

Within, Without, Beyond

The Magic of Haven



Mages, people on Haven who have the Magic power, follow one of three sets of magical paths: The Mystic Paths, The Paths of *Wu Jen* (Wizardry), and the Shamanic Paths. Each set of paths generally focuses on tapping a specific power source. All powers available as spells on Haven are listed in [Table 2: Spells By Magical Path](#). Different spells are associated with different paths, and a Mage's own path may give her bonuses or penalties when casting certain spells. On Haven, magical schools and individual Mages can develop original spells, and building magical gear involves a few extra requirements.

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The Mystic Paths

Mystics tap The Source Within for their magic, strengthening their bodies and minds through a variety of physical and mental disciplines (and sometimes outright ordeals) to gain mastery over their own magical powers. Depending on the school, someone who shows promise as a potential Mystic may also learn a martial art, the Haven equivalents of yoga and tai-chi, meditation, how to recite entire books from memory, or even how to maintain a trance while dancing for hours. Every school is different, but each only teaches either the path of **harmony** or the path of **chaos**. Harmony schools emphasize a rational approach, featuring meditation and the learning of greater self-control. Chaos schools emphasize a more emotional, intuitive approach that features all-night dervishes and self-discovery through powerful experiences. Followers of both paths don't look very different from other people, except that they prefer simple, monochrome clothes. Mystics of Harmony tend to dress in dark colors, mostly black, while Mystics of Chaos wear light colors, often white.

The features of each of these two paths are —

Path of Harmony (Black Mysticism)

- All spells tap The Source Within.
- (+2) bonus and +2 levels damage / effect when casting **harmony** spells that are Mental powers.
- (+1) bonus and +1 level damage / effect when casting all other **harmony** spells.
- No bonuses or penalties for casting **chaos** spells.
- (-3) penalty and -3 levels damage / effect when casting all other spells.

Path of Chaos (White Mysticism)

- All spells tap The Source Within.
- (+2) bonus and +2 levels damage / effect when casting **chaos** spells that are Mental powers.
- (+1) bonus and +1 level damage / effect when casting all other **chaos** spells.
- No bonuses or penalties for casting **harmony** spells.
- (-3) penalty and -3 levels damage / effect when casting all other spells.



The Paths of Wu Jen (Wizardry)

Wu Jen (Wizards) devote themselves to understanding the nature of The Source Without, which they call the six forces. They postulate that everything in the universe has an affinity for —and can be influenced by— at least one of the forces. The red force, or **fo**, influences forms of energy such as fire, electricity, and light. The orange force, **muk**, relates to organic matter such as people and plants, often called “earth-wood”. The yellow force, or **bhum**, influences inorganic matter such as ores, referred to as “earth-metal”. The green force, **shui**, relates to water and other liquids. The blue force, or **feng**, influences the wind and motion. The violet force, **kung**, relates to the draining of energy (referred to as “negative energy”), the absence of matter (such as in the void of space), and shadows. A Mage can choose a path that emphasizes one force, or become a generalist *liu xie* (“six-sided”) Wizard.

Wu Jen like to openly display either a symbol or the color of their wizardry somewhere on their clothes or bodies. A Feng Wu Jen might dye his hair bright blue or braid it with blue ribbons and beads. A Violet Wizard might wear a ring bearing the symbol for kung, or a ring with a violet gem. A Shui Wu Jen might apply henna designs to her face and arms suggestive of waves and water. A Red Wizard might dress all in red or have his shirt bordered in flame and lightning designs.

The features of each of these seven paths are —

Path of Fo Wu Jen (Red Wizardry)

- All spells tap The Source Without.
- (+2) bonus and +2 levels damage / effect when casting **fo** spells based on (*pick one*;) fire, light, or electricity.
- (+1) bonus and +1 level damage / effect when casting all other **fo** spells.
- No bonuses or penalties for casting **muk**, **bhum**, **shui**, **feng**, and **kung** spells.
- (-3) penalty and -3 levels damage / effect when casting all other spells, including spells that are Mental powers, plus Sense Magic, Invisibility, and Control Weather.
- (+1) bonus when casting spells within **Md** range (20m) of a **Mediocre** or greater fire.

Path of Muk Wu Jen (Orange Wizardry)

- All spells tap The Source Without.
- (+2) bonus and +2 levels damage / effect when casting **muk** spells that are (*pick one*;) Sense powers, defensive Physical powers, or attack-oriented Physical powers.
- (+1) bonus and +1 level damage / effect when casting all other **muk** spells.
- No bonuses or penalties for casting **fo**, **bhum**, **shui**, **feng**, and **kung** spells.
- (-3) penalty and -3 levels damage / effect when casting all other spells, including spells that are Mental powers, plus Sense Magic, Invisibility, and Control Weather.
- (+1) bonus when casting spells on oneself.

Path of Bhum Wu Jen (Yellow Wizardry)

- All spells tap The Source Without.
- (+2) bonus and +2 levels damage / effect when casting **bhum** spells.
- No bonuses or penalties for casting **fo**, **muk**, **shui**, **feng**, and **kung** spells.
- (-3) penalty and -3 levels damage / effect when casting all other spells, including spells that are Mental powers, plus Sense Magic, Invisibility, and Control Weather.
- (+1) bonus when casting spells while standing on the ground with all of one's feet.

Path of Shui Wu Jen (Green Wizardry)

- All spells tap The Source Without.
- (+2) bonus and +2 levels damage / effect when casting **shui** spells based on (*pick one*;) ice or water.
- (+1) bonus and +1 level damage / effect when casting all other **shui** spells.
- No bonuses or penalties for casting **fo**, **muk**, **bhum**, **feng**, and **kung** spells.
- (-3) penalty and -3 levels damage / effect when casting all other spells, including spells that are Mental powers, plus Sense Magic, Invisibility, and Control Weather.
- (+1) bonus when casting spells while standing in water or on something floating in a body of water.
- (+1) bonus when casting spells in snow, sleet, fog, or rain.

Path of Feng Wu Jen (Blue Wizardry)

- All spells tap The Source Without.
- (+2) bonus and +2 levels damage / effect when casting (*pick one*;) **feng** spells based on sound, **feng** spells based on wind, or **feng** spells that are Transport powers.
- (+1) bonus and +1 level damage / effect when casting all other **feng** spells.
- No bonuses or penalties for casting **fo**, **muk**, **bhum**, **shui**, and **kung** spells.
- (-3) penalty and -3 levels damage / effect when casting all other spells, including spells that are Mental powers, plus Sense Magic, Invisibility, and Control Weather.
- (+1) bonus when casting spells in **Gr** or stronger winds.

Path of Kung Wu Jen (Violet Wizardry)

- All spells tap The Source Without.
- (+2) bonus and +2 levels damage / effect when casting **kung** spells.
- No bonuses or penalties for casting **fo**, **muk**, **bhum**, **shui**, and **feng** spells.
- (-3) penalty and -3 levels damage / effect when casting all other spells, including spells that are Mental powers, plus Sense Magic, Invisibility, and Control Weather.
- (+1) bonus when casting spells in **Fr** or greater darkness.

Path of Liu Xie Wu Jen ("Six-Sided" Wizardry)

- All spells that are Mental Powers tap The Source Within.
- All other spells tap The Source Without.
- No bonuses or penalties for casting **fo**, **kung**, **muk**, **bhum**, **shui**, and **feng** spells.
- (-2) penalty and -2 level damage / effect when casting spells that are Mental powers.
- (-3) penalty and -3 levels damage / effect when casting all other spells, including Sense Magic, Invisibility, and Control Weather.

The Shamanic Paths

No one chooses one of the Shamanic paths; Haven chooses her. Unless chosen for the Path of the Balancer, she will have experienced vivid dreams featuring the same animal since childhood. This dream animal, called a totem, is how mother Haven's vast, rolling, dreaming consciousness can touch the minds of her children in a way they can (sort of) understand. There are eight totems that each represent a different facet of Haven's consciousness—a different part of the forces of life—plus a ninth totem that represents the essence of life itself.

Upon reaching physical maturity, a Shaman will be "marked" by Haven: a symbol of his totem will appear on each palm in faint silver. These Totem Marks glow when a Shaman casts a spell; the more powerful the spell, the brighter they glow. A Totem Mark cannot be removed. Even if a Shaman loses a hand, his Totem Mark will appear in thin air, in the place his hand would have been, whenever he casts a spell.

All Shamanic spells tap The Source Beyond, only in their case, their patron is not some extra-dimensional entity, but a facet of Haven herself. Getting a **Terrible** result for a spell usually requires a Shaman to repair damage to a part of the natural world, or to bring down a despoiler of nature. All Shamans must take Precognition as a spell; it's the way their totem reaches them through their dreams.

The features of each of these nine paths are —

Path of the Protector (Great Cat Totem)

Those chosen for the path of the Protector dream of the Great Cat Totem, which depending on where they were born, could appear to them as a puma, tiger, ocelot, lion, lynx, or some other large feline.

- All spells tap only one Source Without: a facet of Haven that manifests as the Great Cat Totem.
- (+2) bonus and +2 levels damage / effect when casting **protector** spells.
- No bonuses or penalties for casting all other spells.
- (-1) penalty and -1 level damage / effect when casting spells on poisoned, polluted, or contaminated ground.
- One spell is always Precognition.
- Killing a great cat outside of a ritual hunt is considered a dishonorable act for Protector Shamans, as is not using every part of that kill.
- Turning down an appeal for protection from the helpless is considered a major crime for Protector Shamans.



Path of the Maker / Mother (Crane Totem)

Shamans of the Maker / Mother dream of a crane, swan, snow goose, egret, or some other elegant long-necked bird.

- All spells tap only one Source Without: a facet of Haven that manifests as the Crane Totem.
- (+2) bonus and +2 levels damage / effect when casting **maker / mother** spells.
- No bonuses or penalties for casting all other spells.
- (-1) penalty and -1 level damage / effect when casting spells on poisoned, polluted, or contaminated ground.
- One spell is always Precognition.
- Killing a bird that resembles the Crane Totem outside of a ritual hunt or ritual slaying is a dishonorable act for Maker / Mother Shamans, as is not using every part of that kill.
- Assisting with a birth or the building of a home earns a Maker / Mother Shaman 20 character points.

Path of the Healer (Bear Totem)

A panda, koala, grizzly, or some other type bear roams through the dreams of a Shaman on the path of the Healer.

- All spells tap only one Source Without: a facet of Haven that manifests as the Bear Totem.
- (+2) bonus and +2 levels damage / effect when casting **healer** spells.
- No bonuses or penalties for casting all other spells.
- (-1) penalty and -1 level damage / effect when casting spells on poisoned, polluted, or contaminated ground.
- One spell is always Precognition.
- Killing a bear outside of a ritual hunt is considered a dishonorable act for Healer Shamans, as is not using every part of that kill.
- Turning down an appeal for first aid from anyone, even an enemy, is a major crime for Healer Shamans.

Path of the Sage (Snake Totem)

A Shaman on the path of the Sage might dream of a boa, a cobra, or even an eel.

- All spells tap only one Source Without: a facet of Haven that manifests as the Snake Totem.
- (+2) bonus and +2 levels damage / effect when casting **sage** spells.
- No bonuses or penalties for casting all other spells.
- (-1) penalty and -1 level damage / effect when casting spells on poisoned, polluted, or contaminated ground.
- One spell is always Precognition.
- Killing a snake outside of a ritual hunt or ritual slaying is considered a dishonorable act for Sage Shamans, as is not using every part of that kill.
- Rescuing knowledge from destruction or recovering lost knowledge earns a Sage Shaman 20 character points.

Path of the Trickster (Darkbird Totem)

Shamans of the Trickster path have a great dark bird, such as a raven or a crow, visit their dreams.

- All spells tap only one Source Without: a facet of Haven that manifests as the Darkbird Totem.
- (+2) bonus and +2 levels damage / effect when casting **trickster** spells.
- No bonuses or penalties for casting all other spells.
- (-1) penalty and -1 level damage / effect when casting spells on poisoned, polluted, or contaminated ground.
- One spell is always Precognition.
- Killing a bird that resembles the Darkbird Totem outside of a ritual hunt or ritual slaying is a dishonorable act for Trickster Shamans, as is not using every part of that kill.

Path of the Enchanter (Spider Totem)

Those chosen for the path of the Enchanter are visited by a spider in their dreams.

- All spells tap only one Source Without: a facet of Haven that manifests as the Spider Totem.
- (+2) bonus and +2 levels damage / effect when casting **enchanter** spells.
- No bonuses or penalties for casting all other spells.
- (-1) penalty and -1 level damage / effect when casting spells on poisoned, polluted, or contaminated ground.
- One spell is always Precognition.
- Killing a spider outside of a ritual hunt (Haven has some big spiders) or ritual slaying is a dishonorable act for an Enchanter Shaman, as is not using every part of that kill.
- Building a new piece of magical gear earns an Enchanter Shaman 20 character points.

Path of the Reveler / Rager (Horned Beast Totem)

Charging madly through the dreams of a Shaman on the path of the Reveler / Rager is a great horned beast, such as a great stag, wildebeest, antelope, bison, mountain goat, or ram.

- All spells tap only one Source Without: a facet of Haven that manifests as the Horned Beast Totem.
- (+2) bonus and +2 levels damage / effect when casting **reveler / rager** spells.
- No bonuses or penalties for casting all other spells.
- (-1) penalty and -1 level damage / effect when casting spells on poisoned, polluted, or contaminated ground.
- One spell is always Precognition.
- Killing an animal that resembles the Horned Beast Totem outside of a ritual hunt or ritual slaying is a dishonorable act for Reveler / Rager Shamans, as is not using every part of that kill.

**Balancer****Trickster****Maker
Mother****Enchanter****Reveler
Rager****Sage****Destroyer****Healer****Protector**

Path of the Destroyer (Scorpion Totem)

Those on the path of the Destroyer see only one creature in their dreams: a scorpion.

- All spells tap only one Source Without: a facet of Haven that manifests as the Scorpion Totem.
- (+2) bonus and +2 levels damage / effect when casting **destroyer** spells.
- No bonuses or penalties for casting all other spells.
- (-1) penalty and -1 level damage / effect when casting spells on poisoned, polluted, or contaminated ground.
- One spell is always Precognition.
- Killing a scorpion outside of a ritual hunt (there are some big scorpions on Haven) or ritual slaying is a dishonorable act for Destroyer Shamans, as is not using every part of that kill.
- Giving comfort and support to a dying creature in its last moments, or performing a funeral rite, earns a Destroyer Shaman 20 character points.

Path of the Balancer (Life Essence Totem)

Those chosen for the path of the Balancer dream not of an animal, but of an impenetrable pine forest, of a grove of bamboo without end, of a field of arctic lichen stretching to every horizon, or of a kelp bed that goes down forever. Balancers feel every facet of Haven, every part of the cycle of life, playing off each other in an ever-shifting dynamic balance. A Shaman on the path of the Balancer is sometimes called a Druid.

- All spells tap only one Source Without: Haven herself, represented as the Life Essence Totem.
- No bonuses or penalties for casting any spells.
- (-1) penalty and -1 level damage / effect when casting spells on poisoned, polluted, or contaminated ground.
- One spell is always Precognition.
- Killing any animal outside of a ritual hunt or ritual slaying is a dishonorable act for Balancer Shamans, as is not using every part of that kill.

Shamans in Society

Unlike a Mystic or Wizard, whose Magic power has no direct bearing on her chosen vocation or role in life, a Shaman is an active member of his community and his totem influences what he does for them. Even wandering Shamans get involved in the lives of the people they meet. Trickster Shamans may be minstrels, story-tellers, or clowns: those who instruct while entertaining to help others see their problems in a new light. Sage Shamans act as teachers, librarians, and researchers; they discover, preserve, and pass on knowledge. Mother / Maker Shamans may be craftsmen, farmers, midwives, or anyone who helps create something new. Destroyer Shamans assure that things end properly in their proper time; often working in hospices for the terminally ill, as butchers, or as undertakers. Enchanter Shamans are often weavers, who get called to solve magical problems. Protector Shamans may serve as guards, shepherds, or sheriffs. Reveler / Rager Shamans may be found in berserker units, bacchanals, bull runs, and sometimes outside during storms. Healer Shamans try to mend everything from people to nations, and may act as peace negotiators as well as healers. Balancer Shamans help others to live in harmony with the rhythms of mother Haven, and are the most likely to wander the land, assisting all.

Spells on Haven

Customizing Spells

Powers used as spells can always be renamed to better fit your PC. For example, when your character uses Armor as a spell, she could call it "Girding". Also, different magical schools and individual Mages often adjust the formulae of certain spells, which can make the same spell look very different. The power Entangling Attack, when used as a spell, could appear as a spiral of green smoke, metal bands, a giant ghostly hand, or a swarm of golden motes, but still has the same effect on whoever it traps. With the GM's permission, an individual spell can be customized further by trading-off some sort of enhancement with a limitation for just that spell. For example, your GM may allow you to give your Mage the power Project Fire as a spell and to increase its damage by one level, but as a trade-off, reduce its range to **Terrible** (touch); your Mage might call such a spell her "Fists of Fire".

Counter-spells

If a villain uses his **Ex** Control Earth spell to trap a group of villagers inside a cave, those rock walls will stay up for 30 days—unless your hero can make a counter-spell. To do so, your PC must have the same spell she's trying to counter, then "cast it in reverse" at the villain's spell, by making a check versus the level of his spell. A result of **Good** or better reduces the spell being countered by the modifier and value of your character's counter-spell. For example, if your PC has **Ou(+3)(20)** Control Earth and casts it as a successful counter-spell against an **Ex(+4)(30)** Control Earth spell cast by a villain, the villain's spell will be reduced to a (+1) modifier and a point value of **10**, the equivalent of a **Gd** spell that will end in a hour. If your hero's counter-spell fails, she can try again with a (-1) penalty for each failed attempt; but once she succeeds, she cannot further weaken the same spell with another counter-spell.

Making Spells Permanent

Even though a **Wondrous** level spell has a permanent duration, it can be revoked by the Mage that originally cast it, or it could be shut down with a series of successful counter-spells by multiple Mages. To make a spell truly permanent requires incorporating it into some physical object using the rules for building gear. On Haven, as described in Special Ingredients for Magical Gear, it involves the gathering of certain raw materials, in addition to the magic rituals and all the carving, welding, or bolting.

Forbidden Magic

Some powers are simply not available as spells on Haven; Mother Haven herself prevents it. Most notable among these is Interdimensional Travel. The world is under siege by powerful entities from other dimensions, so Haven has built for herself a dimensional barrier. Also, no patron except Haven is available for heroes whose spells tap The Source Beyond—and The Source Purloined is completely unknown. Some of the entities holding Haven under siege try to pierce her dimensional barrier by offering themselves up as patrons to overly-ambitious Mages, or by encouraging such Mages to seek ways around the barrier. Except for a long-ago experiment run by some misled Wakyambi, they've not succeeded.

Sense Magic

The Sense Magic power works the same way for all characters in stories based on the world of Haven. To someone with this power, whether it comes from a spell, comes from a piece of gear, or is innate, when he concentrates to shift his perceptions, he sees magic as translucent colored auras that overlap the physical world. Every creature and anything possessing a Willpower trait has an aura—even Haven herself. These auras can change in color or pattern or size, especially when a creature is ill or injured. Also, any creature or object that possesses a Mental power, or that is under the effect of a Mental power, gives off a very distinct aura. Interpreting an aura requires making a check of the character's Sense Magic power against a **Good** challenge. Of course, as with all other Sense powers on Haven save for Sense Rakshasas, Sense Magic is absolutely worthless for detecting the presence of the shape-shifting Rakshasas. On Haven, using the Sense Magic power comes with its own set of consequences, described in [Table 1: Sense Magic Consequences](#).

Precognition

All Shamans must take Precognition as a one of their spells. They usually cast it just before sleep or prior to entering into a few hours of deep meditation. Under this spell, a shaman will dream in symbols featuring her totem, and always about the future that she can affect. In addition to dreaming about what will happen, she will dream about what Haven thinks should happen—by the Shaman's own hand; A Shaman can tell the difference between both types of dreams. Such a dream can be something as simple and obvious as a Trickster Shaman seeing a tree at a fork in a trail, with a dark bird perched on a branch over the path leading east; or it could be as obscure as an Enchanter Shaman seeing a spider walk a repeating pattern amongst different plants, only to realize he was getting the recipe to cure the disease of someone he would later encounter. Such dreams often repeat until the event in question comes to pass.

Table 1: Sense Magic Consequences

Result Level	Result
Dr	Misinterpreted the aura. The GM should feed the PC false information.
Wk	Unable to interpret the aura. No additional information available.
Pr	Unable to interpret the aura. No additional information available.
Cm	Unable to interpret the aura. No additional information available.
Gd	Identify creatures that are ill or injured. Identify creatures with Mental powers. Identify objects that lend Mental powers. Identify creatures and objects under the effect of a Mental power.
Gr	Determine the general type of illness or injury (respiratory illness, blood disease, poison). Determine whether a creature is a Mage, was taught other Mental powers, or has inborn powers like the Korobokuru and Wakyambi.
Ou	Determine the specific illness or injury (pneumonia, sleeping sickness, spider bite), and the relative severity (lost one quarter, half, three quarters of his Health Points; near death). Determine a Mage's path. Determine the relative level of a creature's strongest Mental power (stronger than the PC, strongest in the room, etc...).
	Determine the general type of Mental power lent by an object (related to fire, related to motion, related to protection, etc...).
	Determine the general type of Mental power affecting a person or object.



Original Spells

Mages can develop original spells (that aren't just other powers used as spells). Some of these are freely taught, but only to students of a particular school or master. A Mage performing a great service to a school, or offering to trade an original spell, may be able to obtain one of theirs. Examples include:

Bane

This spell protects a location by applying the Trapped Out limitation to everyone who tries to enter it, except for Mages on the same path as the Mage who cast the spell. Anyone who isn't welcome will feel an aversion to the protected location when they get close, and besides losing character points, will feel dread or panic if they actually enter. An area equal to or smaller than the range of this spell can be so protected.

Conjure

This spell allows a Mage to make a mundane, everyday object out of thin air. Conjured objects never have a trait with a level higher than the level of this spell, and never last past the duration of the spell. Attempting to conjure an exact duplicate of an existing object, or one with complex internal components, requires a **Great** result. Conjuring something the Mage knows only by description requires a **Superb** result.

Magic Lock

This spell can seal shut any door or container, with a magical barrier held by a magical lock, both equal to the level of this spell. When used as a counter-spell, it can also be used to open regular physical locks; the challenge level used to oppose this spell is the complexity of the lock.

Magic Sphere

This spell associates a spherical volume with the path of the Mage who casts it. Those within get a (+1) bonus and +1 levels of damage / effect when casting spells from his path, and a (-1) penalty with -1 levels of damage / effect for all other spells. The sphere can grow out to the range of the spell, but cannot be cast over an existing Magic Sphere. The Mage can also opt to cover a smaller area in a different shape, such as a house.

Mend

This spell works like the Heal power, except it allows a Mage to repair damage to an object. She can restore one level to one trait once a day. She can repair more levels of damage by taking on the damage herself. Restored levels return at the rate of one level per hour.

Quickening

This spell gives the Mage a Strength Boost equal to the level of this spell for a number of turns equal to its value. He can also cast it on another person by touch.

Renewal

This spell works like the Heal power, except it allows a Mage to repair environmental damage. She can reduce one level of pollution / contamination in an area equal to the range of this spell once a day. She can reduce more levels by taking on the damage herself. Repairs occur at a rate of one level per hour. Most environmental catastrophes require several Mages working in concert to make repairs.

Riastarthae

A Mage can substitute the level of this spell for his own Brawling and Agility when defending in combat, and for his Perception when determining who goes first in a fight. This spell lasts a number of turns equal to its value.

Sheath of Electricity

Sheath of Fire

Sheath of Ice

Sheath of Negative Energy

Sheath of Sound

This collection of spells allows a Mage to cover the end or blade of a weapon in a magical sheath of either electricity, fire, ice, negative energy, or sonic vibrations, depending on the spell. A Mage can do this to one weapon, or a number of weapons equal to the modifier for the level of this spell, whichever is higher. Anyone struck by such a weapon takes damage from the weapon, plus damage equal to the value of this spell from the electricity, fire, ice, negative energy, or sonic vibrations. Each variation of this spell must be bought as a separate spell.

Transmute:

With this spell a Mage can convert one material into another and back again. Each type of transmutation is a separate spell. Examples include: flesh to stone, silk to steel, water to dust, and yes, even lead to gold. The amount of material that can be transmuted back and forth is equal to the range of this spell, but no one is going to find, for example, a cubic kilometer of nearly pure lead anywhere on Haven. Also, transmuted materials revert to their original forms at the end of the spell, and give off a magical aura throughout the spell's duration.

Weapon of Electricity

Weapon of Fire

Weapon of Ice

Weapon of Negative Energy

Weapon of Sound

This collection of spells allows a magical weapon to appear in the Mage's own hands. The weapon could be made of electricity, fire, ice, negative energy, or pure sound, depending on the spell. It doesn't hurt her, but inflicts damage equal to the value of the spell to anyone else it touches, and as long as the spell is in effect, the Mage can make more of them. She could, for example, for the duration of the spell, have a never-ending supply of spears of fire or arrows of negative energy that only she can use. This spell can only create simple, hand-held weapons for hand-to-hand combat, such as swords, axes, knives, spears, and clubs; or simple thrown weapons and missiles that spend time in the attacker's hands, such as spears, arrows, throwing stars, and sling stones. Each variation of this spell must be bought as a separate spell.



Table 2: Spells By Magical Path

Powers Available As Spells	Mystics		Wu Jen (Wizards)						Shamans							
	Harmony	Chaos	Fo (Red)	Shui (Green)	Feng (Blue)	Muk (Orange)	Bhum (Yellow)	Kung (Violet)	Protector	Healer	Destroyer	Sage	Reveler / Rager	Enchanter	Maker / Mother	Trickster
Sense Powers																
Enhanced Hearing						x						x				
Enhanced Sight						x						x				
Enhanced Smell						x						x				
Enhanced Taste						x						x				
Enhanced Touch						x						x				
IR Sight						x						x				
Night Sight						x						x				
Sense Magic	x	x										x		x		
Mental Powers																
Empathy	x	x										x				
Illusions		x														x
Mental Armor	x								x							
Mental Control		x														x
Mental Probe		x										x				
Precognition	x											x				
Postcognition		x										x				
Protection from Magic	x	x							x					x		
Telekinesis	x													x		x
Telepathy		x										x				

x = Associated with this magical path

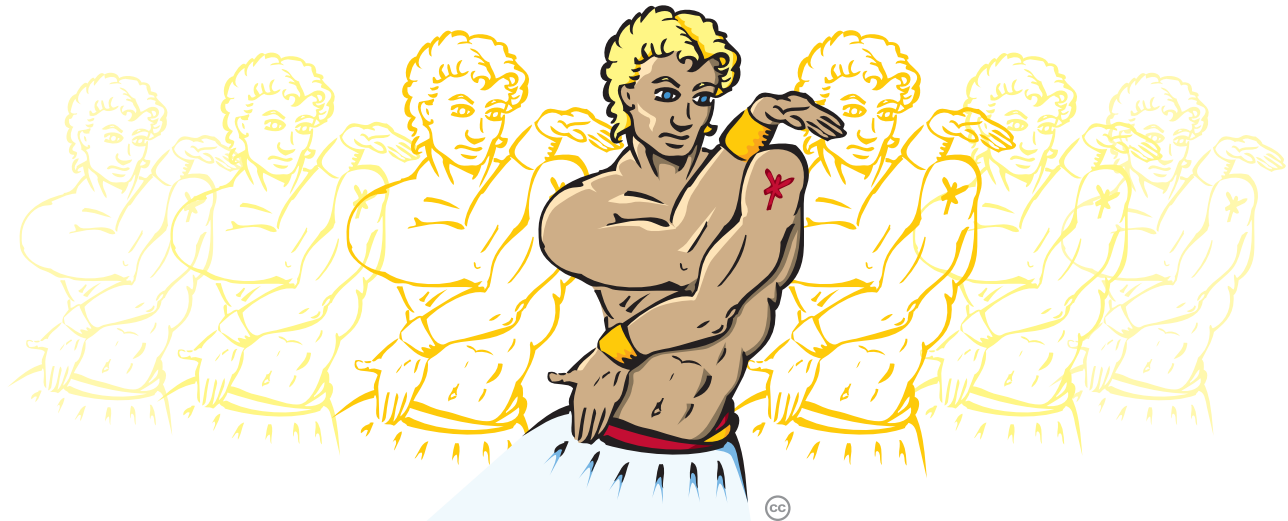


Table 2: Spells By Magical Path, continued

Powers Available As Spells	Mystics		Wu Jen (Wizards)						Shamans							
	Harmony	Chaos	Fo (Red)	Shui (Green)	Feng (Blue)	Muk (Orange)	Bhum (Yellow)	Kung (Violet)	Protector	Healer	Destroyer	Sage	Reveler / Rager	Enchanter	Maker / Mother	Trickster
Physical Powers																
Adapted to Water				x		x			x							
Adapted to Vacuum						x		x	x							
Alternate Form						x								x		x
Armor						x	x		x							
Blunt Attack						x					x					x
Chameleon						x										x
Control Phase						x		x						x		
Control Size						x								x		
Corrosive Attack						x	x				x					
Entangling Attack						x					x					
Extra Attacks	x	x			x	x					x		x			
Heal	x					x				x						
Invisibility		x														x
Mimic						x										x
Poison Attack						x					x	x				
Protection from Corrosives						x	x		x							
Protection from Disease						x			x							
Protection from Poison						x			x			x				
Protection from Physical Attacks						x	x		x							
Regenerate						x				x						
Self-Sufficiency	x	x				x				x						
Shapeshift						x								x		x
Sharp Attack						x					x					
Vampirism		x				x		x			x					
Transport Powers																
Climb							x							x		
Fly					x										x	x
Jump	x	x			x				x				x			
Speed					x								x			
Teleport	x	x						x								x

x = Associated with this magical path

Table 2: Spells By Magical Path, continued

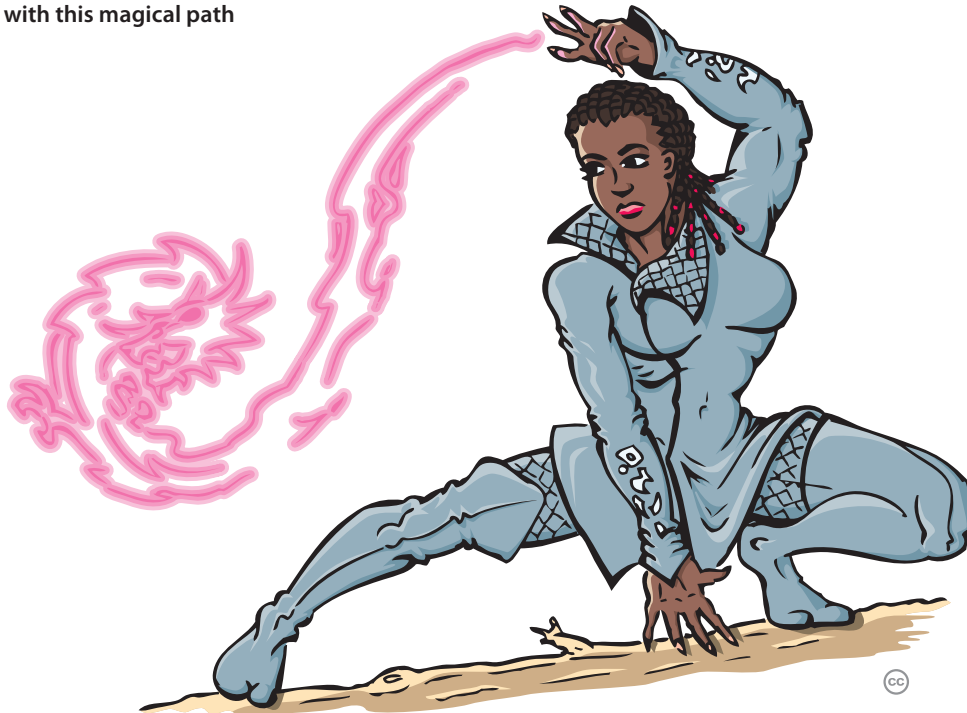
Powers Available As Spells	Mystics		Wu Jen (Wizards)						Shamans							
	Harmony	Chaos	Fo (Red)	Shui (Green)	Feng (Blue)	Muk (Orange)	Bhum (Yellow)	Kung (Violet)	Protector	Healer	Destroyer	Sage	Reveler / Rager	Enchanter	Maker / Mother	Trickster
Matter & Energy Control Powers																
Body of Earth							x							x		
Body of Electricity			x											x		
Body of Fire			x											x		
Body of Ice				x										x		
Body of Light			x											x		
Body of Negative Energy								x						x		
Body of Sound					x									x		
Body of Water				x										x		
Body of Wind					x									x		
Control Earth							x								x	
Control Electricity			x												x	
Control Fire			x												x	
Control Light			x												x	
Control Magnetism							x								x	
Control Negative Energy								x							x	
Control Shadow								x							x	
Control Sound					x										x	
Control Temperature			x	x											x	
Control Water				x											x	
Control Weather															x	
Control Wind					x										x	
Project Cold/Ice				x							x					
Project Electricity			x								x					
Project Fire/Heat			x								x					
Project Light			x								x					
Project Negative Energy								x			x					
Project Sound					x						x					
Protection from Cold				x					x							
Protection from Electricity			x						x							
Protection from Energy Attacks			x						x							
Protection from Fire			x						x							
Protection from Light			x						x							
Protection from Negative Energy								x	x							
Protection from Sound					x				x							

x = Associated with this magical path

Table 2: Spells By Magical Path, continued

Examples of Custom Spells	Mystics		Wu Jen (Wizards)						Shamans							
	Harmony	Chaos	Fo (Red)	Shui (Green)	Feng (Blue)	Muk (Orange)	Bhum (Yellow)	Kung (Violet)	Protector	Healer	Destroyer	Sage	Reveler / Rager	Enchanter	Maker / Mother	Trickster
Bane									x							
Conjure																x
Magic Lock									x							x
Magic Sphere												x		x		
Mend										x					x	
Quickening											x					
Renewal						x	x			x						
Riastarthae													x			
Sheath of Electricity			x													
Sheath of Fire			x													
Sheath of Ice				x												
Sheath of Negative Energy								x								
Sheath of Sound					x											
Transmute:														x		x
Weapon of Electricity			x													
Weapon of Fire			x													
Weapon of Ice				x												
Weapon of Negative Energy								x								
Weapon of Sound					x											

x = Associated with this magical path



Special Ingredients for Magical Gear

On Haven, all magical gear is considered to be advanced—at a minimum—for the current technological era. Ancient Sidhe gear built from forgotten techniques, such as their *Cathlong Criostalaith* (flying crystal ships), and everything built by the lost Rakshasa culture, is considered to be beyond the era's technology. This means that all magical gear has at least one special requirement that must be fulfilled when it's being built. Beyond that, all magical gear must include among its components at least one item made from a "special ingredient", one of a set of substances with magical associations for the Mages of Haven. These substances are:

Quartz

Quartz is often used in gear that focuses or amplifies a magical effect, or that simply enhances the concentration and natural abilities of its own wielder, such as gear that gives any type of Trait or Power Boost. It is also used in *Fo Wu Jen* (Red Wizardry) for gear that influences fire, electricity, or light, and is associated with the direction of the East. Gear that was made to specifically affect or be used by Sidhe often has a quartz component. The Sidhe have developed techniques for speeding up and shaping the growth of quartz crystals.

Malus

Parts of the apple tree, Malus, are often used in the process of making gear that summons or generates magical power, such as the Wildfire Wands that create semi-autonomous magical creatures in the manner of the Control Fire power. Apple wood or amber might be used in a item's construction. Apple blossoms, resin, copal, or wood ash might be mixed with other ingredients and used as a varnish, infusion, or soak. Malus is associated with the magical path of *Muk Wu Jen* (Orange Wizardry) and the direction Down, towards Mother Haven. Gear made to control organic matter, specifically Humans, is often treated with or built from some piece of Malus. Some type of apple tree grows in almost every climate on Haven, and most Human settlements tend at least one apple orchard, or have a town square with apple trees.

Silver

Silver is often used in gear that reflects other powers, such as magical shields and armor, and in gear that effects all manner

of inorganic matter. It is associated with the magical path of *Bhum Wu Jen* (Yellow Wizardry) and the direction of the South. A lot of gear made especially for the use of the Korobokuru, or built to affect them specifically, is either plated in silver or forged of solid silver. It is no accident that every silver mine of note is under Korobokuru control.

Sea Salt

Sea Salt is often used in the process of preparing gear that blocks magical effects, such as gear that lends any sort of Protection power. Some Mages have even been known to construct temporary protective barriers by pouring patterns of sea salt on the ground. It also appears in a lot of gear that is meant to affect or be used by the Lutins. Sea Salt is associated with the magical direction of the Center of all things and with *Feng Wu Jen* (Green Wizardry). It is also often used in magical gear that influences water and other liquids.

Jade

Gear made with Jade is often built to absorb magical effects, so it appears in many magical traps and protective devices. Jade is also used in gear that affects the wind, or motion itself, such as rings that lend the powers of Fly, Jump, or Speed. It is associated with the Rakshasas, with the direction of Up, and with *Shui Wu Jen* (Blue Wizardry).

Obsidian

Obsidian is often used in magical gear that transfers or transmits something from one object to another, or from one place to another. An example of the former would be a device that lends the power of Vampirism; an example of the later would be gear used for long-distance communication. Obsidian is also used in gear that was meant to affect or be used by the Wakyambi, or that influences shadows and "negative energy" through the path of *Kung Wu Jen* (Violet Wizardry).

Totem Dream Animal

When a follower of one of the nine shamanic paths plans to build magical gear, she will often go on a ritual hunt for a specimen of her totem animal, then incorporate parts of that animal in the construction of her gear. Such gear often lends powers similar to those for which the Shaman gets bonuses.

Table 3: Special Ingredients

Substance	Magical Effect	Path	Color	Direction	Affinity	Species
Quartz	focus / amplify	fo	red	east	fire / electricity / light	Sidhe
Malus	summon / generate	muk	orange	down	organic matter	Human
Silver	reflect	bhum	yellow	south	inorganic matter	Korobokuru
Sea Salt	block	feng	green	center	water / liquids	Lutins
Jade	absorb	shui	blue	up	wind / motion	Rakshasas
Obsidian	transfer / transmit	kung	violet		"negative energy" / void / shadow	Wakyambi
Totem Animal	varies with totem	totem			varies with totem	varies with totem
Ferrum Astreus	stabilize	harmony	black	west		Coatl / Tzitzimitl
Opal	disrupt	chaos	white	north		Chimerae

Ferrum Astreus

The iron from fallen stars, Ferrum Astreus, is often used in gear that stabilizes dangerous magical forces, such as the frames that border the *Asita Darpana* (dark mirrors) of the Rakshasa. It is associated with the direction of West, the path of Harmony (Black Mysticism) and creatures from beyond Haven, such as the Couatl (dragons) and Tzitzimitl (star demons).

Opal

The rare opals of Haven sometimes adorn gear that was built to disrupt magic, such as the legendary weapon *Vortex*, a sword that can cut through stationary spells as if they were physical objects. Opals are associated with the direction of North, the path of Chaos (White Mysticism), and the products of the greatest magical catastrophe on Haven: the Chimerae.



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This should go without saying, but this work is a supplement to a *game*, **Ten Thousand Worlds**, and is meant to make a rainy afternoon more enjoyable for you and a few friends. This game requires you to use your imagination. If you have trouble telling the difference between fantasy and reality, then this game is not for you.