is to get out of the "Area of Effect" (they will not leave the "Area of Effect").

See: "Notes"

Hand movement: Two hands.

Healing: None.

Immunities: Only the living are effected by this attack.

Maximum adjustment: None.

Notes: The "Special abilities" to turn attacks will turn the damaging effects of this spell (this spell's attack is considered as SHARP).

Range: 1space (5') x the awareness of the caster.

Resting time: 2 turns (10 seconds)

Special: None.

Spell Preparation: Spell component needed. The caster must have one scarab as an expendable component to cast this spell (it can be dead or alive).

Spell-points to cast: 10

Susceptibilities: None.

Value: Scroll: 300,000 white-gold / Spell-rune: 3,000 white-gold

Sting (Spell)

Causes damage and possible pain infliction.

Modification Point cost: 6

Area of Effect: One creature or target per 10 levels advanced.

Avoidance-roll: None.

Casting time: 1 turn (5 seconds)

Damage: 1-D6 per level advanced.

Duration: Instant.

Effect time: Instant.

Explanation: This spell will automatically strike a target on a roll of 10+, causing pain infliction if 51%+ damage is rolled. If 51%+ damage is rolled, the target of Sting must win initiative with the caster or lose the next offensive attack.

Hand movement: One hand.

Healing: None.

Immunities: Although the damaging effects of this spell will damage creatures, a creature that does not feel pain will not be effected by the pain infliction penalty of this spell.

Maximum adjustment: None.

Notes: None.

Range: 1space (5') x the awareness of the caster.

Resting time: None.

Special: None.

Spell Preparation: None.

Spell-points to cast: 3

Susceptibilities: None.

Value: Scroll: 17,000 white-gold / Spell-rune: 170 white-gold