

# *Guardians of Utaemia*

## *Enchanter 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.

# Enchanter

Casters in the craft of binding strong magics and enchantments upon items, creatures and other places and objects.  
The enchanter is a valuable asset to a kingdom (and highly sought after).

# Prerequisites

1. Seeker Abilities: "Magical Prowess"

# Brilliance (Spell)

Increase the recovery rate of ability and spell-points per turn.

Modification Point cost: 25

**Area of Effect:** Target

**Avoidance-roll:** None.

**Casting time:** Perception: 1 turn (5 seconds)

**Damage:** None.

**Duration:** 1 turn (5 seconds) +1 turn x caster's level

**Effect time:** Instant.

**Explanation:** This spell will cause ability and spell-points to be regained at the accelerated rate of 1 per turn + 1 per 10 levels advanced.

**Hand movement:** None.

**Healing:** None.

**Immunities:** Creatures that do not use ability or spell-points

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** 1 space (5') x caster's level.

**Resting time:** None.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 12

**Susceptibilities:** None.

**Value:** Scroll: 240,000 White-gold / **Spell-rune:** 24,000 White-gold

# Detect Enchanted Gem (Spell)

Detects if a gem is enchanted.

Modification Point cost: 20

**Area of Effect:** One gem

**Avoidance-roll:** None.

**Casting time:** 20 turns (100 seconds)

**Damage:** None.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** This is the more powerful of the two spell bindings placed within a gem. When a gem is spellbound with ENCHANTMENT, it will be more like an ability. For example it could be spellbound by powerful spiritual magics to protect its wearer against attacks of a spiritual nature. The gem might also be spellbound and fixed into an amulet to aid its wearer to cause more physical damage when striking an enemy.

Notes: An enchanted gem is one that has no specific spell placed within it. Rather, an enchanted gem is a gem spellbound with an ability-like power that aids the one who carries it. These powers can be anything that the G.M. wishes to gift the gem with.

**Hand movement:** One hand. The other hand must be holding the gem.

**Healing:** None.

**Immunities:** A blessed and cursed gem cannot be revealed with this spell; it will detect as a non-magical gem.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Touch

**Resting time:** None.

**Special:** None.

**Spell Preparation:** Caster must hold the targeted gem in one hand firmly.

**Spell-points to cast:** 10

**Susceptibilities:** None.

**Value:** Scroll: 750,000 white-gold / **Spell-rune:** 75,000 white-gold

# Detect Magic Gem (Spell)

Detects if a gem is magical.

Modification Point cost: 10

**Area of Effect:** One gem

**Avoidance-roll:** None.

**Casting time:** 10 turns (50 seconds)

**Damage:** None.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** This is the more minor of the two spell bindings placed within a gem. When a gem is MAGIC spellbound, a random spell or random power will be placed within the gem to be used every so often (i.e., once only; once per day; once per week; etc.). It is an actually spell that is placed within the gem itself.

**Hand movement:** One hand. The other hand must be holding the gem.

**Healing:** None.

**Immunities:** A blessed and cursed gem cannot be revealed with this spell; it will detect as a non-magical gem.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Touch

**Resting time:** None.

**Special:** None.

**Spell Preparation:** Caster must hold the targeted gem in one hand firmly.

**Spell-points to cast:** 5

**Susceptibilities:** None.

**Value:** Scroll: 75,000 white-gold / **Spell-rune:** 7,500 white-gold

# Enchant (Spell)

Enables the caster to enchant an object with a spell or ability that you currently possess.

Modification Point cost: 100

**Area of Effect:** One object.

**Avoidance-roll:** Yes: When an Ability, Divine Favor, or Spell is enchanted into an item, the enchanter must then successfully make an avoidance-roll vs. "Intelligence" or failure to create the item will occur. If this happens the current modification-points used to create this item will be lost forever.

**Casting time:** 24 hours.

**Damage:** None.

**Duration:** Permanent

**Effect time:** 24 hours.

**Explanation:** To enchant an item, the enchanter must actually give Modification Points into the creation of an item. By doing this, it stall the enchanter from progressing in the many skills and abilities he or she needs to further gain more power.

When an item is created, only the enchanter that created it can forge more powers or abilities into it.

It will cost the Enchanter 1/2 the "Modification Point cost" that it would take to purchase an ability, divine favor, spell or trade-skill, to enchant an item with that certain ability, divine favor, spell, or trade-skill.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** None.

**Range:** Touch

**Resting time:** 24 hours per ability, divine favor, spell, or trade-skill.

**Special:** None.

**Spell Preparation:** An item must be present to enchant.

**Spell-points to cast:** 50

**Susceptibilities:** None.

**Value:** Scroll: 1,000,000 white-gold / **Spell-rune:** 100,000 white-gold



# Enchanted (Spell)

Animates a broom, carpet, a piece of furniture, etc.

Modification Point cost: 2

**Area of Effect:** One item.

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** Permanent. Spell-points expended for enchanting an object will not regenerate until the same spell is cast upon that item again (which will expel the enchantment from that object).

**Effect time:** Instant.

**Explanation:** These are simple enchantments (i.e., the broom sweeps, carpet can carry itself out of doors and shake itself out, furniture can move about and accommodate a guest (not capture), a structure can be mildly alive, yet none of these things are very powerful at all).

The caster can command Enchanted items to do what he or she wishes them to do. The caster can also give Enchanted items instructions to obey another (although this is not completely perfected as the items become confused at times, doing odd things).

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** None.

**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:** 1

**Susceptibilities:** None.

**Value:** Scroll: 500 white-gold / **Spell-rune:** 50 white-gold

# Enchanted Aura (Spell)

Detects warding spells placed to protect an area.

Modification Point cost: 15

**Area of Effect:** 1 space (5') out in the desired direction of the caster. This spell does not move with the caster as he or she travels.

**Avoidance-roll:** A successful avoidance-roll vs. "Awareness" will detect warding spells placed to protect an area. The nature of the Ward placed is not revealed.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** Usually wards are placed in archways, or along pathways, etc. They can be dangerous to intrude upon. This spell will allow the enchanter to possibly detect a ward before it is set off.

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** 1 space (5') See: "Area of Effect"

**Resting time:** None.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 7

**Susceptibilities:** None.

**Value:** Scroll: 80,000 white-gold / Spell-rune: 8,000 white-gold

# Moonletters, Enchanted Portcullis (Spell)

Causes any portcullis (i.e., door, window, trap door, etc) to vanish, leaving what holds it in place (i.e., the wall that holds the door frame).

Modification Point cost: 12

**Area of Effect:** One Portcullis

**Avoidance-roll:** None.

**Casting time:** 6 turns (30 seconds)

**Damage:** None.

**Duration:** Permanent. See: “Explanation”

**Effect time:** 1 turn (5 seconds)

**Explanation:** This enchantment will cause any portcullis to vanish, becoming what holds it in place (like the wall) until the same enchantment is cast upon it again.

**Hand movement:** One hand.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** This spell will not work if there is a creature within the portcullis itself. The spell will continue to conceal the portcullis when that creature clears the “Area of Effect”  
Spell-points used to cast this spell will not regenerate until the spell is no longer in effect.

**Range:** 1 space (5')

**Resting time:** 6 turns (30 seconds)

**Special:** None.

**Spell Preparation:** Only that this spell is cast upon a portcullis.

**Spell-points to cast:** 6

**Susceptibilities:** None.

**Value:** Scroll: 60,000 white-gold / **Spell-rune:** 6,000 white-gold

# Moonletters, Mystic Writ (Spell)

Cast an unseen message on a parchment, only to be revealed by the casting of the same spell upon it.

Modification Point cost: 4

**Area of Effect:** One parchment (paper, scroll, etc.)

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds) and the time it will take to write the message.

**Damage:** None.

**Duration:** Permanent. See: “Explanation”

**Effect time:** Instant.

**Explanation:** This enchantment will cause a written message upon the parchment to vanish until the same enchantment is cast upon it in like manner. Once the same spell is cast on the parchment again, the spell is broken, revealing the message.

**Hand movement:** One hand.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** Spell-points used to cast this spell will not regenerate until the spell is no longer in effect.

**Range:** Touch. Caster must write the message.

**Resting time:** None.

**Special:** None.

**Spell Preparation:** Caster must secure a piece of paper, or scroll-paper, to inscribe the Mystic Writ Moonletters upon.

**Spell-points to cast:** 2

**Susceptibilities:** None.

**Value:** Scroll: 2,000 white-gold / Spell-rune: 200 white-gold

# Moonletters, Shrouded Path (Spell)

Causes any pathway (i.e., game trail, walkway, etc.) to vanish, blending in with its surroundings.

Modification Point cost: 16

**Area of Effect:** 100' of pathway per 5 levels advanced.

**Avoidance-roll:** None.

**Casting time:** 12 turns (1 minute)

**Damage:** None.

**Duration:** Permanent. See: “Explanation”

**Effect time:** 1 turn (5 seconds)

**Explanation:** This enchantment will cause any pathway (i.e., game trail, walkway, etc.) to vanish, blending into its surroundings almost until the same enchantment is cast upon it once again. See: “Notes”

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** Spell-points used to cast this spell will not regenerate until the spell is no longer in effect.

**Range:** Must be standing upon the targeted pathway.

**Resting time:** 12 turns (1 minute)

**Special:** None.

**Spell Preparation:** Only that this spell is cast upon a pathway.

**Spell-points to cast:** 8

**Susceptibilities:** None.

**Value:** Scroll: 120,000 white-gold / **Spell-rune:** 12,000 white-gold

# Moonletters, Starr Glyph (Spell)

Cast on a keyhole and it will vanish.

Modification Point cost: 8

**Area of Effect:** One Keyhole.

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds)

**Damage:** None.

**Duration:** Permanent. See: “Explanation”

**Effect time:** Instant.

**Explanation:** When this powerful spell is cast upon a keyhole it will vanish from sight, never to be seen again until the same spell is cast upon it at the close approximate time on the exact day, one year later. A caster must be within 5 turns (25 seconds) of the casting, or the spell will be fooled, thus the keyhole will remain hidden and locked away for another year.

**Hand movement:** One hand.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** Not applicable.

**Notes:** Spell-points used to cast this spell will not regenerate until the spell is no longer in effect.

**Range:** 1 space (5')

**Resting time:** None.

**Special:** None.

**Spell Preparation:** Only that this spell is cast upon a keyhole.

**Spell-points to cast:** 4

**Susceptibilities:** None.

**Value:** Scroll: 20,000 white-gold / **Spell-rune:** 2,000 white-gold

# Passage (Spell)

Allows passage through spell wards and magical traps without setting them off

Modification Point cost: 18

**Area of Effect:** One set of warding runes.

**Avoidance-roll:** Pit Mental-strength vs. your foe's Mental-strength and win to ensure a safe passage one way through set warding runes or magical trap.

**Casting time:** 4 turns (20 seconds)

**Damage:** None.

**Duration:** 1 minute (12 turns)

**Effect time:** Instant.

**Explanation:** This spell will cause warding runes and magical traps in the "Area of Effect" to become dormant, null and void, harmless, for the "Duration". This spell does not expel wards and magical traps, but rather blocks them of the power to do what they were intended for.

**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) x the number of warding runes and / or magical traps within the "Area of Effect".

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 9

**Susceptibilities:** None.

**Value:** Scroll: 125,000 white-gold / **Spell-rune:** 12,500 white-gold

# Reveal (Spell)

Reveals if something is magical and what those magical properties are.

Modification Point cost: 7

**Area of Effect:** Reveals the nature of as many items as the caster's intelligence  $\div$  4 (rounded down).

**Avoidance-roll:** None.

**Casting time:** 1 turn (5 seconds) per item being revealed.

**Damage:** None.

**Duration:** Instant.

**Effect time:** Instant.

**Explanation:** Reveals the nature of an item, or items, of magic (i.e., armor, enchanted item, weapon, etc.). **Example:**

With a 20 intelligence one could Reveal 5 items ( $20 \div 4 = 5$ ). A caster with a 33 intelligence could Reveal 8 items ( $33 \div 4 = 8$  (with 1 left over -- drop the remaining 1 point)).

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** This spell will not reveal the presence of blessed or cursed items, or the nature of such items.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Touch.

**Resting time:** 1 turn (5 seconds) per item revealed.

**Special:** None.

**Spell Preparation:** Only that the items to be revealed are present and can be physically touched.

**Spell-points to cast:** 3

**Susceptibilities:** None.

**Value:** Scroll: 27,000 white-gold / **Spell-rune:** 2,700 white-gold



# Rune-Weave (Spell)

Sets a spell-rune into a physical object to be set off at a certain time under certain circumstances and conditions (as depicted by the enchanter).

**Modification Point cost:** 16

**Area of Effect:** One object which the rune will be spellbound into.

**Avoidance-roll:** The enchanter must successfully make an avoidance-roll vs. "Magic" to Weave a Rune.

**Casting time:** 10 turns (50 seconds)

**Damage:** None.

**Duration:** Permanent until the Spell-Rune is activated.

**Effect time:** 1 turn (5 seconds)

**Explanation:** This spell will enable the caster to permanently secure a spell-rune into an archway, armor, a rock, a book, clothing, etc. The Spell-Rune will be cast in an of itself when certain conditions are met. In other words, the caster casts Rune-Weave upon a Spell-Rune, secures it into the stone of an archway within a dungeon, setting the condition upon how the Spell-Rune will be cast (the caster can set the Spell-Rune to cast if it is passed by, touched, passed by a second time, etc.

**Hand movement:** Two hands. The caster must hold the Spell-Rune against a physical object and cast Rune-Weave with the other hand.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Touch. See: "Hand movement".

**Resting time:** 10 turns (50 seconds)

**Special:** None.

**Spell Preparation:** Caster must have a Spell-Rune that he or she will cast Rune-Weave onto after it is places against a physical object.

**Spell-points to cast:** 8

**Susceptibilities:** None.

**Value:** Scroll: 16,000 white-gold / **Spell-rune:** 1,600 white-gold

# Unravel (Spell)

Leaves Spell-Runes and wards magically placed to hinder or harm intruders harmless for a time.

Modification Point cost: 18

**Area of Effect:** All Spell-Runes and magical wards within 1 space (5') of the caster.

**Avoidance-roll:** Pit Mental-strength vs. your foe's Mental-strength with the original caster of the Spell-Runes or warding rune and win to successfully subdue its magic for a time.

If the caster fails to successfully subdue a Spell-Runes or ward it will be set off, no matter the conditions set by its creator.

**Casting time:** 4 turns (20 seconds)

**Damage:** None.

**Duration:** 1 turn (5 seconds) x the level of the caster.

**Effect time:** Instant.

**Explanation:** Unravels a single spell ward for a time. The G.M. will roll up the mental-strength of the caster and then a race to four will begin. It is very exhausting for the Enchanter to Unravel such runes and wards. See: "Resting time".

**Hand movement:** Two hands.

**Healing:** None.

**Immunities:** None.

**Maximum adjustment:** None.

**Notes:** None.

**Range:** Caster only. See: "Area of Effect"

**Resting time:** The enchanter must rest for 1 hour per spell or ward he or she Unravels. Remember that this is NOT Expel Magic; this simply makes the spell or ward non-functional for 3-D20 hours + 1 hour per level of the caster.

**Special:** None.

**Spell Preparation:** None.

**Spell-points to cast:** 8

**Susceptibilities:** None.

**Value:** Scroll: 18,000 white-gold / **Spell-rune:** 1,800 white-gold