

Godbound Low Magics Mechanics: 4-2-17

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“Low Magics” means mortal magics mortal PCs and NPCs have used in systems like 1st Edition AD&D.

Limits To Low Magics: With some exceptions..

- A. Spells can't affect anything outside the sorcerer's presence, at most out to the maximum range of their line of sight.
- B. Spell effects don't last longer than the next sunrise, though their consequences can linger. Speeding a natural process such as healing produces a lasting cure, and subtle blessings or curses might last as long as a week.
- C. Spells can't generally create permanent matter. Summoned objects disappear at sunrise, and conjured food and drink provides only temporary satiation.
- D. Casters can only summon and control one creature at a time, and summoning only last one scene.
- E. Low Magics cannot directly overcome Gifts.
- F. Almost all direct damage spells allow for saving throws for either half or no damage.
- G. Casters of Low Magic MAY NOT wear armor or use shields.

Preparing and Casting Low Magic:

1. PCs may learn Low Magic Traditions either through the Word of Sorcery, or by committing a Fact to one Low Magic Tradition.
2. To use Low Magic, a PC must choose a Tradition. Each Tradition has its own quirks to spell casting.
3. There are four levels to casting: Apprentice, Adept, Master, and Archmage. The levels determine the power of the spells they are able to cast.
4. Casters have virtually unlimited spell casting if they cast their spells ritually.
5. The normal length of a ritual is as follows: Apprentice Spells-15 minutes, Adept Spells-1 hour, Master Spells-4 hours, Archmage Spells-all day,
6. Most traditions allow for some form of fast casting. Fast casting takes an entire turn, with the spell activating first at the beginning of the following round. If the caster is harmed the spell is disrupted.
7. PCs can prepare up to one spell plus one per level or hit die, per day, for fast casting.
8. To revive prepared spells takes about 15 minutes of continuous study or meditation.

List of Low Magic Paths:

The Academy of Thought	School of Flames
The Cinnabar Order (Flames)	School of Healing
The Curse Eaters	School of Necromancy
The Empty Way	School of Perception
Hedge Magic	School of Space
The Merciful Hand	School of Summoning
The Seers of the Bright Eye	School of the Winds
The Theotechnicians	
School of Domination	

Godbound Theurgy and Invocation Mechanics: 3-2-17

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Learning and Using Theurgy:

1. In order to use Theurgy, PCs must know the Sorcery Word, and begin with Gift: Adept of the Gate. They gain 4 Invocations by choosing the Gift: Adept of the Gate.
2. Patrin may also learn Adept of the Way, but Patrin may not learn Adept of the Throne.
3. Unless stated otherwise, objects and enchantments cast last indefinitely. It can reach beyond the boundaries of a single realm. It can create new forms of life and alter old ones, bringing forth new races of creatures that breed true.
4. While Theurgy is far more powerful than low magic, it is still no match for Divine Gifts. Theurgy may be dispelled as mortal magic is dispelled, and its powers cannot banish the workings of Gifts unless specified otherwise by the invocation. Some invocations truly can be used to overpower gifts, but these tend to be very specific arts or very focused in their application. Unless otherwise specified, Theurgy is treated as mortal magic for all interactions with Gifts.

<u>Level of Invocation:</u>	<u>Time To Learn:</u>	<u>Cast Slowly:</u>	<u>Cast Quickly:</u>	<u>Cast Instantly:</u>
Gate	1 Week	1 Hour	1 Round*	1d6 damage die#
Way	1 Month	12 Hours	2 Rounds*	1d12 damage die#

* indicates the caster must also Commit Effort to the end of the scene,

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Preparing and Casting Theurgy:

1. Casters may cast Theurgy Spells (Invocations) Slowly, Quickly, or Instantly.
2. Casting Slowly takes a great amount of time, but has no other cost.
3. Casting Quickly takes a full round or two and going activating the round after. Slow casting can be disrupted and cost Effort.
4. Casting Instantly takes an Action and cannot be interrupted. However it caused damage that cannot be negated and Commitment for the end of the day.
5. Arcane Connections: Some Theurgic invocations require the use of an "arcane connection" with the target. Such connections include hair, blood, spittle or other bodily fluid, or possessions of intimate significance to the target.