

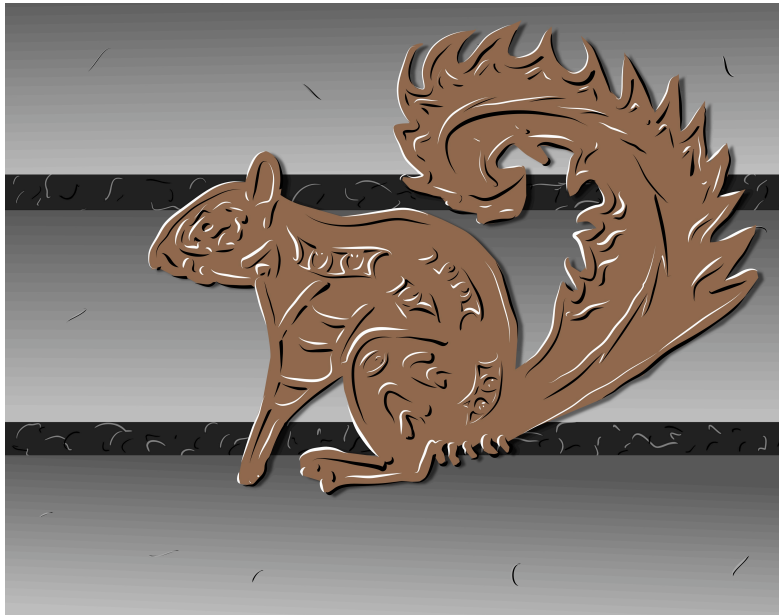
USSIENT FIRE MIMICS



Domain: The qualities of flame, such as heat, light, destructive transformation and contagion.

Method: Fire mimics shape wood or flesh into patterns that channel magic into their desired configuration.

do, (that is, for light, warmth, cooking and the death of enemies) they take much greater care with it. Living on vertical surfaces, the upward spread of a fire can encompass an Ussient settlement with greater speed than it could consume a more traditional, horizontal village.



Associated Skill or Stat: Knowledge. The patterns do not only need to be shaped correctly, they must be understood correctly. Furthermore, most of the spells require an appropriately shaped object to hold the power. When made of wood, these fetishes are constructed with Expert: Carpenter. When the power is to be moved through a human body, the shapes are scars raised with Expert: Cicatrization.

Society and Beliefs: In the giant trees of the Ussient forest, fire is dangerous, particularly in autumn. While the Ussient tribes use it as all civilized people

Because it does not require attunement, fire mimicry's lesser spells are fairly well-known and widespread, but the spells of greater Intensity are often held as proprietary knowledge by one tree or another -- or even of Shade Lodges or Sisterhoods within a tree's population. Most of these cabals are conservative about to their culture to the point of being reactionary. Their ideology may be entirely parochial, or it may translate to a wider Ussient loyalty against outside assault. Some of these cliques traveled far to defend Briess against the Ironbones. Others closer-by watched with detached and studied unconcern.

USSIENT FIRE MIMICS



LIGHT FROM SHADOW

Intensity: 1

Casting Time: Slow 2

Duration: Width Hours

Attunement: No

Effect: This common spell is cast upon a talisman made from a forked branch, carved into the shape of a diving sundarter bird. When the spell succeeds, the branch emits a fairly bright light, about equivalent to an oil lamp or a torch. Casters whose Sorcery Skill is two or higher can choose a color for the flame, as can any caster with Eerie or Counterspell at four or greater.

WINTER BRAND

Intensity: 1

Casting Time: Three minutes

Duration: Height in hours

Attunement: No

Effect: The focus for the Winter Brand is a carved cat-shaped charm roughly the size of a small dinner plate. When enchanted, it begins to produce a penetrating warmth that, if not moved, gradually spreads out about five feet from it. It slowly crumbles into ash as the enchantment runs its course, but while it can create a comforting warmth, at no point does it get hot enough to boil water or even ignite a dry autumn leaf.

TALISMANS AND CHARMS

Many Ussient spells require carved wooden implements, known as "talismans," before they can be cast. Talismans must be prepared with a successful Coordination+Carpentry roll. Once created, however, it can be used over and over again without requiring another Carpentry roll. However, no matter how skilled a woodworker is, he cannot make a talisman for a spell he does not know. (All talismans have minor differences, to account for variances in wood grain and exact shape.)

Casters can use one another's talismans, however. If Drien knows Light From Shadow and successfully carves a forked stick talisman for it, Huisse can cast Light From Shadow on that stick instead of carving one of her own.

Some spells, rather than using talismans, use charms. Charms require a preparatory Carpentry roll just like Talismans, the carver needs to understand the spell and other people can use the charm once it's made. The difference is that charms cannot be used more than once. Even if they are not physically destroyed by the spell, they are unsuitable for re-enchantment.

USSIENT FIRE MIMICS



THIS LITTLE HEARTH

Intensity: 1

Casting Time: Five minutes

Duration: Width in hours

Attunement: No

Effect: This spell requires a talisman in the shape of a squirrel. Furthermore, to cast the spell the talisman has to be treated like an unlit fire in the process of ignition, that is, the caster must put tinder on it and strike sparks into it, and then blow on it and keep it shielded from wind and water. When successfully cast, the spell produces the warmth and glow of a small cook fire, and while it can roast meat and boil water, it will not ignite flammables.

NAKED IN WINTER

Intensity: 2

Casting Time: Five minutes

Duration: Width in days

Attunement: No

Effect: With a successful Expert: Cicatrization roll, the caster (or someone else who knows the spell) can put a mouse-shaped talisman scar on himself or someone else. As with Ironbone runes, this occupies a single hit location, can't be "written over" by other scars, and requires two points of Killing and two points of Shock damage when first applied. If the location carrying the scar is ever filled with Killing damage, the scar stops working permanently and

cannot be fixed. But barring that circumstance, it's like all talismans, and once established it can be used over and over. The spell can only be cast, however, by the person scarred, and it only affects himself.

When in effect, the character feels warm and suffers no ill effects from cold, no matter how bitter and intense.

SCALDING CLUB

Intensity: 2

Casting Time: Seven hours

Duration: Forever

Attunement: No

Effect: The scalding club is the signature weapon of the Urutu tree's brotherhood of enchantment, the Nameless Arisen. They are extremely proprietary of both the clubs and the the spell that creates them, but more so of the latter. Someone who steals a scalding club will be chased to the ends of the Ussient Forest. Someone who manages to run off with the secret of making them would be pursued to the ends of the world.

All scalding clubs are in the stylized shape of a rearing horse. Once carved and enchanted, does an extra point of Killing damage with each strike. It must be prepared as a talisman before it can be ensorcelled. While they are typically light clubs, a few of the Nameless Arisen prefer the reach and impact of larger weapons.

USSIENT FIRE MIMICS



The damage is caused to flesh only, and takes the form of singeing, puckering and cooking. It cannot start a fire but can sting with just a touch. They're typically kept in leather sheathes to prevent accidental injury.

THE SHAPE OF LIGHT

Intensity: 2

Casting Time: Six hours

Duration: Forever

Attunement: No

Effect: This is much like the spell Light From Shadow, except for casting time and duration. The talisman takes the form of a coiled serpent: Some casters wear them like crowns at night. Once it is created, it cannot be dimmed except by damaging the frame. Anyone who knows the spell can, however, use it to change the color of the light from the talisman.

FLAME'S APPETITE

Intensity: 3

Casting Time: Five minutes

Duration: Height in hours

Attunement: No

Effect: This spell allows the caster to selectively destroy unmovable combustible matter, in quantities up to her own body weight. She must touch the object to be altered, and it disintegrates into ash, smoke, or both at about the rate of one pound per round. Mostly useless in a fight, the spell can

dissolve ropes, remove barriers (as long as they aren't metal) or cut through a branch upon which someone stands.

More inventive uses of Flame's Appetite include producing goutts of smoke on demand or destroying evidence. The most common use is shaping wood through precise dissolving with no tools required.

TO ASH AND SMOKE

Intensity: 3

Casting Time: Seven minutes

Duration: Width in days

Attunement: No

Effect: This spell makes use of a charm, usually a weapon. The carved design is an embossed triangular bird symbol, so it can be put on nearly any surface. Arrows are the most common choice, though leaden sling pellets, blocks on the end of flails and even the knuckles of mailed fists have also been enchanted to great effect. The first time the weapon strikes after enchantment, its Waste Dice do Killing damage, ignoring armor, as the carved rune releases a magic charge that courses through flesh, causing eruptions of black lesions on the target as his flesh turns to smoke and ash.

USSIENT FIRE MIMICS



CRAWLING LIGHT

Intensity: 4

Casting Time: Combative

Duration: See Below

Attunement: No

Effect: This spell is based upon a carved charm in the shape of an insect. Smashing the charm against the ground or some other nearby surface is part of the casting attempt, so the charm is destroyed whether the spell succeeds or fails. If it succeeds, a heatless light spreads out over about ten square feet of surface. It radiates out from the broken charm, illuminating everything solid it touches. (Human beings lit up can attempt Counterspell rolls to shake the light off of themselves.)

The caster can douse the light whenever she chooses, or change its color with any successful Knowledge+Sorcery roll. Otherwise, it begins to randomly spread.

Every round, the spell rolls a pool, initially equal to the caster's Sorcery pool. If the glow's roll fails to produce a set, it goes out. If it gets a set of Height 3 or less, it spreads Width square feet in a random direction and its pool doesn't change. If it gets a set of Height 4 or more, it spreads Height square feet in a random direction and rolls another die in its pool on the next turn. If it gets multiple sets, it can use them all. However, its pool can never exceed ten dice, and no matter how big the glow grows, it fades out after an hour.

SCARFOOT'S KICK

Intensity: 4

Casting Time: Seven hours

Duration: Forever

Attunement: No

Effect: The Scarfoot Lodge are known for their fierce loyalty to one another and to their home tree, and when one considers the tribulations undergone to join their number, their attitude is no surprise. To join Scarfoot Lodge, one must master this spell and at least attempt it.

To cast the spell, the enchanter wreathes one of his own feet in an elaborate pattern of scars (requiring a successful Expert: Cicatrization roll). The scar is in the form of the Ussient carnivorous monkey, the "chunk-biter." The damage is not merely cosmetic: That limb permanently loses one wound box, giving most Scarfoots their traditional limp.

Once the scars are graven, membership is complete, and some of the Lodge's most famed members had no magical powers in their mangled limbs. But those who cast the spell correctly gain a horrifying ability. If they kick someone with their limb, hard enough to do damage after any armor reduction, the location damaged loses a wound box forever and manifests a thick web of scars as well.

USSIENT FIRE MIMICS



BEAR'S RAMPAGE

Intensity: 5

Casting Time: Ten hours

Duration: Instant

Attunement: No

Effect: This spell is cast on a bear-charm roughly the size of a fist. Once enchanted, the caster can release its deadly enchantment any time she chooses. When she opts to release the spell, it begins producing Area 5 Killing attacks. The diameter of the attack's effect is equal to five feet times the activation set's Height. It repeats its effect for a number of rounds equal to the Width of the activation roll.

Example: Master enchantress Kiennis creates a Bear's Rampage charm with a MD-powered 3x6 set. When she activates it, everyone within 30 feet of the cube takes an Area 5 Killing attack. The cube produces a total of four such attacks before disintegrating -- one at the base, and another three because it was made with a 3x roll.

Those damaged by a Bear's Rampage have random pieces of their flesh erupt as smoke, leaving deep, pitted holes in their skin. If you squint and use your imagination, they look like tooth marks.

UNCANNY CRAWL

Intensity: 5

Casting Time: Combative

Duration: Width in minutes

Attunement: No

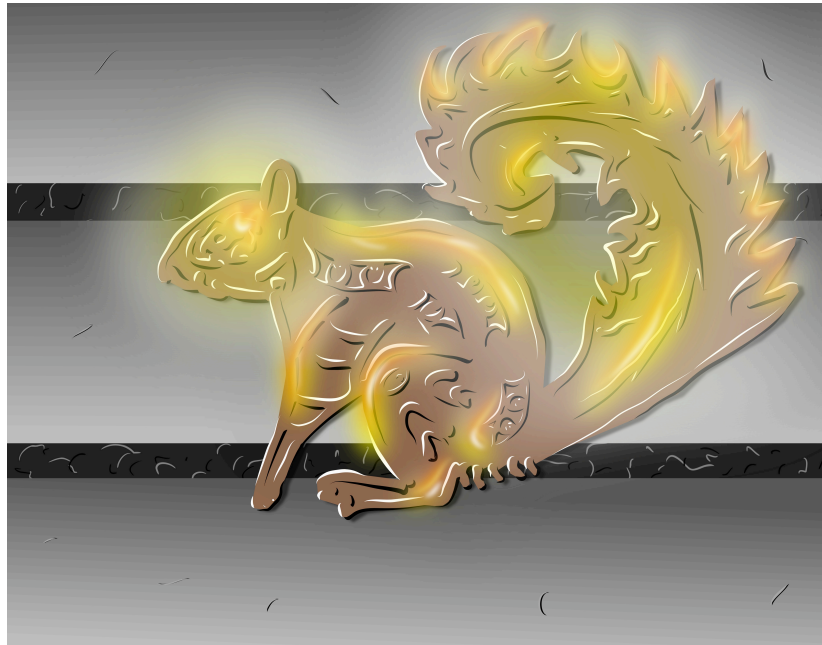
Effect: This spell is a closely kept secret of Those Who Change the Secret Light, a mystic sect whose membership is private, mysterious, and prone to meddle in the politics of other tribes. Though they most often interfere to the benefit of their home tree, their arrogance is legendary and they often steal, blackmail, spy and betray in pursuit of what they consider the most just and ethical outcome. Unusually for most Ussient residents, even the protective lodges, Those Who Change the Secret Light are known to be active outside the boundaries of the forest.

As the name portends, Uncanny Crawl is odd to behold and difficult even to describe. The caster changes form. She ceases to be an object occupying space and becomes something like a moving shadow on a wall. Just as a fire, when lit, can crawl and move from surface to surface, so can the enchanter. She moves at a running pace over, along or underneath barriers. She can flow through cracks and small holes or travel along a length of thread that wouldn't support the weight of a bird.

Moreover, while in this altered state, the enchanter cannot be harmed by weapons or injured by any enchantment that would not quench a fire. The only real barrier to her travel is that she cannot cross liquids.

The charm for this spell is shaped like a beetle and is carved at smaller than life size.

USSIENT FIRE MIMICS



BURNING DART

Intensity: 6

Casting Time: Combative

Duration: Instant

Attunement: No

Effect: This charm-based spell once again ensorcelles a weapon (which may provide a sad commentary on the priorities of the Ussient peoples). In this case, it's a dart-tip or arrowhead in the shape of a predatory fish native to Ussient rivers, the worm-dart. The projectile can be made beforehand, but once the spell is cast on it, it must be fired immediately. Otherwise, it simply disintegrates. But if it strikes an enemy within three rounds of being enchanted, its magic burrows deep into the target, in a slow and excruciating fashion.

When it hits, the arrow or spearhead does an extra point of Killing damage. It then does one additional point of Killing damage to that location for a number of rounds equal to the Height of the casting set. This damage cannot be counterspelled, and it happens at the beginning of the round. With a successful Healing roll, the tip can be pulled out, however. This "treatment" requires the target to remove any armor over the affected limb and then do nothing on the round in which the healer tries to get it out. If the healer succeeds, the tip stops damaging the original target, but does a point of Killing damage to each of the healer's hands.

These are often used for hunting big game, especially when one is armed with a hornbow that can get through (say) a grizzly's tough flesh and matted fur.