

opetkan mirror magic



Domain: Reflection, image and duplication.

Method: Mirror magicians cast their spells by looking at the reflections of persons or objects.

Associated Skill or Stat: Command

Society and Beliefs: The origins of mirror magic are mysterious, with multiple explanations floating around. Some say it was a gift from the Opetkan god of the Present, given to his priests to show them how things might have been other than the way they are. Others say it's just something else that the Kuklach let slip from their fingers (alongside the authority to rule and the respect of the military).

There's even a story that it was practiced by the peasants of a conquered people who used it to trick and deceive their conquerors. (If that's the case, those people seem to be gone—either killed or so firmly assimilated that they have no separate culture.)

The past doesn't matter much to the mirror magi of today. There is a School where it's taught, though even most magi

themselves don't know where it's located. (Under great duress, they admit that they entered it through underground reflecting pools, but that it seemed to be in the middle of a trackless wood.)

Anyone can apply to the School, if they can identify a mirror mage and ask admittance. (This is not easy.) The School admits who it chooses, teaches them what the staff think they deserve to know, and then lets them go about their

business. Now and again, however, agents of the School approach alumni to make very firm requests of money, effort or advice. Usually effort, usually in the form of dangerous espionage missions.



That is, in the end, what the School is: The main trunk of the feared Opetkan spy apparatus. They use mundane agents as well, but everyone who goes to the School understands that forever after, be they priest or warrior or even Kuklach, their loyalties must be divided between their lot in life and their duties to their teachers.

Required Knowledge: None

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Many spells in this school create temporary creatures called “imagoes” which resemble the caster or some person that the caster has seen reflected in a mirror. Unless otherwise noted in a spell description, imagoes share some common traits. First off, they’re physical reversals of the person they duplicate. If you have a scar on your left hand and a mole on your right cheek, your imago has a scar on his right and a mole on his left. Secondly, imagoes tend to be fragile. If they take even a single point of Shock or Killing damage, they shatter into a small pile of glass fragments that blows away within a day. Thirdly, imagoes do not age, they cannot learn new Skills, improve their Stats, or gain Esoteric Disciplines and Martial Techniques. If they’re the intelligent type of imago, they can remember events that happened to them after being created, however. Any attempt to transform an imago into another shape wears off after about 2-20 minutes. Unless otherwise noted, imagoes have one point in every Stat and one point in every Skill their original possessed. Most imagoes cannot cast spells. They do not cast shadows or reflections, either.

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Intensity: 1

Casting Time: Five hours

Duration: Width in hours

Attunement: No

Effect: This spell targets one small object—something that the caster can lift one-handed without any sort of Body roll—and duplicates it. The spell requires a reflecting surface, against which the object must be touched to complete the enchantment. While the temporary object lasts, it cannot be distinguished from the original, except that the copy is reversed from left to right as oriented when touched to the mirror. (Thus, if you

duplicated a crown that was missing a gem on the left side, the duplicate would be missing that gem on the right side.)

Enchanted objects perform the same enchantments. Something like a featureless gold bar cannot be distinguished from the original gold bar. The exception is that all duplicated items are perceptible as enchanted if examined with a simple Eerie success. But if you duplicate a featureless enchanted item, there may be no way to tell which is real. Until the spell wears off, of course.

In The Empire and the Heluso Confederacy, knowing this spell is punishable by public blinding.

reflexive mirror magic



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Intensity: 2

Casting Time: Four minutes

Duration: Ten hours

Attunement: No

Effect: To cast this spell, the enchanter needs to be able to see himself or someone else in a reflecting surface—a mirror, a calm pool of water or the like. Casting the spell creates an imago that duplicates the original's Sense Stat and all its Sense Skills. It possesses a Master Die in the original's native language, but is devoid of any creativity or initiative. It can't attack, dodge, parry, or accomplish any tasks more complicated than reciting a message, washing dishes or building a fire. (If the reflected source didn't know how to build a fire, the imago couldn't even do that.) However, Reflective Guardians are created at the peak of alertness and they never get tired or bored, making them superb sentries. Typically, the caster creates one (or several) and sets them to work guarding a perimeter while he rests inside it.

martial mirror

Intensity: 3

Casting Time: Slow 4

Duration: Height in minutes

Attunement: No

Effect: Up to twenty people that the caster can see reflected on the last round of casting are duplicated as Unworthy

Opponents. They have Threat 2, or 3 if they were equipped when they were copied. They are speechless and quite stupid, but obey the verbal commands of the caster. They can be targeted with Morale Attacks but their Threat cannot be improved beyond 3 if they're equipped. If they show up with Threat 2 and the caster has weapons to give them, they can rise to Threat 3, but never higher.

quicksilver reflection

Intensity: 4

Casting Time: Nine hours

Duration: Until target dies

Attunement: No

Effect: This spell requires a circular pool of quicksilver at least ten feet across and a half-inch deep. (This costs at least Wealth 5 to procure, if it's available at all.) At the end of the spell, the mercury coalesces into an imago of the caster.

The imago has all the caster's Knowledge, Sense, Charm and Command Stats and Skills, but has absolutely no fear of death. It possesses one wound box, and one point each in Body and Coordination. It doesn't age and, while it can learn facts and remember new information, it can't improve Skills or Stats, nor learn Esoteric Disciplines or Martial Techniques. It can be enchanted, just as the caster can. Its personality is that of its creator. It can cast spells like its creator, but has no reflection of its own and cannot in any way create imagoes of itself.

օթէխ mirror magic



Typically, Glass Diplomats are sent into situations where spying or negotiating are desirable, but risky. Note that there is no innate supernatural communication between caster and Diplomat. If you create one and send it off to talk tough to the Truils, you have no way of knowing if it succeeded or failed or was destroyed en route until word reaches you through some other means.

Glass Diplomats cease to exist upon the creator's death, with one very important exception. If a Glass Diplomat

succeeds in killing its creator (or arranging her death) the Diplomat becomes permanent. It still can't learn or age, it doesn't gain a reflection, but it can then continue its existence until destroyed. Whether any given Diplomat tries to exercise this option depends entirely (of course) on its caster's personality. But all Glass Diplomats instinctively know they can become "the real one" in this fashion.

nemesis

Intensity: 5

Casting Time: Combative

Duration: Instant

Attunement: No

Effect: To cast this spell, one needs a Captivating Mirror (see below). The caster looks at an image in the mirror (either one from the past or one that is occurring right at that moment) and the mirror shatters as an imago of one reflected person emerges. This imago has all the Stats, Skills, wound boxes, knowledge, Disciplines and Techniques of the person reflected. (Any enchanted items, however, are duplicated as mundane copies.) The nemesis imago is obsessed with the drive to kill its original. Unlike most imagoes, it can cast spells if its original knows them. It needs to sleep and eat like a normal person, and it has no arcane intuition for where its original is, but given its personal knowledge it can often figure it out. The nemesis is under no compulsion to obey or respect

Secrets, treachery, manipulation by the basest of ploys... as Minister of Information, these were my tools, but none more than deception. I have been asked how it was that I was never meaningfully misled, deceived or used. I don't know.

Perhaps I was and just never found out. But unlike most who were made into others' puppets, I know I never believed myself more clever than those around me.

- From "The Secret Journals of a Man who Wasn't"

enchantment mirror magic



the magician who created it and, given the typically bad relations between the caster and any person he wishes to create an expensive assassin for, the nemesis may well attempt to kill the enchanter... but only if he's confident he can get away with it and that it won't impede his quest to kill his original.

With the death of the original, the nemesis shatters.

captivating mirror

Intensity: 6

Casting Time: Eleven hours

Duration: Permanent

Attunement: No

Effect: To cast this spell the enchanter needs to possess a flawless oval mirror, at least six feet tall and three feet wide. It must be made of glass, crystal, silver, gold or polished hematite. Such an item costs Wealth 5 in a large and cosmopolitan city, more elsewhere.

When the mirror has been enchanted, anyone who stands before it and speaks a certain phrase (set during the mirror's enchantment) can see the last ten reflections that passed before the mirror. Essentially, it's like the mirror has eyes and can show what someone could have seen if standing where the mirror is. The viewer can silently watch what was done, skipping ahead or going back as desired. (Still images are not possible, however.) It's a popular spell with spies and voyeurs.

the stolen image

Intensity: 8

Casting Time: Combative

Duration: Permanent, until mirror is broken

Attunement: No

Effect: Casting this spell requires a small silver mirror framed with black pearls. (This will set someone back Wealth 4 in a well-traveled seaside city, potentially much higher in areas far from deep water—if black pearls are available at any price.)

To cast it, the enchanter has to look at the target's reflection in the mirror. If the spell is successful, the reflection remains trapped there—the target no longer casts any reflection until the spell ends with the breaking of the mirror.

The caged reflection knows everything that the target knows at the time the spell is cast, and must truthfully answer any question asked by someone touching the mirror. It can lie by omission if it wishes, but must tell only the truth and nothing but.

It should be noted that a Stolen Image provides powerful protection against other mirror magics (such as Nemesis) and many mirror magi cast this on themselves for just that reason. Keeping the mirror close or well protected is always a concern, of course.