

# Magic & Alchemy of the Al-Amukh

## Magic

The cultures of the Al Amukh have progressed differently from the cultures of the Central Continent, developing different spells, magical techniques and potions.

The Al Amukh began interacting with the people in 1113 and are not currently available as a playable race. These spells and abilities may only be learned IC, PCs who have learned or are learning these spells and abilities should register their progress with the game team, upon completing the learning process PCs will be issued with a card that states their ability.

## Learning Spells

Learning a spell from another caster requires the following three steps:

- **Discussion:** The teacher and student must engage in approximately fifteen to thirty minutes of roleplay, in which they discuss their respective ideas about how magic works, the teacher compares how the new spell works with one they both have in common, and the student reconciles that with their own worldview. This should be at least partly observed by a referee.
- **Demonstration:** The teacher must demonstrate the casting of the spell in the student's sight six times. They don't necessarily have to cast it themselves all six times; another caster may perform some of the castings.
- **Practice.** The student must (unsuccessfully) cast the spell twelve times, tearing the pertinent card(s) each time.

Upon completing these three steps, the student gains a permanent ability card granting them the ability to cast the spell.

## **Painlessness** (Corporeal Rank 1)

**Verbals:** Let the power of the Fountain of Life flow into this creature and ease his trembling limbs, that his pains may not trouble him – Painlessness.

**Duration:** Two minutes.

**Range:** Touch

**Effects:** The subject of this spell, becomes immune to physical pain and discomfort for the duration. The subject is unaffected by torture and by potions or diseases that inflict pain, and may undergo explorative surgery even while fully conscious. Note that this spell confers no protection whatsoever from the spell spirit wrack.

# Magic & Alchemy of the Al-Amukh

**Hidden Text** (Mage Rank 1)  
Verbals: By the power of the elements, I bring forth Fire and Air to mask the Earth and Water of the ink that has written this Hidden Text  
Duration: One day, or until removed  
Range: One piece of paper containing no more 200 characters of text.  
Effects: The spell obscures the text written on a single piece of paper for a day. The paper radiates Elemental magic while the spell is in effect. At sun rise the next day the text becomes visible, assuming a dispel magic has not been cast first.

**False Memory** (Shaman Rank 2)  
Verbals: By my power and the spirits I control, I lay upon thy mind a False Memory; that [describe incident in twenty words or less]  
Duration: Until next sunrise  
Range: 30 feet  
Effects: This spell causes the target to become convinced that he has witnessed or experienced an event that did not occur – or which occurred in a manner different from the memory – and which cannot have taken place over a total period of greater than five minutes (e.g. a brief conversation or witnessing a murder), not more than 24 hours prior to the spell being cast. The event must be described clearly within twenty words as part of the spell verbal, without faltering or obvious pause. The target will remember the false version of events until the next sunrise, and during this period no amount of urging or argument will convince him otherwise. This spell does not work on undead.

## Alchemy

The Al Amukh lack access to some common herbs and are able to access herbs not found on the central continent. Some changes apply to the standard alchemy lists, specifics are to be found out IC.

Note that, as per the PCs, individual Al Amukh alchemists may have researched different potions and poisons.