

Guardians of Utaemia

Mystic 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.

Mystic

The Mystic is a more powerful form of Shaman. This character type is a continuation of the Shaman.

Prerequisites:

1. Seeker Abilities: "Magical Prowess"
2. Seeker Abilities: "Metaphysical Studies"
3. Trade-Skill, "Alchemy"
4. Trade-Skill, "Black Smith"
5. Trade-Skill, "Brewer"
6. Trade-Skill, "Herbalist"
7. Trade-Skill, "Medic"
8. Trade-Skill, "Miner"

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Animal Evolution (Spell)

The Mystic will understand and comprehend the targeted animal. He or she will then begin to learn and change mentally, thinking as that animal thinks. Then the Mystic will begin to inherit physical changes, and in the end be empowered so that he or she can shift into, and be among, that animal type as if one of them.

Modification Point cost: 30

Area of Effect: Caster only.

Avoidance-roll: None. The Mystic must have studied this animal and know its behaviors, habits, likes and dislikes. The Mystic must have studied its abilities and weaknesses first hand. All in all, a full knowledge of this animal must be known in order for this spell to work.

Casting time: 10 turns (50 seconds)

Damage: None.

Duration: Permanent until the Mystic wishes to change back into his or her natural shape (or another shape that he or she can shift into).

Effect time: 3 turns (15 seconds)

Explanation: Once a Mystic has studied and learned about a single Animal class, he or she can metamorph into that animal by the casting of this spell, taking upon him or herself its scent and physical features. The Mystic will fully become that animal in all ways, but will keep the following characteristics:

1. Intelligence
2. Mental-strength
3. Wisdom

The Mystic will be able to speak as normal to others if so desired (unless that Animal type cannot speak).

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: Warning: You will have the physical Strength, and Constitution of the animal you evolve into, meaning that if you metamorph into a mouse, you will be weak and easily slain by a house cat, someone's foot, or easily drowned. This is the one weakness of this spell (you inherit an animal's true physiology).

See: "Creature" Class in the C section of the Basic Rules Book to know what creatures are considered Animal class.

Range: Self.

Resting time: None.

Special: None.

Spell Preparation: None. See: "Avoidance-roll"

Spell-points to cast: 15 (while this spell is in effect, spell-points used to cast this spell will not begin to regenerate).

Susceptibilities: None.

Value: Scroll: 225,000 white-gold / **Spell-rune:** 2,250 white-gold

Glitchen Seed (Spell)

Possess a living or Undead creature.

Modification Point cost: 60

Area of Effect: One creature

Avoidance-roll: Pit Mental-strength vs. your foe's Mental-strength and win to succeed in possessing a living or undead target.

Casting time: 4 turns (20 seconds)

Damage: None.

Duration: 1 hour (720 turns) x your level. See: "Special"

Effect time: Instant.

Explanation: This spell will empower the Mystic to actually possess an living or undead creature. While the "Duration" persists, the Mystic can do anything, as if he or she were that creature.

Hand movement: Two hands.

Healing: None.

Immunities: Only the living and the undead can be possessed by this spell.

Maximum adjustment: None.

Notes: None.

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

Resting time: After the "Duration" expires, the Mystic must rest equal to the time that he or she possessed the targeted creature.

Special: If a creature is higher level than the Mystic, the "Duration" of this spell will be 1 turn (5 seconds) x your current level.

Spell Preparation: The Mystic must be able to visually see the targeted creature.

Spell-points to cast: 30 Spell-points expended to cast this spell will not begin to regenerate until after the "Duration" of this spell has expired.

Susceptibilities: None.

Value: Scroll: 60,000 white-gold / Spell-rune: 600 white-gold

Monster Evolution (Spell)

The Mystic will understand and comprehend the targeted monster. He or she will then begin to learn and change mentally, thinking as that monster thinks. Then the Mystic will begin to inherit physical changes, and in the end be empowered so that he or she can shift into, and be among, that monster type as if one of them.

Modification Point cost: 40

Area of Effect: Caster only.

Avoidance-roll: None. The Mystic must have studied this monster and know its behaviors, habits, likes and dislikes. The Mystic must have studied its abilities and weaknesses first hand. All in all, a full knowledge of this monster must be known in order for this spell to work.

Casting time: 10 turns (50 seconds)

Damage: None.

Duration: Permanent until the Mystic wishes to change back into his or her natural shape (or another shape that he or she can shift into).

Effect time: 3 turns (15 seconds)

Explanation: Once a Mystic has studied and learned about a single Monster class, he or she can metamorph into that monster by the casting of this spell, taking upon him or herself its scent and physical features. The Mystic will fully become that monster in all ways, but will keep the following characteristics:

1. Intelligence
2. Mental-strength
3. Wisdom

The Mystic will be able to speak as normal to others if so desired (unless that Monster type cannot speak).

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: Warning: You will have the physical Strength, and Constitution of the monster you evolve into, meaning that if you metamorph into a goblin, you will be hated by most race types and hunted. This is the one weakness of this spell (you inherit a monster's social standing in all aspects).

See: "Creature" Class in the C section of the Basic Rules Book to know what creatures are considered Monster class.

Range: Self.

Resting time: None.

Special: None.

Spell Preparation: None. See: "Avoidance-roll"

Spell-points to cast: 20 (while this spell is in effect, spell-points used to cast this spell will not begin to regenerate).

Susceptibilities: None.

Value: Scroll: 255,000 white-gold / **Spell-rune:** 2,550 white-gold

Quake Katana (Spell)

Create a Katana that can cause the earth to quake.

Prerequisite: "Trauma Katana" (See: "Explanation")

Modification Point cost: 50

Area of Effect: Not applicable. This spell creates an enchanted Katana.

Avoidance-roll: To succeed, one must master forge and already master forged Trauma Katana and then make a successful avoidance-roll vs. "Enchantment" (add Intelligence and wisdom together \div 10 (rounded -- roll this number or below to succeed).

Note that if you fail to master forge any weapon, and fail, that weapon will be destroyed. To form a Trauma Katana into a Quake Katana, you must take that chance.

Casting time: 24 hours.

Damage: None. See: "Explanation"

Duration: 24 hours. "Casting time" and "Duration" are the same in that as this spell is cast the "Duration" is in effect along with the casting.

As for the sword that is created: The "Duration" of "Quake" will last for 1 turn (5 seconds) See: "Explanation".

Effect time: Instant.

Explanation: This spell will empower a personally master crafted Trauma Katana with the enchantment to add the ability of "Quake" to it. Quake does not enchant into the weapon by merely casting this spell into it during a master forge. During the time that you are caught within a NATURAL earthquake, you must stab the sword into the ground and wait. When the earthquake is finished, the sword will be complete. Until then the sword will be merely ready to receive the power of Quake into it.

If successfully created, a Quake Katana, upon a strike in which the offensive roll is +80 over the defensive roll of the defender, will cause the following: **Quake:** The ground and that very air about your foe will begin to shake and tremor, as if an earthquake has struck. The targeted must make a successful avoidance-roll vs. "Enchantment" and then do a "Coordination Check" (your coordination will be the % chance (roll your % chance or below to succeed) or fall hard to the ground for that turn (roll on "Combat, Falling during:" in the C section of the Basic Rules Book.

Remember to also check for the following: "Body Shock" (see: "Trauma Katana" for full details). Remember that the Trauma power of the blade will also be checked for (as well as the Quake power).

Hand movement: None.

Healing: None.

Immunities: None. This blade cannot harm spirits and gaseous creatures.

Maximum adjustment: None.

Notes: In the case of being effected multiple times by the effects of Quake and Body Shock, just add them together each and every time the targeted is effected. While Quake knocks one to the earth for a single turn (as if your foe has rolled an attack-roll of 01-02, and is done with its enchantment upon your foe, Body Shock stacks for increased effects. If the Constitution or Strength of your foe falls below 5, death will occur.

No other weapons can be magically fused into this one (the weapon itself will reject the other weapon and destroy it). It can only be forged by the Mystic (and one single apprentice) to become more powerful.

Range: Touch (while the katana is being forged).

Resting time: 8 hours.

Special: Only one Quake Katana can be in existence at any given time period for each Mystic.

For every level advanced, the Rank of this Katana will continue to increase by 1 (this will only work for the Mystic who has created the blade). If this blade falls into the hands of another, the Rank will not increase (until the Mystic is in possession of the blade once again). If the Mystic has gained levels while not in possession of the blade, these

Ranks will be lost.

The alloy of this weapon is the enchantment that is cast when this Katana is created. There is no alloy in existence that compares with this enchanted alloy that is created as if from thin air as this sword is created. Many speculate on the alloy of this weapon in vain. It is held secret, sacred, to the Mystic, and that secret is also held by a shaman apprentice to his or her death (for one day that apprentice will create his or her own katana of the same enchantment). This is one of the great mysteries of the Mystic in the forging of such weapons.

Spell Preparation: Caster must personally master craft his or her own Trauma Katana within a forge of his or her own making. The caster can have an apprentice (Shaman only) present to aid in the creation of this Quake Katana, but he or she must also be a master blacksmith.

For the Shaman on his or her way to becoming a Mystic, being part of the forging of this mighty weapon is a prerequisite to crafting his or her own in the future.

Spell-points to cast: 25 Spell-points used to further create a Trauma Katana into a Quake Katana are permanently, and freely, forfeit by the caster. These spell-points will never regenerate.

Susceptibilities: None.

Value: Scroll: 6,000,000 white-gold / **Spell-rune:** None. There are no Spell-Runes created for this spell.

Reveal Past (Spell)

Reveal the past of a creature or item.
Modification Point cost: 200

Area of Effect: Caster only.

Avoidance-roll: “Intelligence Check” (your intelligence will be the % chance (roll your % chance or below to succeed).

Casting time: 10 turns (50 seconds)

Damage: None.

Duration: 10 turns (50 seconds) in which time the Mystic will slip into a trance, eyes flushing to a shade of violet-blue.

Effect time: Instant.

Explanation: If the Intelligence Check is successful, the Mystic will learn the true past and history of an item or person. A person can be alive or dead, but if a creature is alive, he or she has the choice to resist having its past revealed by pitting Mental-strength vs. the Mystic’s Mental-strength successfully.

Hand movement: Two hands.

Healing: None.

Immunities: None.

Maximum adjustment: Not applicable.

Notes: None.

Range: Touch.

Resting time: 10 turns (50 seconds)

Special: There will be a 10% chance that in casting this spell, the Mystic will be taken back to the past and live the experience of the targeted as if in real life. This can be quite dangerous as you can see. Also, history can be changed forever with the casting of this spell unless utter caution is taken. Even then, it is a dangerous spell; the Mystic can be slain, take part in recorded history, etc. This spell is not usually taught carelessly by another Mystic due to complications that can arise due to the power of this magic.

Spell Preparation: Only that the Mystic is completely undisturbed while casting this spell, and while the “Duration” persists. Also, the Mystic must be in physical contact with the item or person he or she is attempting to reveal the past of.

Spell-points to cast: 100

Susceptibilities: None.

Value: Scroll: 200,000 white-gold / **Spell-rune:** None. There are no Spell-Runes created for this spell.

Shapechange (Spell)

Change into another creature.

Modification Point cost: 40

Area of Effect: One target.

Avoidance-roll: If target does not wish this spell to work, a successful Avoidance-roll vs. "Magic" will withstand this powerful magic.

Casting time: 3 turns (15 seconds)

Damage: None.

Duration: Depicted by the Mystic, but cannot be more than 1 day (24 hours) x your current level.

Effect time: 3 turns (15 seconds)

Explanation: Mystic can transform self or another into a creature, providing he or she has the correct components for the ability (all components used to shape change will fade away once the ability is invoked) as follows: **Animal:** Piece of the animal, whether it be bone, fur, a tusk, etc.; **Animated:** Impossible; **Dead:** Impossible; **Enchanted:** 20 scale ruby of no less than 50% purity; **Fiend:** 10 scale ruby of no less than 50% purity; **Gaseous:** Impossible; **Mind:** The brain of the creature you wish to shape change into; **Monster:** Piece of the animal, whether it be bone, fur, a tusk, etc.; **Organic:** Piece of the organic creature you wish to shape change into; **Undead:** A piece of the undead creature you wish to shape change into.

Hand movement: Two hands.

Healing: None.

Immunities: You cannot shape change into Animated, Dead and Gaseous creatures.

Maximum adjustment: None.

Notes: None.

Range: 1 space (5') x your current level.

Resting time: 3 turns (15 seconds)

Special: None.

Spell Preparation: See: "Explanation"

Spell-points to cast: 20

Susceptibilities: None.

Value: Scroll: 40,000 white-gold / **Spell-rune:** 400 white-gold

Spore (Spell)

Can place a powerful blessing or curse upon an object, or upon a creature.

Modification Point cost: 200

Area of Effect: One target.

Avoidance-roll: Avoidance-roll vs. "Enchantment" (add Intelligence and wisdom together \div 10 (rounded -- roll this number or below to succeed).

Only up to 20 points of luck can be used. If luck is used, it is lost forever.

Also: See: "Special"

Casting time: 24 hours.

Damage: See: "Explanation"

Duration: 1 year (300 days) x your current level (although the caster can decree a lesser "Duration" if he or she so chooses.

Effect time: Instant.

Explanation: This spell causes either a powerful blessing, or cursing, to inhabit and live within the target. This can be a creature or an object.

The cursing or blessing will be strictly up to the Mystic, and must be stated directly at the ending of the "Casting time".

Hand movement: Two hands.

Healing: See: "Explanation"

Immunities: None.

Maximum adjustment: None.

Notes: None.

Range: 1 league (3miles) x your current level.

Resting time: 24 hours.

Special: If this is a hostile action against another, and the targeted successfully avoids, Spore will strike the caster as if someone were casting it at him or her (an Avoidance-roll vs. "Enchantment" would be rolled for). If the caster then succeeds the avoidance-roll vs. "Enchantment", the spell will once again reverse back onto original target. This will continue until one or the other fails the avoidance-roll vs. "Enchantment".

Spell Preparation: Spell component needed. The caster must have one live scarab of any species in hand while casting this spell (the scarab will vanish when the spell is cast).

Spell-points to cast: 50

Susceptibilities: None.

Value: Scroll: 1,000,000 white-gold / Spell-rune: 10,000 white-gold

Thunder Katana (Spell)

Create a Katana that can cause the thunder of the heavens to enter into that which it strikes.

Prerequisite: "Tremor Katana" (See: "Explanation")

Modification Point cost: 50

Area of Effect: Not applicable. This spell creates an enchanted Katana.

Avoidance-roll: To succeed, one must master forge and already master forged Tremor Katana and then make a successful avoidance-roll vs. "Enchantment" (add Intelligence and wisdom together \div 10 (rounded -- roll this number or below to succeed).

Note that if you fail to master forge any weapon, and fail, that weapon will be destroyed. To form a Tremor Katana into a Thunder Katana, you must take that chance.

Casting time: 24 hours.

Damage: None. See: "Explanation"

Duration: 24 hours. "Casting time" and "Duration" are the same in that as this spell is cast the "Duration" is in effect along with the casting.

As for the sword that is created: The "Duration" of "Thunder" will last for 1 turn (5 seconds). See: "Explanation".

Effect time: Instant.

Explanation: This spell will empower a personally master crafted Tremor Katana with the enchantment to add the ability of "Thunder" to it. Tremor does not enchant into the weapon by merely casting this spell into it during a master forge. During the time that you are caught within a NATURAL storm, you must hold the weapon up high and be struck by a bolt of lightning. When the lightning strike has occurred, if you survive it, the sword will be complete. Until then the sword will have the ability of Tremor within it, but not the Thunder.

If successfully created, a Thunder Katana, upon a strike in which the offensive roll is +80 over the defensive roll of the defender, will cause the following: **Thunder-Strike:** Your foe will suffer x5 physical damage (in all areas of the body – best of three rolls for damage). The targeted must make a successful avoidance-roll vs. "Paralysis" or receive the maximum strike of the Katana in all areas of the body (if striking a creature that has only base damage-points merely do a maximum-strike upon it).

Remember to also check for the following: "Body Shock" and "Quake" and "Tremor" (see: "Quake Katana", "Trauma Katana" and "Tremor Katana" for full details). Remember that the Quake, Trauma and Tremor powers of the blade will also be checked for (as well as the Thunder power).

Hand movement: None.

Healing: None.

Immunities: None. This blade cannot harm spirits and gaseous creatures.

Maximum adjustment: None.

Notes: In the case of being effected multiple times by the effects of Thunder, Tremor, Quake and Body Shock, just add them together each and every time the targeted is effected. While Thunder overrides the Tremor, increasing its power to damage, just ignore the Tremor now; the Thunder will be check for only. And while Quake knocks one to the earth for a single turn (as if your foe has rolled an attack-roll of 01-02, and is done with its enchantment upon your foe, Body Shock stacks for increased effects. If the Constitution or Strength of your foe falls below 5, death will occur.

No other weapons can be magically fused into this one (the weapon itself will reject the other weapon and destroy it). It can only be forged by the Mystic (and one single apprentice) to become more powerful.

Range: Touch (while the katana is being forged).

Resting time: 8 hours.

Special: Only one Thunder Katana can be in existence at any given time period for each Mystic.

For every level advanced, the Rank of this Katana will continue to increase by 1 (this will only work for the Mystic who has created the blade). If this blade falls into the hands of another, the Rank will not increase (until the Mystic is in possession of the blade once again). If the Mystic has gained levels while not in possession of the blade, these Ranks will be lost.

The alloy of this weapon is the enchantment that is cast when this weapon is created. There is no alloy in existence that compares with this enchanted alloy that is created as if from thin air as this sword is created. Many speculate on the alloy of this weapon in vain. It is held secret, sacred, to the Mystic, and that secret is also held by a shaman apprentice to his or her death (for one day that apprentice will create his or her own katana of the same enchantment). This is one of the great mysteries of the Mystic in the forging of such weapons.

Spell Preparation: Caster must personally master craft his or her own Tremor Katana within a forge of his or her own making. The caster can have an apprentice (Shaman only) present to aid in the creation of this Thunder Katana, but he or she must also be a master blacksmith.

For the Shaman on his or her way to becoming a Mystic, being part of the forging of this mighty weapon is a prerequisite to crafting his or her own in the future.

Spell-points to cast: 25 Spell-points used to further create a Tremor Katana into a Thunder Katana are permanently, and freely, forfeit by the caster. These spell-points will never regenerate.

Susceptibilities: None.

Value: Scroll: 30,000,000 white-gold / **Spell-rune:** None. There are no Spell-Runes created for this spell.

Trauma Katana (Spell)

Create a Katana that can cause shock and trauma to the physical body

Modification Point cost: 50

Area of Effect: Not applicable. This spell creates an enchanted Katana.

Avoidance-roll: To succeed, one must master forge a katana and then make a successful avoidance-roll vs. "Enchantment" (add Intelligence and wisdom together \div 10 (rounded -- roll this number or below to succeed).

Casting time: 24 hours.

Damage: None. See: "Explanation"

Duration: 24 hours. "Casting time" and "Duration" are the same in that as this spell is cast the "Duration" is in effect along with the casting.

As for the sword that is created: The "Duration" of "Body Shock" will last for 1 turn (5 seconds) x your current level. See: "Explanation".

Effect time: Instant.

Explanation: This spell will empower a personally master crafted katana with the enchantment to traumatize the target it strike. If successfully created, a Trauma Katana, upon a strike in which the offensive roll is +80 over the defensive roll of the defender, will cause the following: **Body shock:** Targeted must make a successful avoidance-roll vs. "Enchantment" and then "Shock" or suffer weakness of the body (- 1-D10 to Constitution and Strength). If either avoidance-roll is failed Body Shock will take hold.

Hand movement: None.

Healing: None.

Immunities: None. This blade cannot harm spirits and gaseous creatures.

Maximum adjustment: None.

Notes: In the case of being effected multiple times by the effects of Body Shock, just add them together each and every time the targeted is effected. Body Shock stacks.

If the Constitution or Strength of your foe falls below 5, death will occur.

No other weapons can be magically fused into this one (the Katana itself will reject the other weapon and destroy it). It can only be forged by the Mystic (and one single apprentice) to become more powerful.

Range: Touch (while the katana is being forged).

Resting time: 8 hours.

Special: Only one Trauma Katana can be in existence at any given time period for each Mystic.

For every level advanced, the Rank of this Katana will increase by 1 (this will only work for the Mystic who has created the blade). If this blade falls into the hands of another, the Rank will not increase (until the Mystic is in possession of the blade once again). If the Mystic has gained levels while not in possession of the blade, these Ranks will be lost.

The alloy of this Katana is the enchantment that is cast when this weapon is created. There is no alloy in existence that compares with this enchanted alloy that is created as if from thin air as this sword is created. Many speculate on the alloy of this weapon in vain. It is held secret, sacred, to the Mystic, and that secret is also held by a shaman apprentice to his or her death (for one day that apprentice will create his or her own katana of the same enchantment). This is one of the great mysteries of the Mystic in the forging of such weapons.

Wild Intelligence: This Katana will have a chance of attracting encountered entities to possess the blade itself. There will be a 50% chance per encounter with ANY Mind class creature that it will be attracted to the Trauma Katana and enter into the blade.

For each and every mind creature that enters into the blade, the Mystic must pit his or her Mental-strength vs. the

Mental-strength of the entity and win to succeed in controlling the blade. Once this contest of mental-strength is won, it is permanently controlled by the Mystic. If the Mystic fails the entity will instill within the katana and be known as “Wild Intelligence”. With each and every encounter Wild Intelligence (Entity) will be an independent creature that will aid the Mystic in ITS OWN WAY. If the Mystic is not in harmony with this Wild Intelligence, it can act out against the Mystic each turn until the Mystic successfully controls it by pitting his or her Mental-strength vs. the Entity’s Mental-strength. This will subdue the Wild Intelligence for that encounter only. This can possibly create a problem when wielding this blade.

Spell Preparation: Caster must personally create a master crafted katana of the finest steel possible within a forge of his or her own making. The caster can have an apprentice (Shaman only) present to aid in the creation of the Trauma Katana, but he or she must also be a master blacksmith.

For the Shaman on his or her way to becoming a Mystic, being part of the forging of this mighty weapon is a prerequisite to crafting his or her own in the future.

Spell-points to cast: 25 Spell-points used to create this weapon are permanently, and freely, forfeit by the caster. These spell-points will never regenerate.

Susceptibilities: None.

Value: Scroll: 2,000,000 white-gold / **Spell-rune:** None. There are no Spell-Runes created for this spell.

Tremor Katana (Spell)

Create a Katana that can cause the earth to rend.

Prerequisite: “Quake Katana” (See: “Explanation”)

Modification Point cost: 50

Area of Effect: Not applicable. This spell creates an enchanted Katana.

Avoidance-roll: To succeed, one must master forge and already master forged Quake Katana and then make a successful avoidance-roll vs. “Enchantment” (add Intelligence and wisdom together ÷ 10 (rounded -- roll this number or below to succeed).

Note that if you fail to master forge any weapon, and fail, that weapon will be destroyed. To form a Quake Katana into a Trauma Katana, you must take that chance.

Casting time: 24 hours.

Damage: None. See: “Explanation”

Duration: 24 hours. “Casting time” and “Duration” are the same in that as this spell is cast the “Duration” is in effect along with the casting.

As for the sword that is created: The “Duration” of “Tremor” will last for 1 turn (5 seconds). See: “Explanation”.

Effect time: Instant.

Explanation: This spell will empower a personally master crafted Quake Katana with the enchantment to add the ability of “Tremor” to it. Tremor does not enchant into the weapon by merely casting this spell into it during a master forge. During the time that you are caught within a NATURAL earthquake, you must stab the sword into the ground and wait, just as you did so in creating the Quake ability of this sword. When the earthquake is finished, the sword will be complete. Until then the sword will have the ability of Quake within it, but not the Tremor.

If successfully created, a Tremor Katana, upon a strike in which the offensive roll is +80 over the defensive roll of the defender, will cause the following: **Tremor-Strike:** Your foe will suffer x2 physical damage (in all areas of the body – best of three rolls for damage). The targeted must make a successful avoidance-roll vs. “Paralysis” or receive the maximum strike of the Katana in all areas of the body (if striking a creature that has only base damage-points merely do a maximum-strike upon it).

Remember to also check for the following: “Body Shock” and “Quake” (see: “Quake Katana” and “Trauma Katana” for full details). Remember that the Quake and Trauma powers of the blade will also be checked for (as well as the Tremor power).

Hand movement: None.

Healing: None.

Immunities: None. This blade cannot harm spirits and gaseous creatures.

Maximum adjustment: None.

Notes: In the case of being effected multiple times by the effects of Tremor, Quake and Body Shock, just add them together each and every time the targeted is effected. While Tremor causes massive damages upon your foe, and while Quake knocks one to the earth for a single turn (as if your foe has rolled an attack-roll of 01-02, and is done with its enchantment upon your foe, Body Shock stacks for increased effects. If the Constitution or Strength of your foe falls below 5, death will occur.

No other weapons can be magically fused into this one (the weapon itself will reject the other weapon and destroy it). It can only be forged by the Mystic (and one single apprentice) to become more powerful.

Range: Touch (while the katana is being forged).

Resting time: 8 hours.

Special: Only one Tremor Katana can be in existence at any given time period for each Mystic.

For every level advanced, the Rank of this Katana will continue to increase by 1 (this will only work for the Mystic

who has created the blade). If this blade falls into the hands of another, the Rank will not increase (until the Mystic is in possession of the blade once again). If the Mystic has gained levels while not in possession of the blade, these Ranks will be lost.

The alloy of this weapon is the enchantment that is cast when this weapon is created. There is no alloy in existence that compares with this enchanted alloy that is created as if from thin air as this sword is created. Many speculate on the alloy of this weapon in vain. It is held secret, sacred, to the Mystic, and that secret is also held by a shaman apprentice to his or her death (for one day that apprentice will create his or her own katana of the same enchantment). This is one of the great mysteries of the Mystic in the forging of such weapons.

Spell Preparation: Caster must personally master craft his or her own Quake Katana within a forge of his or her own making. The caster can have an apprentice (Shaman only) present to aid in the creation of this Tremor Katana, but he or she must also be a master blacksmith.

For the Shaman on his or her way to becoming a Mystic, being part of the forging of this mighty weapon is a prerequisite to crafting his or her own in the future.

Spell-points to cast: 25 Spell-points used to further create a Quake Katana into a Tremor Katana are permanently, and freely, forfeit by the caster. These spell-points will never regenerate.

Susceptibilities: None.

Value: Scroll: 14,000,000 white-gold / **Spell-rune:** None. There are no Spell-Runes created for this spell.