

Matriarchal Quelling



Domain: Direct interference with magic.

Method: Quelling is directed through a series of overlapping crescent runes.

Associated Skill or Stat: Knowledge

Society and Beliefs: The Maameck Book of Judgment takes a very narrow, dim and suspicious view of enchantment.

Accordingly, all who practice enchantment are classified as “undisciplined” in the rigorous Matriarchal structure. They are lower than the laborers who cart dung around the countryside.

This status is mitigated by their use to the military. A queller on the front lines is, if nothing else, very well paid. They are by far the wealthiest of the undisciplined.

Clean, soft hands and a warm bed can ease a lot of the sting when they must defer to a muck-covered peasant.

Only women are permitted to learn the magic of quelling. If a queller should change her caste due to marriage, she is expected to cease practicing the art. This does not always occur. Sometimes,

warrior males marry quellers in loveless transactions of mutual benefit. The queller leapfrogs in status and is no longer *officially* permitted to cast spells. But as long as she keeps it down to protecting herself, her husband, and perhaps a few other officers who look the

aside and keep the couple deployed together, no one involved complains.

Required Knowledge: None

Carving No Shape

Intensity: 1

Casting Time: Combative

Duration: Instant

Attunement: No

Effect: To cast this spell, the enchantress needs four runes arranged in a square. These can be sketched in the

dirt, carved in a wall, or embroidered on a glove—the form doesn’t matter as long as they’re present. When the spell is cast, everyone within fifty yards immediately succeeds at an Eerie roll. Carving No Shape is the first exercise of the quellers, and is equivalent to grabbing the strands of occult force and yanking them randomly.



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Armor Against the Arcane

Intensity: 2

Casting Time: Combative

Duration: Width in minutes

Attunement: No

Effect: By painting a simple rune of three crescents on a person's skin (herself or someone else's) the queller casts this spell and grants AR1 against magic damage.

Lesser Circle of Distortion

Intensity: 2

Casting Time:
Five minutes

Duration:
Hours equal to
Height, or until
the runes are
broken

Attunement: No

Effect: The queller draws or incises the runes around the edge of a circle fifty paces across. Anyone inside the circle has AR1 against magic damage. It is possible to cast this spell over pre-carved runes in stone or wood, even if the caster did not personally cut them. The runes must be cut by someone who knows the spell, however.



Greater Armor Against the Arcane

Intensity: 4

Casting Time: Combative

Duration: Width in minutes

Attunement: No

Effect: As Armor Against the Arcane, except it's AR2.

Lesser Boiling Arcane Recoil

Intensity: 4

Casting Time: Seven minutes

Duration: Width in days

Attunement: No

Effect: Whenever this spell's target is successfully affected by a spell, he suffers an Area Killing Attack equal to the new spell's Intensity. It does not matter if the other spell is helpful or hurtful, cast by himself or others—as long as it is successfully cast and not counterspelled, it does the damage. The new spell still takes effect. The Area Attack ignores physical armor. It can target one visible creature within a hundred paces.

Example: Rino has cursed Baul with Lesser Boiling Arcane Recoil. That's not enough, however. Rino casts the spell on Baul again. Baul fails to counterspell it and Rino gets a successful set. Now Baul takes 4 dice of Area Killing damage. If Rino manages to cast it on Baul a third time, Baul would take 8d of damage, since each of the two Lesser Boiling Arcane Recoils would attack him as the third took effect.

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Mage's Insult

Intensity: 4

Casting Time: Eight hours

Duration: Permanent

Attunement: Yes

Effect: By painting or drawing a lengthy set of runes upon the flesh of an enchanter, the queller can permanently remove the mystical effects of an attunement ritual. (Any physical effects or transformations remain, however.) Thus, the afflicted enchanter has to use temporary attunement to cast the spells he was accustomed to using. (He can now use spells of other schools, however.) It is possible to permanently re-attune, but attunement to a different school than the one that was "de-attuned" cannot be achieved.

Quelling Edge

Intensity: 4

Casting Time: Six minutes

Duration: Height in hours

Attunement: No

Effect: This spell is cast by sketching a trio of crescent runes on a weapon. (Despite the name, the weapon needn't be edged.) While enchanted, the weapon ignores up to 4AR that's provided by magic. It does not penetrate mundane armor, however.

Impenetrable Armor Against the Arcane

Intensity: 5

Casting Time: Slow 3

Duration: Hours equal to Width

Attunement: Yes

Effect: By painting or drawing a rune of five crescents on herself, the matriarch gains AR 2 against magical damage. In addition, she reserves the set used to activate the spell as Gobble Dice, which she can apply at any time of her choosing to a spell aimed at her. She can use these Gobble Dice in addition to any other actions she takes. This spell cannot be cast on another person.

Marked by Nullity

Intensity: 5

Casting Time: Nine hours

Duration: Permanent

Attunement: No

Effect: This is the permanent attunement spell for quellers. There is no temporary attunement. Those who want to cast those Boiling Arcane Recoils need to be willing to spend the better part of a day cutting scars into themselves. (This is a very loose definition of 'better' part.)



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Greater Circle of Distortion

Intensity: 6

Casting Time: Nine minutes

Duration: Hours equal to Height, or until the runes are broken

Attunement: Yes

Effect: As Lesser Circle of Distortion, except that it provides AR3.

Infinite Boiling Arcane Recoil

Intensity: 6

Casting Time: ten hours

Duration: Forever

Attunement: Yes

Effect: As the Lesser version, except it's permanent and ignores *all* armor.

The Spell Snaps

Intensity: 6

Casting Time: Combative

Duration: Instant

Attunement: No

Effect: This spell can target one visible person or object within a hundred paces. The sorcerer sketches four crescent glyphs on some surface and waves it at the target. If successfully cast, all spells functioning on that person or item instantly cease.



Magic's Martyr

Intensity: 7

Casting Time: Thirteen hours

Duration: Permanent

Attunement: No

Effect: First and foremost, anyone who attempts to cast this spell dies. Even if the spell fails, the energies involved are too great for any human (or other creature, as far as is known) to survive. The spell, which involves drawing hundreds of runes, permanently snarls and entangles the arcane energies in a large region—about a square mile. Forever after (if the spell succeeds) all spells cast in that area are at a +6 Difficulty. This *combines* with the spell's Intensity, so any spell of Intensity 5 or above is simply not possible within the field of distortion. Enchanters who try to ply their craft in such a space describe it in various ways—"like trying to breathe

The only people
who respect us are
other quellers and
foreign magicians.

—Queller Proverb

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thin air” or “like struggling against plaint but infinitely heavy bonds.”

The Matriarchy has set up a surprisingly large number of “negative zones” along the Imperial Border. Their central

fortress at Stagshead is completely surrounded by them. It should be noted that casting a spell into such a zone from outside it is not impaired, however—and Stagshead itself has clear access to magic.

Flawless Quelling Attunement (5 point Advantage)

To be permanently attuned, and be able to cast the spells that require it at will, a character must be willing to take scars. These occupy one entire hit location—head, arm, somewhere on the body, down the side of a leg or the like. They’re distinctive, but not decorative to everyday tastes. They preclude the use of Ironbone runes, of course (since no one could be attuned to both types of magic at once).

As with Ironbone runes, whether the attunement spell fails or not, the chosen hit location takes 2 Killing and 2 Shock damage. The rune is permanent, although the damage heals normally. The glyph can’t be removed, changed or ‘written over’. If the Queller fails her roll to establish the rune, there’s still a big scar on that location. The mark cannot be replaced, nor can another mark be placed on top of it.

In addition to having a series of crescent runes along her shoulder blades, or arcing across her forehead and down her neck, the enchantress gains some meaningful passive protection from magical attack. Specifically, any time she’s targeted by a spell, she can apply a Gobble Die to it set at Height 4. This works just like a Gobble Die arising from Counterspelling, but it can be used at any time, does not need to be rolled for, and can’t change Height. (If the queller does use a Counterspell and gets an x4 set, she can’t add this Gobble Die to it. It simply represents the snarl of occult forces focused in her body.)

While that mystic knotting provides a decent passive protection (though worthless against big spells like Lupine Curse) it is also a dead giveaway to enchanters nearby. Any time someone casts a spell within a dozen paces of an attuned queller, that caster realizes that they’re in the presence of *something* weird, even if they’ve never encountered a queller before. If they have run across one, the vibe is distinct enough to be recognized. Therefore, once an enchanter has felt a queller’s presence, he can find or detect any queller within a dozen paces simply by making an Eerie roll.

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Imperfect Quelling Attunement (1 point Advantage)

The good news is, an imperfect quelling attunement allows one to cast all quelling spells at will. The bad news is, in addition to the scars described above, it makes the attuned queller *really* unpleasant for enchanters to be around. The effect doesn't affect other quellers (luckily) but any other person with a Sorcery skill of 1 or higher, or an Eerie skill of 2 or more, finds it unpleasant to be within ten paces of the queller. (One particularly sensitive enchanter described it thus: "Imagine having an ugly man with bad breath standing too close, licking his finger and sticking it in your ear while shouting 'IS THIS ANNOYING? DOES THIS BOTHER YOU?' over and over.") This mostly has the effect of the Gruesome flaw.

In addition, this queller can be detected just like a perfectly attuned one, only out to a *hundred* paces.

Tomb of Enchantment

Intensity: 9

Casting Time: Twelve minutes

Duration: Width in hours

Attunement: Yes

Effect: To cast this spell, the sorcerer sketches a series of glyphs in a circle about three paces across around herself. When the spell begins, all enchantment within the circle ends and, in fact, becomes impossible. The circle doubles in diameter every round—so, the first round it's the three paces around the caster, next round it's six paces, and so forth. It expands until it's about a mile across (a dozen rounds or so).

While the spell is in effect, no one in its radius can cast a spell, and all lasting effects (except the Tomb of Enchantment, of course) go into abeyance. When the spell ends, permanent effects return. Spells can be cast from outside the Tomb

into it—but they cannot target the spell creating the area. Note that each casting of Tomb of Enchantment precludes a further casting of it there, so even a skilled queller trying to maintain a Tomb indefinitely is never going to get out in front of the twelve minutes needed to cast it.

As soon as Tomb of Enchantment goes into effect, anyone in the radius with even a single point in the Eerie Skill knows things have gone perfectly metaphysically flat. No roll is required. The feeling of arcane deadness is one that has reduced unprepared enchanters to tears and whimpering.

