

## Cryda's Control

Level:	4+
Area:	Cone beginning at rune to 12 m/yds.
Range:	12 m/yds.
Effect:	4d6 + 1d6 for every level over 4 vs. resistance
Duration:	1 round
DV:	26
END:	32
Time:	20 minutes
Skills:	Runes, Wyn, Lagus

This spell was developed by Lord Cryda to control the 'beasts' he was creating. Its original effects are to give the creator of these creatures permanent control over them. However, this spell has seen other uses. This spell essentially gives the caster control over the bodies of any intelligent being caught within the area of effect. However the power is limited. Beings caught in the area of effect will not obey orders to self mutilate or kill themselves but they may be ordered to fight each other. Therefore even though the caster has control, the being under control will defend its own life. To break this spell the affected being must use his/her/its will power.

The caster rolls 4d6 + 1d6 for every level >4 and finds the total of the dice for each victim. If this total exceeds the victim's Resistance, then the victim will be affected by the spell.

Although the spell is active only on the round it was released, foes who have succumbed to the spell can only escape through an act of sheer willpower. Each victim may spend a round to roll a number of dice equal to their Willpower. If this equals or exceeds the total rolled by the attacking priest, the character is free. If not, record the total rolled. Next round the character may try again and add the result to this previous total. Thus a character cannot be permanently held by *Cryda's Control*.

Special Use: When used with Rheda's Creature I or Rheda's Creature II the victims do not get to use their will power to resist. This reflects the fact that when the rune is activated the two individuals are in a state of transformation. The only chance you have of resisting this spell with this use is not to get caught by the priests of Rheda in the first place. Control of the new creature is broken if the caster is killed.

## Prydderch's Separation

Level:	4+
Area:	1 individual
Range:	Touch
Effect:	Separate individuals affected by Rheda's Creature I or II (5d6 + 1d6 for every level > 4 vs. HITS)
Duration:	Permanent
DV:	26
END:	32
Time:	1 Round
Skills:	Elder, Hazel

The rumors of horrible creatures that were part men and part animal roaming the countryside prompted King Cyrus of Dortrig to employ druids to find a way to stop them. After the first druid was murdered, Prydderch took up the cause and found his way to York where he learned that the creatures were created through a Saxon priest spell developed by priests of the goddess Rheda. Prydderch's own fascination with death allowed him to discover a way to reverse the curse.

This spell has proven to work well against these creatures but usually involves attempts during melee. Once the spell takes affect the two entities within the creature are separated and subsequently any control over them is broken and become independent.

When the caster makes successful contact then roll 5d6 + 1d6 for every level > 4 and compare that to the HITS of the victim of the spell. If the roll is greater than the HITS then the spell is successful.

Note: If the creature was made using Dragon's blood then it takes dragon's blood to make the separation complete as well. If this spell is attempted on a creature that was created using dragon's blood and the druid or caster casting this spell does not use dragon's blood then the results are random. This reflects the fact that the use of dragon's blood in the creation fully blends the two individuals and is harder to separate. To determine the results of such an attempt of separation without dragons blood is resolved by randomly rolling the resulting stats, abilities, appearance and skills of the two new individuals. List the stats, appearance (using the table in Rheda's Creature I), abilities and skills and roll for each one to determine which of the two new individuals received that stat.

# Rheda's Creature I

Level:	6
Area:	Cone beginning at rune to 4 m/yds.
Range:	4 m/yds.
Effect:	Combine 2 individuals into one.
Duration:	Permanent (unless affected by <i>Prydderch's Separation Spell</i> )
DV:	26 (roll for each rune)
END:	32
Time:	1 Day for all three runes involved
Skills:	Runes; Ur; Cen; Haegl

This spell was developed by Saxon priests of Rheda. The purpose of this spell was to combine man and beast to make a better warrior that would fight against the British. Typically this spell has been used to combine a man/woman with a natural animal so that the new individual would have the skills of both individuals.

This spell involves a set of 3 runes around a mosaic of the Goddess Rheda. The mosaic (a tapestry or tile work will do) must be large enough to fit two individuals onto it. Different sizes may be needed to accommodate the sizes of the individuals. The three runes sit around the mosaic (usually embedded next to the mosaic). When two individuals (can be any combination of man and beast) are placed on the mosaic and the runes are activated, the two individuals combine into one new individual.

Although this spell has a lot of potential there is still yet a lot of problems with it. It is not uncommon for the new creations to be hard to control (use the stability table to determine the new creature's disposition). Also the union of the two individuals is not perfect. The physical appearance of the new creature is as if the two original individuals were cut up then pieced together again like a puzzle.

Use the following three roll tables to determine the appearance, stats and abilities of the new creature. The fourth roll table is to determine the creature's stability.

## Table 1: Appearance

Size:	(1-3) size of creature #1; (4-6) size of creature #2
Head:	(1-3) head of creature #1; (4-6) head of creature #2
Torso:	(1-3) torso of creature #1; (4-6) torso of creature #2
Limbs:	(1-3) limbs of creature #1; (4-6) limbs of creature #2

\*\*\* While this is a general guideline to appearance, keep in mind that this spell is somewhat sporadic in its effectiveness. Even though you may have an overall appearance, the effect will still look like the creature was pieced together like a puzzle.

## Table 2: Stats

INT:	(1) subtract smaller stat # from larger #; (2) use stat of creature #1; (3-4) Average the stats of both creatures (round up); (5) use stat of creature #2; (6) add both numbers
DEX:	(1) subtract smaller stat # from larger #; (2) use stat of creature #1; (3-4) Average the stats of both creatures (round up); (5) use stat of creature #2; (6) add both numbers
REF:	(1) subtract smaller stat # from larger #; (2) use stat of creature #1; (3-4) Average the stats of both creatures (round up); (5) use stat of creature #2; (6) add both numbers
CON(-1):	(1) subtract smaller stat # from larger #; (2) use stat of creature #1; (3-4) Average the stats of both creatures (round up); (5) use stat of creature #2; (6) add both numbers

STR:	(1) subtract smaller stat # from larger #; (2) use stat of creature #1; (3-4) Average the stats of both creatures (round up); (5) use stat of creature #2; (6) add both numbers
MOV:	(1) subtract smaller stat # from larger #; (2) use stat of creature #1; (3-4) Average the stats of both creatures (round up); (5) use stat of creature #2; (6) add both numbers
TECH:	(1) subtract smaller stat # from larger #; (2) use stat of creature #1; (3-4) Average the stats of both creatures (round up); (5) use stat of creature #2; (6) add both numbers
PRE(-2):	(1) subtract smaller stat # from larger #; (2) use stat of creature #1; (3-4) Average the stats of both creatures (round up); (5) use stat of creature #2; (6) add both numbers
WILL:	(1) subtract smaller stat # from larger #; (2) use stat of creature #1; (3-4) Average the stats of both creatures (round up); (5) use stat of creature #2; (6) add both numbers
BODY(-1):	(1) subtract smaller stat # from larger #; (2) use stat of creature #1; (3-4) Average the stats of both creatures (round up); (5) use stat of creature #2; (6) add both numbers

\*\*\* The minuses reflect the structural problems of combining two creatures. The (-) for PRE reflects the new appearance of the creature.

\*\*\* The new stats are not to go below 0. If this occurs then the default should be 1.

\*\*\* For Instant Dawn of Legends roll the same way for MEN, COM, PHY, & MOV.

### **Table 3: Abilities and Skills**

You should list the abilities and skills that both the individuals had separately and roll to see if they are retained or lost.

(1-3) keep ability or skill; (4-6) lose ability or skill

\*\*\* Remember that some abilities may require a modification to the final appearance (e.g. flying).

### **Table 4: Stability**

1-2:	Insane (will not obey orders and will most likely attack those around it immediately)
3-4:	Unstable (Will take work to control)
5:	Stable (Can control easily)
6:	Competent (Can control and will even work independently)

#### NOTES:

This spell has not been used on magical creatures. There are rumors that it is possible and even with fantastic results. Use at your own risk.

Remember to think about restraints. Often the individuals involved in the spell are not willing participants.

Often the runes are permanently inscribed on the rune stones for multiple use.

*Cryda's Control* can be used as a 4<sup>th</sup> rune eliminating the stability roll but must be activated last.

Complications: There are obvious complications involved with being this new creation. Some suggestions include Schizophrenia, distinctive, feared, etc...

## Rheda's Creature II

Level:	8 (increasing <i>Rheda's Creature I</i> by two levels allows you to know this spell)
Area:	Cone beginning at rune to 3 m/yds.
Range:	3 m/yds.
Effect:	Combine 2 individuals into one new creature
Duration:	Permanent (unless affected by <i>Prydderch's Separation</i> spell)
DV:	26 (roll for each rune)
END:	32
Time:	2 days for all 6 runes
Skills:	Runes, Ur, Cen, Haegl

Because of the problems that Lord Cryda had with the original spell (*Rheda's Creature I*), he experimented until he found a new setup that increased the control he had over the outcome of the new creature. Because this spell is not new, just a simple reconfiguration and a little more control of the runes, it is not necessary to relearn the spell. Acquiring 2 more levels in *Rheda's Creature I* will allow you to understand and use *Rheda's Creature II*. Cryda discovered that the 3 runes (6 runes reflect the fact that there are 2 copies of the 3 runes, 1 set for each individual) each controlled different aspects of the transformation.

Rune #1: Controls overall appearance along with PRE, BODY, CON, and STR. (PHY in Instant DOL)

Rune #2: Controls Body handling skills such as MOVE, TECH, REF and DEX. (MOV and COM in Instant DOL)

Rune #3: Controls the state of mind and knowledge. It controls WILL, INT, Abilities and Skills. (MEN in Instant DOL)

\*\*\* There are no minuses as in *Rheda's Creature I*.

To combine the two individuals, 3 of the runes must be activated and they have to be all different runes. So you might want to activate Runes 1 & 3 on individual #1 and Rune #2 on the second individual thus giving you a new individual that has the size, appearance and the intelligence of individual #1 but has the body handling skills of individual #2. To determine the appearance, stats, abilities, and skills of the new individual, simply determine which runes were activated. For instance if Rune #1 is activated next to individual #1 then the new creature will have the appearance, PRE, BODY, CON and STR of individual #1 (although see comments on appearance below).

Stability: Roll for mental stability as in *Rheda's Creature I*.

Cryda's Control: The first experiments with this new spell met with disaster because the new creatures were more powerful but mental stability was still an issue. As a result several priests died. To affect more control, Cryda developed a new spell, *Cryda's control*. If used as a 7<sup>th</sup> rune at the bottom of the mosaic, then the new creature is completely stable and will obey the caster's commands. This rune must be activated last for it to work with the other runes. When used do not make a stability roll, the creature is automatically stable. See the spell for more information on its use.

Dragon's Blood: Through the help of a Dragon bent on the destruction of other dragons, Carrida found that if both individuals were sprinkled with dragon's blood then he could activate all 6 runes. When this is done then the best qualities of both individuals are evident in the new creature. Therefore, to determine the stats of the new creature simply take the highest value between the two original individuals and use that for the new creature. You must roll for appearance as in *Rheda's Creature I*. All skills and abilities from both are retained in the new creature. You do not have to activate all 6 runes. It is possible to only activate 4 or 5 runes and thus only taking the best stats controlled by those runes where both of them were activated. So for instance, if I didn't activate both of the 1<sup>st</sup> runes then the one that is activated will control the appearance (If both runes are not activated then treat it as above).

\*\*\* Dragon's blood is not something that you just go and buy at a local apothecary.

Activating more than 3 runes: If you activate more than 3 runes (without the use of dragon's blood) then you are activating runes of both individuals that are the same. To resolve the results go to the tables for *Rheda's Creature I* to determine the stats and outcome for that rune. Activating all 6 runes (again without the use of dragon's blood) is essentially the same as *Rheda's Creature I*.

Notes on appearance: While activating Rune #1 on individual #1 gives the resulting creature the overall appearance of individual #1, it may still have characteristics of individual #2 that have no comparable structure in individual #1. For instance, the new creature may end up looking like a man (individual #1) but may end up with a beak, horns, wings, feathers, etc... from individual #2.

Notes on abilities: Keep in mind that abilities must be possible given the appearance. For instance, a creature that looks like a man but has the abilities of an owl will not be able to fly (unless it has wings).

Spell variation: Because there are 3 sets of runes it is possible to combine 3 individuals into one, activating a different rune for each creature. Cryda realized that possibility but his life was radically changed before he could try it. However, there are stories of other priests that have attempted it. The results are not known.

Complications: There are obvious complications involved with being this new creation. Some suggestions include Schizophrenia, distinctive, feared, etc...