

CHAPTER IX : SPELLS

Imagine that all of creation is shaped like a book that stretches out for infinity in all directions. Our universe, from the biggest galaxy to the smallest atom, would be a page in the book. The Roma Imperious setting would be another page. The seven Realms of Power would each have a page in that book. Each page would have its own set of rules on how the universe functions, and each page would lie next to each other, touching but not interacting. Spell casters have the ability to act like a lightning rod and pull energy from one page to another. We call that energy 'magic' and the effects are known as 'spells'.

It turns out that only some humans are born with the ability to tap into other Realms, and even then they can touch only one Realm. This is a tricky process, since channeling energy can overload the nervous system of the spell caster. Spirit points are the measure of the amount of energy one person can channel at any one time. The average human has ten spirit points, spell casters have between ten and thirty and supernatural creatures can have hundreds.

Magical energies have a certain unique resonance that allows for a number of interesting things. First, a spell caster can detect energies from his own Realm, so a Medicina Maga can detect when other Medicina Maga powers are in use. Second, each Realm has an affinity for different materials (see Chart in next section). These materials can store spirit points, like a battery, for future use. Third, each Realm has a counter in different materials (see Chart in next section). These materials block power use from the appropriate realm, and will even inflict damage on spell casters if it touches their skin. Finally, it is possible to craft devices to store pre-loaded spells; this takes considerable research and knowledge about both science and magic.

None of the preceding information is needed to run the game, but it may be useful in aiding players and GM's in designing their own artifacts and realms. Feel free to contact HinterWelt with questions and ideas on the topic of magic use.

Iridium System Magic

The Iridium System has three basic magic systems in it. The primary point of the different magic systems is to reflect the different way magic works in the same setting. That is to say that within a setting spell magic reflects a structured spell organization; i.e. guilds or schools.

Clerical magic reflects a freer form of magic involving divine intervention (clerics), guidance from a higher power (mystics, shamans) or effects that do not fall easily into a pre-specified spell format (artificers, alchemists, druids).

Spell Magic

Realms allow channeling from nearby planes that have particular attributes. This power is channeled through the caster and given a specific form via a mnemonic process. Fatigue is represented via spell points. Spell points regenerate at a rate of 1 per night of rest (2 per night for the Natura Maga). A caster may kill themselves via casting into the negative spell points (usually -10). Average caster has around 20 spirit points but may store up to three times their normal amount in their body. If they exceed double their normal max (i.e. 40 if they normally store 20) their body will begin to glow with a slight but noticeable aura. There are also external storage items like gems. There are seven realms discovered so far but many more are suspected to exist.

The realms are spell list driven. **BENEFIT OF THIS SYSTEM:** Pre-created lists make it a case of point management for casting spells.

Clerical Magic

Clerical magic is practiced by priests, druids and shamans. They channel awesome supernatural powers from gods, nature, and spirits respectively. There are no lists for these classes but they do have areas of influence depending on their focus. A priest of a god of war would not be able to create a bucket of fried chicken. Likewise, a priest of a god of fried foods would not be able to give everyone in the party a +1 to hit. Resolution is accomplished with a check, on a d20, vs. the priest's PIE and CON stats (WILL and CON for druids and shamans). A modifier is applied determined by the GM for difficulty, casting conditions, and how closely it abides by the influence of the god or other power source. In addition, there is a fatigue minus reflecting how many times the player has cast since they last prayed or meditated. If the PIE check is made the effect goes off, else it does not. If the CON check is made no damage is taken, else damage is taken to all areas to the tune of the total minus. For instance, if attempting to create fried chicken for the third time a priest would suffer -6, all other factors being equal, and if failed then receive six points of damage to all areas.

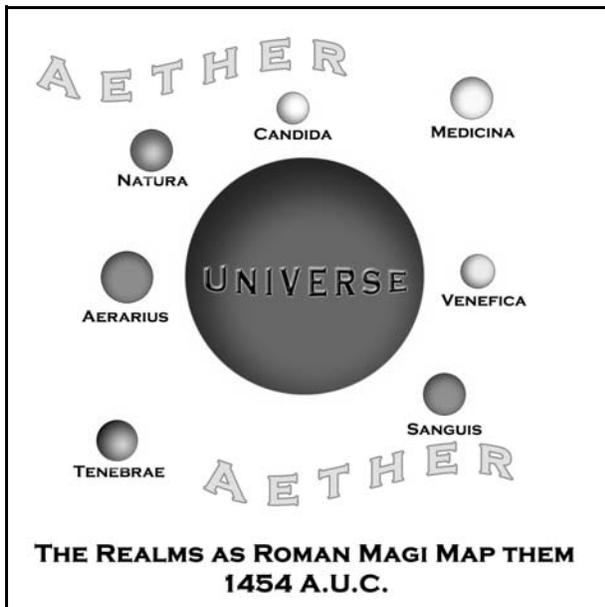
Critical failures result in a check on a chart for possible physical or spiritual effects.

BENEFITS OF THIS SYSTEM: Flexibility. The player who likes to come up with their own spell effects will get into this system.

Dedicated (Chi) Magic

Monks work off a CHI system and have a list of powers which they gain as they go up levels. These effects are well defined and powered off the CHI reserve which is regenerated with a successful Meditation Skill roll. CHI never increases but the higher level effects cost more. Some of the effects include increasing defense and killing with one blow.

BENEFITS OF THIS SYSTEM: A combination of the spell casting-list driven abilities and the flexible casting of the clerical system. Individual monasteries have specialized CHI powers.



The Realms

Only a certain percentage of the population are able to cast the Realms. The various organizations are always in search of people who can cast spells. This does not always mean the person has learned to cast but instead, has the genetic capacity to cast.

Collegia and Scholae Magorum

These organizations sell their members and alumni spirit points at a discounted cost, provide legal protection, job opportunities, library access and burial service depending on their size and scope. Both of these organizations are usually divided by the Realm or Realms that they represent.

For more on collegia see “Guilds (Collegia)” on page 42. For more on the Scholae Magorum see “Comitia Magi” on page 22.

Natura Maga

This realm of power deals with nature, animals, and the four elements: fire, earth, air and water. Although they start out slowly, characters in this realm quickly gain immense power. The Natura Maga are very popular in Africa as well as the north. They are welcomed as magi who are capable of affecting the weather and protecting a village.

The largest of the collegia is in Germana called the Collegium Constantum. They train their own members and maintain extensive libraries. Their members may live all over the Empire and beyond. They tend to draw the ire of the Roman elite since they welcome women and foreigners amongst their numbers. Their house at Constantia is immense and always busy. They welcome travellers and ask only to inspect them to see if they can cast the realm. They find a great number of new students this way and assign experienced members of the Collegium to teach them. Yearly dues are 12 Aurei.

The Natura Maga are generally well thought of except for their preoccupation with Nature and the ways that man can best live in harmony with it. Some believe this

Realm	Storage Gem	Detrimental Material	Source of Power
Sanguis Magus	Ruby/Blood Stone	Rose wood	Blood
Tenebrae Magae	Jet/Onyx	Lead	Soul
Natura Maga	Emerald/Jade	Unworked Iron	Essence of Life
Medicina Maga	Diamond/Aquamarine	Silver	Spinal and Brain Tissue
Aerarius Magicus	Water Opal/Amethyst	Oak	Heart
Ars Candida	Peridot/Jasper	Coal	Liver
Ars Venefica	Amber/Red Topaz	Copper	Mind