

Nichen

The most obvious characteristic about Nichen is that he is ugly. Much of his disfigurement was caused by a minor mania for sharp objects. While they were able to cure him of his dangerous obsession, many times they were too late to heal wounds that were inflicted. Those who care to look past the ruin of his face will find a very strong, dextrous individual with an incredible amount of MPT. This 15 year old prefers solitary pursuits such as fishing and basket weaving.

Bravado/Cowardice

Duration	Current MPT score in rounds
Area	One creature
MP Cost	Variable

This temporarily increases or decreases the recipient's Bravery score by 10% per spell level and may cause him to have a change of heart concerning his involvement in an encounter. This spell can bolster the caster's troops or cast fear into the hearts of his enemies. The Bravery Table (see p. 31) should be consulted to determine a recipient's reaction.

Death Tell/Forever Silence

Duration	Current MPT score in rounds
Area	One corpse
MP Cost	Fixed (1)

This spell allows the caster to see through a dead creature's eyes at the moment of its death, which can be very useful when one has come across a carcass that shows damage from strange claws, weird fangs, etc. The spell transfers the images last imprinted on the rods and cones of the victim's eyes to the optic nerve of the caster, so the two must have similar eye structures for the spell to work. Vinyan Marshals routinely preserve the eyes of murder victims for use in investigations and court. Vengeful Vinyans find that learning this spell is a must.

The Reverse of Death Tell, Forever Silence, will eradicate the image from a deceased person's eyes, rendering it inaccessible for all time.

Successful murderers find that learning this spell is essential.

Ghost Missile

Duration	Special
Area	One missile weapon
MP Cost	Variable
Range	Special

The Ghost Missile spell creates an energy force that duplicates the form of any flying object and accompanies the original in flight. The Ghost Missile will remain around the actual weapon for the caster's current MPT in combat rounds or until the weapon is launched. Each spell level creates an additional Ghost Missile, each following the original. The Ghost Missiles can only be aimed at the same target as the original projectile, and each is rolled separately to hit. The target may try to Parry or Dodge all of the missiles fired at him from a single individual, again, rolling separately for each.

While the energy force is the same size and shape as the original missile, whether a flung pebble or a falling house, the energy contained in that shape is constant; it is densely packed in small forms, diffuse in large ones. The damage done by Ghost Missiles is 1d6 each, and each missile is considered a separate Attack. Because the Ghost Missile spell creates missiles that have some physical properties, it is possible for other spells (such as Flame Arrow) to be cast on them. For this purpose, each Ghost Missile is considered to be an inanimate object with a weight, MPR, and DA of 0.

Because the spell is cast upon an object and then launched at its target, its range is limited only by the weapon being used. The caster's current MPT (his Sphere of Influence) is practically irrelevant.

Heal/Mend

Duration	Permanent
Area	One Hit Location
MP Cost	Variable

The Heal/Mend spell joins things that were once whole but have in some way been broken or separated. If the spell is successful, it will restore one lost hit point per spell level to a Hit Location or inanimate object. A single Heal spell of a strength equal to a creature's original hit points in that location is required to repair maimed limbs or re-attach missing limbs, assuming they can be found and the spell is cast within an hour of their separation. A Heal spell also stops all bleeding in that Hit Location.

The Mend spell can restore a broken magical item to its original physical shape, but the magical energy is permanently lost. In cases where Power Gems have been implanted in weapons, the Gem itself would have to be broken for the magic to vanish, not just the weapon.

Nerve Block

Duration	Current MPT score in rounds
Area	One Creature
MP Cost	Fixed (1)

The Nerve Block spell allows the caster to ignore pain and temporarily negates the negative effects of Starvation/ Dehydration (p. 96). The effects of any injury of Serious level (see Damage Conditions, p. 88) can be ignored for the duration of the spell. Obviously, a limb that is crippled or nonexistent cannot be used.

The Nerve Block spell can be very useful during torture.

Stiff Limb

Duration	MPT in hours
Area	One limb
MP Cost	Fixed (3)

This spell, originally intended for meat preservation, has found a new purpose in the perils of modern Vinyan living by halting decay until a Heal spell of great enough strength can be applied to save the severed limb. Without a Stiff Limb spell or after one has expired, a severed or crippled limb will decay beyond the point of salvation within an hour.

The Duration indicated does not literally represent the lingering energies from the spell; the magical effect of Stiff Limb is instantaneous. Rather it reflects the amount of time the limb will resist decay. Stiff Limb can be cast upon a single limb repeatedly, but, as with repetitive skill use, the chance for success is reduced by cumulative -1/2 penalties for each attempt.