



The Mhirrin

A glimpse into the devolution of Aesil'Dan



GMs: Seeing in the Dark

The players know it's out there, so do their characters. The GM knows it's out there, and so do the NPC's. The Mhirrin is mentioned only in passing within the Player Manual, and only a glimpse is given in the GM Manual. More facets of the Dark can be stitched together from entries within the Bestiary, as well. This extremely brief document is intended to give GMs a tool to use the Mhirrin more effectively within their adventures. There is much that cannot be disclosed, as yet, but we can offer some clarification of what it does, some direction as to what it is doing, some structure for characters that can access it, and even some spells and artifacts that are comprised of or touched by it.

Defining the Mhirrin

What is it? Who are they? How does it work? What are they doing? The word "Mhirrin" literally translates into, "the dark corruptor," and it is properly used as both the title of a force within nature and as the mantle of those who use that force. As with most aspects of *Prophecy*, the Mhirrin has multiple facets that directly affect the design and actions of creatures, peoples and even objects. In fact, much of Aesil'Dan's history and future is the story of the Mhirrin. So, let's be on about it.

An Extremely Brief History

On the world of Axterath the Mhirrin was akin to mana on Aesil'Dan; an energy of that world the use of which is known as magic. The Grahgons of Axterath were once dangerous yet simple animals, altered over time by magical warlords into deadly creatures of war. The Grahgons were forcefully evolved into intelligent beings; capable of physical destruction afield and able to tap the power of magic as well. There was a mighty user of magic on Axterath, a terrifying and powerful beast considered by her creators to be the epitome of the design; the brood Queen of all Grahgon kind as it stands today. The queen beast learned to evolve her brood, and the weapons of war became the masters of their creators. They enslaved the races that attempted to stand against them, building armies and laying waste to an entire world over thousands of years of magical warfare.

As the Grahgons grew in strength their Queen grew old. She saw the inevitability of her death and devised a spell that would make her spirit one with the Mhirrin... as the Mhirrin renewed itself through the beings that manipulated it in an endless cycle, she, too, would gain eternal life. Her spell worked, though not as planned. At first she could communicate with all of her brood from within the Mhirrin and commanded them to seek new realms to conquer, but when the rift was torn between Axterath and Aesil'Dan, the Mhirrin flowed between the two worlds. The queen's mind was broken, and the Mhirrin became what it is today.

Characteristics of the Mhirrin

The Mhirrin has evolved into a complicated thing; part natural energy, part intelligent being, and part instinctive animal. It still functions as mana; a force that some beings and creatures can manipulate in the form of spells. It can be compared pollution; it is foreign to the environment of Aesil'Dan. It is comparable to a cancer, feeding off the host as it grows, altering the host, and as often as not, ultimately killing the host. It can also be compared to a virus; as it grows it attempts to find or create ways to jump to a new host, thus propagating itself.

The Mhirrin spreads by means of physical contact; sometime through invisibly drifting through the world as invisible threads or clouds, sometimes when a spell of the Mhirrin is cast upon a subject the force takes root. It then begins to alter the host to make it more compatible to increase its chances of survival. This is not an intelligent act but more of a biological or chemical reaction. In the end, the Mhirrin can be summed up as:

- ☞ **A force of energy** within nature, akin to electricity, conducting through the world and useable as a resource.
- ☞ **A viral community**; not so much a single being as a species that spreads to survive.
- ☞ **A cancer** that attempts to alter what it resides in, sometimes evolving a new form of life, often killing the old.
- ☞ **A pollution**; a foreign substance that leaks into Aesil'Dan and is slowly choking the life from it.
- ☞ **A conscious being**; the Queen resides within it still, broken, as a vague awareness with shadows of instinct.

What Hosts The Mhirrin?

Primarily the Mhirrin seeks living hosts, altering them into better incubators. Some creatures evolve, becoming stronger, faster, or more intelligent. Muscles reorganize, senses sharpen, bones strengthen, redundant organs form. Other devolve and their changes choke them from within; twisting bones, devouring intellect and contorting limbs. Sometimes these effects take generations to surface, sometimes in only a few short years. Rarely, total transformations have happened in hours.

Inanimate objects can also host the Mhirrin with many of the similar effects as living things. Stones, minerals, metals, objects, and plants all have different levels of tolerance to dark mana. They usually show their effects over much longer stretches of time and may go unnoticed. Sосha trees, for instance, have a beautiful dark blue wood that is sought for buildings, ships, and furnishings. The blue is the result of The Darkening, when the first real surge of Mhirrin washed through the world. Some rocks crumble, others become unbreakable, and some minerals change.

The Mhirrin: a glimpse into the devolution of Aesil'Dan
written by Gregory S. Hancock

Artists featured within "The Mhirrin":
☞ Martin Alvarado: pages 2, 3
☞ Bryan Gibson: page 3
☞ Gregory Hancock: pages 1

Prophecy: Heed The Warnings is Copyright © 2008 by Relentless Publishing, LLC. All rights reserved. This *Prophecy* supplement may be freely reproduced and distributed.

Prophecy and *Heed The Warnings* are trademarks of Relentless Publishing, LLC, for its epic fantasy role-playing game set on the world of Aesil'Dan

RELENTLESS PUBLISHING

www.Relentless-Publishing.com
www.HeedTheWarnings.com



Who Can Use Mhirrin?

The Mhirrin itself represents the “what” behind the twisted creatures found on Aesil'Dan. You already know there are animals and peoples changed into various forms... but who is doing it, apart from random evolution by the force itself?

The Grahgons

Grahgons were sculpted for their roles as magical generals by the Queen herself, the Mhirrin grows within them without harming them; they draw upon it readily and use it as the True. Grahgons are dinosauric in size, mighty centaurian forms with two torsos supported by four predator legs and an almost hominid trunk with two arms. Long necks and tails snake from all species but their forms are uniquely adapted to their environments; forests, caverns, plains, swampland, deserts, glaciers, mountains and the seas. As strong as they are, they are few. Some have abandoned the war they were created to fight, content to dominate their small forces of slaves. Some are building strength, probing defenses, gathering intelligence, and when the time is right, they will unify and strike a mighty, magical blow against the weak races of Aesil'Dan. Grahgons use the Mhirrin to alter creatures into living weapons or improve their minions. They experiment with interesting candidates, killing most, and occasionally creating a useful new breed.

Axterath Subraces

formerly the foot soldiers of the Grahgon armies, these beings are scattered and limited in power for the most part. The Brandel and Eldani are the dominant species, though there are others lurking about different lands. The Mhirrin does not alter them; they have been changed to use it by their Grahgon masters long ago. Most of them do not seek to alter creatures of Aesil'Dan as the Grahgons do so much as dominate the world militarily. Those still in the employ of the Grahgons, however, will follow commands to do so. These races primarily enchant items for their own use, creating Mhirrin artifacts that carry the devolution into the realm of the inanimate. This will become integral into the developing story of *Prophecy*.

Subraces of Aesil'Dan

The final stop on our tour of the Mhirrin-altered takes us to the native races of Aesil'Dan that have been changed by its power. There are only two that are obvious in the present; the Mwalik and the ValRath. These subraces are derived from the Comnar and NelVan respectively. The Mwalik represent the alteration of a strain of Comnar that the Mhirrin is twisting slowly to death. Their proportions are becoming grotesque, never symmetrical, and their minds are degrading in intellect and enhancing in instinct. They are, in effect, becoming beasts, doomed to die in their own bodies. The ValRath, however, are considered a

“successful” adaptation. Though they live slightly shorter lives than the NelVan they once were, and are smaller in stature, they have become a new race entirely.

Monsters

Monsters represent two kinds of creature in *Prophecy*; animals native to Aesil'Dan twisted by the Mhirrin and creatures native to Axterath brought over for the war. The strag, rohe and sleeog from the core game Bestiary are examples of Grahgon engineered weapons brought from Axterath to fight on Aesil'Dan. The impaler, doorbeast and gilcrul are examples of altered animals. Some creatures can use the Mhirrin within them innately, often for defense or attack. This should not be seen as a creature using magical spells so much as terribly efficient or potent versions of natural camouflage, poison, or reflexes.

How Mhirrin Magic Works

The mechanics behind the Mhirrin prevents it from being used in the same way as mana from Aesil'Dan. The key to using is the Manatongue; the syllables and phrases force themselves on the manite and evade him all at once. Creating a spell has been described as getting six greased fish to stick together. Once a spell functions the mage can pick out the phrase from the deluge of whispering and screaming sounds and force it to work more easily and, eventually, reflexively.

The Mhirrin does not work in this way at all. Mages of the True train their whole lives straining to *hear*. The Mhirrin manite must strain to *see*. Where the mind of the True sorts through thousands of optional commands, the Mhirrin must deal with there being none. In the mind of the Mhirrin mage there is a clean slate and he must assemble on that canvass what he wishes to happen. One Mhirrin student once noted; “Our way is to painting while their way is to song.”

Written Forms

Because the Mhirrin is visual and not logical there is even less of a chance for written forms of it. Every mage begins to create pictures, symbols and hieroglyphics that represent the visual ideas he stumbles upon. Where Aesil'Dan mages' writings are more like strong dialects, the Mhirrin manites' writings are closer to new languages; a gallery of bizarre images that represent something only in the eyes of the writer.

Mana vs. Mhirrin

	Mana	Mhirrin
Source	From environment	From within
Control	Through words	Through visions
Focus	Means = Ends	Ends = Means
Growth	Use + Knowledge	Time + Use
Written	Words/dialects	Hieroglyphics/languages

Mhirrin Game Mechanics

Now, on to how we apply the slippery substance of the Mhirrin to the world mechanics. Remember that this is only a glance and use the following text as guideposts... the “how” being given in this supplement and the “why” being reserved for a fuller publication at a later date.

Visualization Skill

One of the greatest differences between using mana and Mhirrin is the *Visualization* skill. The Mhirrin can effect a subject on its own without the use of Visualization, but a manite cannot cause the Mhirrin to act at all without the use of Visualization. Further, because the Mhirrin follows the caster's vision, he does not need to develop any skill in casting a particular spell. Instead, he must become adept at Visualizing different *aspects* of a spell.

Visualization**INC****Default: N/A**

Visualization is used not only to cast Mhirrin spells, but to create a library of Aspects that are then used to shape new spells. This skill has no base Trait; a character's Visualization score must be rolled as a skill using the High-Low method with 50 as a base. If the GM wishes it, rolling randomly from 1 to 100 could be employed here with realistic effectiveness.

Every time a spell is cast correctly *Visualization* receives 1 tick for each Stage. As the student becomes a master he can begin to visualize things before they happen; not precognition so much as watching a video preview that he actually sees. People have been executed on Aesil'Dan if they were ill and claimed they had a vision or hallucination; because it is known, somewhat, that those infected with the Mhirrin can bring about destruction and death simply by thought. This is why many fear dreaming and are terrified of having nightmares.

Mhirrin Power Level

When the Mhirrin is instilled into a character, a Power Level score is created. While this can be randomly rolled anywhere from 1 to 100, it is recommended that the MPL be very limited at first, usually 10 points. The MPL builds by gaining ticks like a skill, but rather than 1 tick per successful use it gains 1 tick per Stage of the spell upon a successful casting (the same for Aesil'Dan Power Levels). Just as with the standard magic system, a mage can risk exceeding his PL; so a new Mhirrin Mainte with a MPL 10 is not limited to a Stage 1 spell. Exceeding one's MPL pool has the same effect as in Aesil'Dan's magic system, tapping END and then LIF.

Character Corruption

So, does the Mhirrin eventually corrupt and destroy those that use it? Yes. And no. Eventually anything instilled with the Mhirrin will become either adapted to suit it and survive as an altered form, or it will be destroyed in the process. Like the Mwalik, some forms of corruption take many lifetimes. Like the ValRath, some corruption can happen overnight. The rate of corruption really falls to the GM and the story being told. For the most part, physical corruption will not occur during game play; a character won't live long enough to see it happen. Each use of the Mhirrin causes a roll against the character's END. A failed roll will add 1 tick to the Mhirrin's Power Level. One day the MPL will exceed the character's combined LIF, END, and PL (if he has one), and the physical changes shall begin to surface.

Object Corruption

Objects, too, have LIF scores but one also takes into account their GF and PF. As they cannot practice using the Mhirrin, this score is translated into how many points of Mhirrin are required to instill them. Once instilled this combined stat becomes the base used to determine years to complete Mhirrin corruption. This base stat is modified by the following elements:

Item Corruption Time Modifiers	Years
Structure	
Organic – leather, wood, plant, cloth,	x2
Heavy metal – gold, silver, copper, etc.	x3
Base metal – iron, tin, aluminum, steel, etc.	x4
Mineral – rock, semi-precious stones, clay, glass	x5
Crystalline – precious stones, quartz, etc.	x3
Instilled with mana – artifacts or beings	-10%
Axterite – made with metal from Axterath	-50%

These qualities are stacked to determine how long corruption takes; a ring may have LIF 200, GF 20, and PF 15, has a base corruption stat of 235 years. If made of steel with a gold band

and a ruby (x4, x3, and x3 years, respectively) this is multiplied by 10, and total corruption occurs in 2350 years. If this ring's jewel's held a spell it would be corrupted in 2115 years. If it were a steel ring with an axterite band it would be corrupted in only 1480 years (235 x7 -50%).

Effects of Corruption: Beings

Short version; once the time of corruption is upon a being or an item, the GM may begin his ruthless reign of terror. The effects on living things may start as cosmetic as per the Mhirrin spell "Surge of Dark", found in the Mhirrin Spellbook, below.

Each year thereafter the GM randomly rolls a Trait and then high-low modifiers for it, just as if the character were being written with the existing stats as base numbers. Notes should be made on appearance that compliment the changes; more STR means slightly larger mass, less LIF means a slightly withered look, etc. Over time stats can become higher or lower than the species' minimums or maximums. The GM may rule that for every point above a maximum there may be an equal loss of points to another Trait (more STR may mean a loss of AGI; more MOR may mean a loss of INT, decreased LIF may mean increased MOV, etc.) This accelerates the corruption process and can eventually lead to death. No matter what happens to the body each year, 1D is added to the MPL of the being.

Effects of Corruption: Objects

Similarly, when an object finally achieves full corruption it begins to alter in appearance through color, texture, solidity, etc. High-low rolls are made against its LIF, GF, or PF, and its PL if it is an artifact. Supporting physical changes will take place that correspond to these changes; +4 LIF may mean armor joints have swelled and a wearer now suffers a -4 modifier to rolls. A sword could gain a +5 bonus to damage but forces a -5 penalty due to increased weight. It would also be acceptable if it were simply taking on a corrupted appearance (black veins begin appearing in the metal, distortions in the finish, etc.) and so the owner would be forced to conceal his changing weapon. If an artifact's PL gains a boost, its MPL suffers and vice versa. This tug-of-war continues until one power or the other fails.

The Corruption Cycle

Once a being or an object has become corrupted (that is, its MPL has equaled or exceeded the combined stats for that type of being or item) the cycle takes the next step. The Mhirrin is now manifesting in visible, though perhaps not yet shocking, ways. And now the power that is the Mhirrin is strong enough to begin looking to spread from that victim to the next.

For every 100 points of MPL there is a 1% chance the Mhirrin will succeed in planting a seed of corruption in a new being or item that has any extended exposure to the host; a month or more. The GM can roll for corruption of the host's jewelry, weapons, clothes, mount, party members, house... pretty much anything he is around all the time.

Mhirrin Spells

Let's get to the juicy bits, the spells of the Mhirrin. Here we will give you the basics to use Mhirrin mages in your games. Remember that you can always wing it, and that this section is essentially a bare-bones guide to a fairly deep subject.

Mhirrin Spell Structure

The Stage and Prerequisite structure of Aesil'Dan does not exist for the Mhirrin. There is literally no limit to what the caster can envision, and therefore do. Rather than having to learn to *Purify* before *Healing*, or causing *Pain* before *Wounding*, the Mhirrin simply sees the leg as undamaged and his enemy as run through. A Travel mage must study many years to obtain the skill and power to open a *Gate* to another land; a Mhirrin can succeed at his first attempt. Without true Paths, Mhirrin spells are defined by Aspects, and these determine each spell's Stage.

Aspects & Stages

Aspects define what a Mhirrin spell can do; range, weight effected, substance, damage, and so forth. A mage has to start learning how much of each he can handle from scratch, then he begins to mix them up, much like an alchemist with his reagents. The number or complexity of aspects is used to determine the Stage of a spell, and therefore the number of dice used in its casting. In game terms, every compounding of every Aspect of a Mhirrin spell requires 1D of power. Note that a subject must be touched physically if the caster forgets to add 1D of power for range. Make no mistake, a Mhirrin may cast a *Stage 17* spell!

Aspects do have a function similar to prerequisites in one fashion. Mhirrin mages gain a 10% bonus when visualizing a new spell that uses aspects of a previous one. For instance, a Mhirrin that has a skill level of 64 with Ignite Torch will gain a 6 point bonus when attempting his first Fireball, as he has experience in visualizing flames. The GM may allow this bonus any place such a similarity can be found. A GM may allow a modifier of +/- 5 rather than a random 1D roll.

The following chart outlines some of the Aspects of the Mhirrin, each costs 1D (or 1 Stage) to include in a spell.

- Range of 10 paces** (about 30 feet)
- 1D (or 5 points) of damage** (specify type: fire, ice, acid, breakage (shatter), etc.)
- 1D (or 5 points) of damage resistance** (specify type)
- Creation of an element** (25 pounds of matter, 2 gallons of liquid, 10 cubic feet of gas)
- +/- 1D modifier** to any of a subject's rolls, be it versus a Trait, Skill, believability, etc.
- Per Subject**; a single item or being, including one's self.
- Affecting each 10' area**; illusion, cloud, sound, etc.
- Effect 1 measure of matter** (levitate, summon, sculpt, soften, rot, heal, move, etc.)
- Teleport** (teleport, from or to) 100 pounds of matter up to 1 League
- Duration** of 1D seconds, minutes, or hours (GM discretion based on other spell effects. 1D Minutes may require 2 Stages, 1D hours 3 Stages, and 1D days 4 Stages; permanent = 10 Stages)

Virtually any single aspect will be able to fall into a simple category, but some will get sticky. You must then wing it. If we do step on your toes a bit in the future, either adapt the spell you created or assume that there was a variation in the matrix that allows it to be used as written by that one caster or artifact. The nature of the Mhirrin leaves GMs with a perfect out to resolve such conflicts... it acts chaotically.

Mhirrin Spellbook

The following spells are those that have been witnessed most commonly among the Mhirrin, be they Brandel, ValRath, Grahgon or meddling NelVan. By no means is this to be a complete list, but rather a template for future unique creations by you and your players. There is no compounding of Mhirrin spells! Any change to the spell at all is seen as the creation of a whole new effect, and therefore a brand new spell. This is a factor which limits many mages, who continue using what they know and leave well enough alone.

GMs should bear in mind that Mhirrin spells evolve mages imagining variations and improvements to simpler spells. To assume a character could just sit down at dinner and think, "ah, yes! A dome of screaming, flaming skulls that shoot lightning from their eyes, that's the ticket!" is pretty unlikely. In order to create some of the more spectacular or advanced spells, the player should be able to explain his character's inspiration and train of thought based on a succession of successful spells; *Fireball*, *Wall of Fire*, *Flying Wall of Fire*, *Flying and Shrieking Wall of Fire*, etc. New Mhirrin characters would likely start with very simple to imagine spells, or variants of the Paths, then improve their concepts.

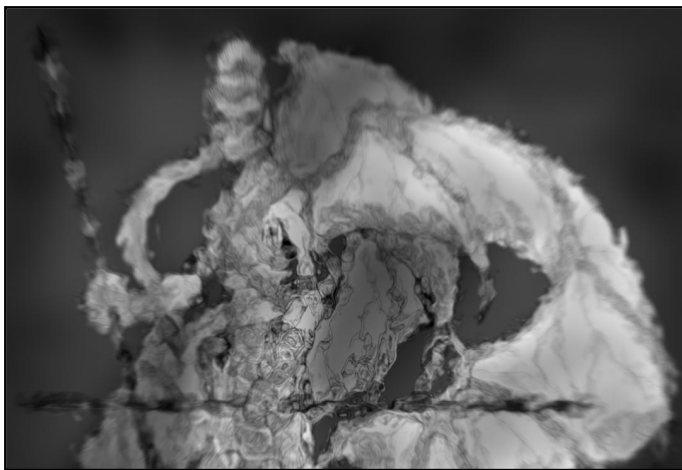
The Aspects listed for each spell are followed by a value in parenthesis that denotes its cost. This is an aid to show how each spell was built and how you can modify each for your own purposes then assign the new spell an accurate Stage value.

Anticipation Stage: 6

Subject: Caster (1) Range: N/A (0)
Bonus: INT +5 (1) Bonus: AGI +5 (1)
Duration: 1D Hours (3)

Description

The caster will feel a twinge before any harmful action is enacted against him, giving him INT +5 to sense the danger and +5 to react to it. This spell works on a trap just before it is set off, but cannot detect it as the spell only works if the trap endangers the caster.



Blur Stage: 5

Subject: Caster (1) Range: N/A (0)
Penalty: INT -3D (3) Duration: 1D Minutes (2)

Description

The caster seems to fade and stagger as he moves, giving anyone targeting him a -3D modifier to hit. This modifier translates over to any roll to affect the caster physically, even to cast spells such as *Teleport* and *Wound*. Remember how rare magic is in Prophecy; the fear factor from seeing a person seemingly smear across the air results in a MOR roll at -20.

Breathe as Air **Stage: 7**

Subject: 1 Being (1) Range: 3 Paces (1)
 Convert Elements (gas & liquid into air): 1 Measure (2)
 Duration: 1D Hours (3)

Description

Once cast on a person or animal, the subject may inhale any substance as heavy as water as if it were clean air. The sensation of doing so is enough to panic most characters (MOR -20) but they'll live. There is a slight burning sensation when the spell is about to wear off. If a character does not empty his lungs before the spell stops he could very well drown then and there. Even if he does get them clear he will likely be coughing and sputtering for a half an hour and require rest before going on. The Stage comes from converting 1 measure of gas and liquid to air.

Burning Flash **Stage: 7**

Subject: Caster (1) Range: N/A (0)
 Penalty: INT -5D (5) Damage (Pain): 1D (1)
 Duration: Instantaneous (0)

Description

The caster creates a flash as bright as a sun with him at the core. Anyone who is caught looking in his direction when the spell is cast must roll all sight based rolls at -5D. In addition, the eyes of each victim burn as if by a wave of hot air, causing a further 1D of pain that heals as normal.

Clarity **Stage: 6**

Subject: Caster (1) Range: N/A (0)
 Bonus: INT +10 (2) Duration: 1D Hours (3)

Description

This spell aids the caster in thinking clearly on all fronts. All INT based rolls or Skills gain a +10 modifier for as long as the spell lasts. With clearer thinking comes clearer visualization, and the bonus also applies to casting spells and acquiring new ones. The caster's senses gain the bonus as well.

Choking Cloud **Stage: 13**

Subject: 30' Area (3) Range: 20 Paces (2)
 Penalty: END -20 (4) Penalty (all rolls): -10 (2)
 Duration: 1D Minutes (2)

Description

A cloud of brownish gas forms that causes anyone who inhales it to cough and gasp for air; a roll vs. END -20 is required to resist inhaling it. A penalty of -20 to all rolls is inflicted on anyone who breathes in the cloud. A critical failure vs. END results in the victims collapsing and rolling every 10 seconds of exposure as for drowning (each failure compounds the penalty next time by the amount missed). If the victim's END reaches 0 he will continue rolls against LIF, suffocating if LIF reaches 0.

Crumble **Stage: 15**

Subject: 100 pounds of solid matter (4)
 Range: 10 paces (1) Damage: 10D (10)
 Duration: Instantaneous (0)

Description

Causes 10D damage to the molecular structure of a solid object (damages the PF, then LIF of the item). In many cases, the weight of the object is enough to crush itself once weakened. If not, a good, strong blow will often finish it. Can be cast on a part of an object, such as the hinge of a door, but not a whole suit of armor (many parts). A clever mage can collapse an arch by casting *Crumble* on just the keystone, if it is small enough.

Flesh of Iron **Stage: 10**

Subject: 1 Being (1) Range: 10 Paces (1)
 Bonus: PF +30 (6) Duration: 1D Minutes (2)

Description

The body of the subject is enhanced with a PF of 30 against all forms of physical damage. Magical strikes will still harm for full force with the exception of magically caused physical blows such as *Force Sphere* or a stone thrown using *Project*. If the subject gets innovative and decides to punch or kick his foe, he will find that he may as well be wearing gauntlets or boots, doing an additional +3 damage due to his toughness. Though his body is protected, attacks do full damage to his armor and possessions.

Gout of Flame **Stage: 6**

Subject: 1 Being (1) Range: 20 Paces (2)
 Damage (flame): 3D (3) Duration: Instantaneous (0)

Description

A jet of fire erupts from a sphere over the head of the caster to strike his target center mass, doing 3D burning damage. Combustibles will catch fire 50% of the time, leather with a 10% chance. Damage will not continue unless normal combustion occurs. The terror factor of this spell forces a MOR roll at -25.

Imbue **Stage: 13**

Subject: 1 Gem/Axterite (1) Range: 10 Paces (1)
 Duration: 1 Spell (1) Duration: Permanent (10)

Description

This is the Mhirrin equivalent of *Instill*. The spell is cast successfully over an item and then a second spell, the one to be held within the item, is cast. If the second spell is miscast it shall be preserved that way until released. Only upon activating the item will the spell within show its true colors. The caster must specify the activation item on casting; as often an image as a word. If a Mhirrin *Identify Spell* is cast then the mage will detect a flawed spell, but will not be able to predict the outcome of its use.

Life's Blood **Stage: 7**

Subject: 1 Being (1) Range: 20 Paces (2)
 Bonus: LIF +5D (4*) Duration: Instantaneous (0)

Description

This healing spell recovers 5D LIF, enough to bring most back to full health when pounded to near death. Note that a Mhirrin manite need not see an injured ally to heal him, only visualize his friend as healed while the wounded subject is in range. *Additional LIF over full health is lost reducing Stage cost by 1.

**Lightning Strike** **Stage: 7**

Subject: 1 Being (1) Range: 30 Paces (3)
 Damage: 3D (3) Duration: Instantaneous (0)

Description

A bolt of blue lightning flashes from the environment around the victim and inflicts 3D of damage. All lightning rules apply, including enter and exit damage, heart stopping, and damage transferring to anyone in contact with the victim at the moment of impact. The roar of thunder may cause others to flee (roll MOR -25) or gain unwanted attention.

Mind Sap **Stage: 10**

Subject: 1 Being (1) Range: 30 Paces (3)
 Damage: INT -10D (5*) Duration: 1D Seconds (1)

Description

Nasty. Destroys all thought in the victim's mind for several seconds. The character is literally incapable of doing anything but standing there with a blank look on his face. *The Stage was treated as a spell doing INT -10D damage, but because it is essentially only a stun this was halved.

Rake **Stage: 6**

Subject: 1 Being (1) Range: 10 Paces (1)
 Damage: 4D (4) Duration: Instantaneous (0)

Description

A close combat spell, usually used by Brandel warriors, it strikes the victim with unseen talons that do 4D cutting damage, each die to a different location. Armor PF effectively impedes the spell, but GF offers no defensive bonus.

Redirect **Stage: 12**

Subject: Caster (1) Range: N/A (0)
 Bonus: GF +50 (10) Duration: 1D Minutes (2)

Description

All physical blows swung, lanced or shot at the caster will find themselves aiming in a random direction away from him. They could even strike the originator of the attack. The caster is given a GF 50, preventing almost anything from hitting him.

Root **Stage: 7**

Subject: 1 Being (1) Range: 30 Paces (3)
 Force: Stationary (1) Duration: 1D Minutes (2)

Description

The subject finds themselves virtually attached to the ground, feet held fast in smoky black manacles of force. All AGI based rolls at -5D (considered a default modifier, no Stage cost given for AGI rolls). A clever character will pull out of his boots, but as a force they cannot be moved until the spell ends.

Rot Wood **Stage: 5**

Subject: 1 object (limited to wood) (1) Range: 10 Paces (1)
 Duration: Instantaneous (0) Damage: 30 (3*)

Description

This spell delivers 30 points of damage to any wooden object; doors, chests, or living tree. While unable to rot an entire pine, it would kill a large portion of the trunk and the weight of the tree would bring it down. Used on a building or siege tower, *Rot Wood* could bring down the entire structure. *Stage cost reduced by half due to the spell's nature of being usable only on wood.

Servitude **Stage: 12**

Subject: 1 Being (1) Range: 20 Paces (2)
 Penalty: -30 (6) Duration: 1D Hours (3)

Description

The subject suddenly feels as if he is below the caster's station and it would be an honor to serve him. He may resist doing actions that would ordinarily be against his will (groveling, fetching shoes for someone he hates) by rolling against his INT at -30. Actions that are completely out of character (murder, suicide, betraying a thoroughly believed religion) require a critical failure on the victim's part. The victim will remember everything he says or does while under the spell's influence.

Soul Hood **Stage: 14**

Subject: Caster (1) Range: N/A (0)
 Penalty (spells targeting caster's mind or senses): -50 (10)
 Duration: 1D Hours (3)

Description

Any spells that attempt to affect the caster's mind or senses cannot seem to find a target. Any spells attempting to read the caster's thoughts or emotions, implant commands or alter his feelings, determine his intentions or fool his senses must roll against a -50 modifier to penetrate the *Hood*. Magical attempts to detect the caster suffer from the same -50 modifier.

Surge of Dark **Stage: 50**

Subject: 1 Being (1) Range: 40 Paces (4)
 Penalty: Roll vs. Traits (35) Duration: Permanent (10)

Description

This spell uses *Instill* as a weapon, forcing the character to become saturated with the Mhirrin. All Traits must be rolled against to resist the dark mana, any that fail must be rolled over using High-Low with the old number as a base. In addition, the victim must roll to see if he becomes instilled with the stuff and becomes a Mhirrin manite! Comnar have a 5% chance, Gelling a 10% chance, NelVan 20%, mages a 40% chance. If a victim succumbs to the Mhirrin on any level roll on the following chart for permanent appearance effects:

Effects of the Mhirrin**Roll Effect**

1	Skin becomes ashen (App -15)
2	Eyes become white (App -15)
3	Eyes become black within black (App -20)
4	Character becomes wiry (App -10)
5	Flesh darkens (1-10, norm to black)
6	Hair falls out (all of it! App -10)
7	Flesh "leatherizes" (PF5, App -10)
8	Character sees the Mhirrin as a blue-black glow
9	Appearance changes (High-Low but 1 to 100!)
10	Two of the above, rolled or GM discretion

The Stage of this spell assumes a cost of 5 for each Trait.

Surround **Stage: 15**

Subject: 1 Being (1) Range: 20 Paces (2)
 Penalty: INT -50 (10) Duration: 1D Minutes (2)

Description

The victim sees the illusion of a cylindrical wall of stone around him. Wherever he moves, the wall moves, but all senses must roll vs. -50 to determine if it is real. Character's can easily panic if they are not magic friendly and anyone who has a claustrophobic propensity will surely go over (MOR -25).

Chwart **Stage: 14**

Subject: Caster (1) Range: 20 Pace Area (2)
 Penalty: END -50 (10) Duration: 1D Seconds (1)

Description

Essentially, anyone in the area of this spell aside from the caster will find themselves crumpled to the ground. Each creature in range must roll vs. END -50; a failure results in a stun as if it took a blow to the head and a collapse lasting for 1 second per point of the failed roll. The roll must be made every round the spell is in play, very likely collapsing a whole party. This is a good spell for leaving multiple enemies subdued but alive.

Cread on Air

Stage: 15

Subject: Caster (1) Range: N/A (0)
Move: Self (up to 300 lbs) (12) Duration: 1D Minutes (2)

Description

With a little focused willpower (successful INT roll) the caster may ascend a ramp of air to reach heights or cross a bridge of it to overcome a river. There is no limit to the amount of weight he may carry (encumbrance applies), but it must be noted that only he is affected. If the mage is running from pursuers he may roll INT -10 and escape on his ramp or stair. He can jump on and off the air as if it were made of solid wood or stone. His feet will tingle as the spell nears its end.

Wave of Life

Stage: 17

Subject: 5 Beings (5) Range: 20 Paces (2)
Bonus: LIF +50 (10) Duration: Instantaneous (0)

Description

A healing spell designed for warfare, the caster directs a surge of life into up to 5 allies. Each recipient gains +10 LIF as opposed to the normally random 1D. Further, all of this healing power may be delivered into an individual, or the spell will aid fewer allies with larger infusions, up to 50 total points.

Learning Mhirrin Spells

First, almost all spells of the Mhirrin manites are gained through experimentation. After all, they must learn to visualize what they want, and to control what they visualize. Teachers can instruct a student as with any skill or spell, but the bonus the teacher provides and the default score of the student are both based on their levels in *Visualization*. Likewise, a seeker may find written accounts but there are no bonuses for an illustrated tome; it is merely an opportunity for the student to try to see something new that he has not attempted to picture before.

Creating New Mhirrin Spells

The player must decide what he wants the new spell to be, then the GM must tally up the Aspects to learn the Stage. Using the character's *Visualization* as a base, the GM will give a -5 modifier for any Aspect the PC lacks any experience with. If the PC has any spell with an Aspect very similar to the new spell (fire and fire, healing, moving, etc.) then the GM assigns only a -2 modifier for that aspect. Every new subject of a spell may also require a -2 modifier: (assuming the PC has effected a person before). If a PC has never cast on a person then he would have the -5 modifier, same as if he has never teleported, instilled a gem, etc.

Once the GM has created a suitable penalty, the player rolls against the PC's *Visualization* minus the penalty. A success means the new spell is cast and acquired at *Visualization* level minus the penalty, plus the amount of the success.

Visualization 70 and a penalty of -25 = target of 45. If the caster succeeds by 12, the new spell is acquired at level 57.

A failure means the vision failed to hold and the caster must rest 1 hour per Stage of the attempted spell before trying again. A critical failure means something went terribly wrong; likely the PC envisioned the spell at maximum effectiveness, or saw himself as the target. In this case the spell works, harms him as though it were cast against him, costs him the full amount of Mhirrin as though it were successfully cast, and he still doesn't acquire it! Again, the caster will have to rest 1 hour per Stage to attempt to see the spell again.

On a Critical success the caster gains the new spell at *Visualization* level without any penalties.

Mhirrin Artifacts

There are thousands of Mhirrin artifacts with origins on Northern Superius that have since found their way around the world. Most are lost or forgotten in obscure collections. Those found are generally not used because of security spells or because none can discover the activation method; only the Mhirrin can identify itself. Many artifacts are legends, but some examples still exist. Many are simply destroyed when found, and usually with great zeal. Locating these items is a mostly forgotten directive of most of the older magic schools and kingdoms. Once in a while an item is found and, for a brief time, a new and vigorous search to cleanse Aesil'Dan of them is launched. This is an excellent basis for a campaign that can place awesome power in the party's hands; and get them in serious trouble.

Mhirrin items can usually be treated just like any other magic items. They require spells and mana to be stored or conducted (usually both) and some sort of trigger to use them. The chief differences lie in the construct of these items. Only those made with axterite work at full power and with total control. Items made with gold, silver and platinum will work, but they have a 10% chance of hiccuping the casting or drawing only enough power to cast at anywhere from 10% to 100% power. Roll 1D to determine the power of the spell cast.

The Mhirrin is more chaotic and less abundant than the mana of Aesil'Dan. However, it is stronger and far more tenacious. This has led to a fascinating and frightening discovery when it comes to the creation of items that may use dark mana. If axterite composes at least 50% of the object, it requires no gems or pearls to store the spells and power required to function. Rather, "pearls" of polished marble and "gems" of precious metals or even cut rock may be used. This makes it relatively easy to conceal an item that wields the dark power if one is not familiar with the menacing blue-black metal from Axterath.

Artifacts of the Mhirrin

The following items are common examples of Mhirrin artifacts like those created by the Sect of Shadow in the long gone days of the Age of Cataclysms. Again, these are only a handful of examples to use as a base in your own designs. Just remember that a Mhirrin artifact has virtually no limitations but the imagination of the maker. The listings are described as follows:

Name: This is what it is called
Type: What is it? Ring, weapon... etc.
Uses: From 1 charge to infinite
Number: Is it unique or one of many?
Activation: How does one turn it on?
Location: Where is it now?
Description: What does it look like
Enchantments: What spells does it have?

Anarchy Stone

Type: Amulet Uses: Infinite Number: 1
Activation: Concentration Location: Valdermine

Description

An uninspiring red stone is held in a golden setting on a chain of silver, the gems which power the artifact lie behind the polished rock. The chain looks heavy, and it is, at just under a pound.

Enchantments

When this artifact is activated by the bearer focusing his mind on it and thinking the word "anarchy," everyone within 30 paces will suffer the effects of both Paranoia and Enrage. This usually results in fights, cringing fear and everything in between. The affect lasts 1D minutes.

Blood Blade

Type: Long Sword Uses: Infinite Number: 12
Activation: Always on Location: ValRath have 7

Description

These are long swords with single edged blades halfway up from the black hilt, then double edged the remainder. The hilt and pommel are of axterite and vary from sword to sword. The blades are dark red and appear to be wet with blood. The stones and gold are part of a skull-like design on the pommel. One blade, in the hands of a ValRath, has the words "Ceheal Te Rethomi" etched into the blade and filled with gold. For those who can read ancient NelVan, this translates as "Bleed Freely."

Enchantments

Blood Blades have a few simple enchantments on them; the first being that they always strike for 10D damage. As if this were not enough, the enchanters became a little more diabolical, in case the hit was unsuccessful... a healthy dose of Pain is also administered (4D to INT and MOR). The blades have the endurance of a fine weapon, though they still weigh as an average sword and gain no bonuses to AGI.

Cape of Briars

Type: Cape & Shoulders Uses: Infinite Number: 1
Activation: Spoken Word Location: Unknown

Description

It is believed a wandering ValRath now posses this article and has mended it. The cape is of heavy thread and provides GF1 PF3 and weighs 4 pounds. It is a dark brown with deep green trim. The closure is of gold trimmed brass in the shape of an interlocking cluster of leaves. The gems are located underneath the closure, away from prying eyes. The cloth of the cape is quilted together in the subtle shape of leaves as well.

Enchantments

The command phrase for the cape is "Cape of Briars, protect this traveler." It may be whispered softly. When activated the wearer will feel a tingle travel down the length of the cloth. For 2 hours any flesh that strikes the material will take 1D-3 to LIF on the part that touched the cape and 2D of pain. This effect only affects the outer layer of the cape, so it will not harm a d'lumay or the wearer, but a careless move or strong gust of wind and even they could be stabbed.

Catchstick

Type: Rod Uses: Infinite Number: 12
Activation: Spoken Word Location: 4 on Superius

Description

A simple rod of wood (can have carved designs on it) with a thin rod of axterite at its core. A thick needle of axterite extends from on end to place into the logs of a fire. It needs no jewels or gold, for its composition is the only requirement for a Mhirrin artifact.

Enchantments

There are catchsticks all over the world today in the thousands, but all use a pearl and are limited to a hundred uses, if that. This keeps the owner coming back to the seller for a recharge, in more ways than one. This version with endless power will ignite a fire if the bead is held within the logs and the command "flame" is given in the Recordarian language of the NelVan.

Crystal Vial of CaamiNaru

Type: Container Uses: Infinite Number: 1
Activation: When Filled Location: N'Tkh Stagure

Description

This small vial is a long, teardrop shape with facets that refract like into a rainbow of colors. The base and mouth are golden and the stopper is crystal. Inside the base is a white pearl surrounded by 1 ruby, 1 sapphire, 1 emerald and 1 diamond.

Enchantments

No serious adventurer should be without one; too bad only one exists. Any water that is poured into the vial turns into a healing potion. Drinking from it will heal 4D of LIF over the next minute. Though very uncomfortable, it does not hurt nearly at the level of a Heal spell. A healthy person will taste only bittersweet water and feel a tad refreshed.

Dawn Sight Ring

Type: Small Ring Uses: Infinite Number: 2
Activation: Wearing at Night Location: Valdermine & Aldana

Description

A very elegant ring fit for a lady, but a man could wear it on his smallest finger. There are actually two bands, one platinum and one axterite, laced together. A pearl sits atop a six-pointed star, each point bearing a small sapphire.

Enchantments

Once the Dawn Sight Ring is placed on a finger, the wearer can see in absolute darkness as though it were dawn or dusk; not as bright as day, but only receiving a -5 penalty. There is no effect during the day at all, as one security spell prevents it from working until nightfall. Even if the wearer is in a pitch-black cave, it must be night outside. The affect lasts for only 4 hours, then the user's sight will slowly dim again. It will take another 10 hours for the ring to recharge. If it is worn only a few hours into this period, it will work for a shorter time.

Edgeblighter

Type: Shield Uses: Infinite Number: 1
Activation: Always On Location: Wasteland Nomads

Description

Edgeblighter is a brass shield fashioned aggressively with snarling faces, runes and interlacing designs to the point where one would assume it should be easy prey to virtually any weapon. At the center is a head with two back-to-back faces as if seen top down. This device grins maniacally and is made of polished axterite. The eyes are dark amethysts and the teeth are small pearls. The shield is round, some thirty inches across, and weighs 5 pounds.

Enchantments

Any weapon short of a Lauglite blade will shatter to pieces on impact like fine crystal shot with a high power rifle. Pieces may actually cut both parties, though the chances are minute for the person donning Edgeblighter. If the user bashes someone with the shield it will deal 10D damage to any metal armor it hits. Despite all of this power, however, the shield still takes damage as per a normal one of exceptional quality. Once destroyed it can never be repaired. Currently it has 476 LIF.

Pyre Javelin

Type: Javelin Uses: Infinite Number: Many
Activation: Concentration Location: Valdermine

Description

This weapon is often seen in the hands of the Eldani; it is usually of dark hardwood wrapped with axterite wire flattened into flame-like shapes. The javelin is capped on both ends by fine steel honed to an armor piercing points. There are versions made with platinum, gold, and Aesil'Dan stones, but those ancient weapons carried from Axterath contain only axterite.

Enchantments

The javelin affords the thrower an accuracy bonus of +10, and the range is increased by 50% over a standard weapon. Whether the javelin strikes the target or not, it is deadly. On impact with man or ground a short column of bright fire erupts about the javelin and blasts out to cause 5D of fire damage to any close enough to touch it. Every 3 feet away from the point of impact the damage lessens by 1D. The blast of and roar of the fire causes a MOR penalty of -25, and leaves the weapon hot.