Al-Hajj Simple Spells

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| Appear (Al-Hajj 5) |
| Cast Perception (Al-Hajj 2) |
| Create Gateway (Al-Hajj 4) |
| Create Hidden Places (Al-Hajj 5) |
| Destroy Gateway (Al-Hajj 4) |
| Detect Hidden Paths, Ways And Entries (Al-Hajj 1) |
| Direction Sense (Al-Hajj 1) |
| Disappear (Al-Hajj 4) |
| Enter Umbra (Al-Hajj 4) |
| Enter Umbra With Others (Al-Hajj 4) |
| Greater Watch (Al-Hajj 3) |
| Increase Perception (Al-Hajj 5) |
| Mark Subject (Al-Hajj 2) |
| Minor Watch (Al-Hajj 3) |
| Soak Aggravated Damage (Al-Hajj 4) |
| Soak Bashing/Lethal Damage (Al-Hajj 3) |
| Teleport Group (Al-Hajj 4) |
| Teleport Object (Al-Hajj 3) |
| Teleport Place (Al-Hajj 3) |
| Teleport Self (Al-Hajj 3) |
| Travel Through Spatial Wraps (Al-Hajj 2) |
| Ward Location (Al-Hajj 2) |
| Ward Subject (Al-Hajj 2) |

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| Appear (Al-Hajj 5)He can appear in many places at once(though the other selves will act exactly as he does and be devoid of thought, unless they are strenghtened with other magic). |
| Cast Perception (Al-Hajj 2)Casts his perceptions into great distances. |
| Create Gateway (Al-Hajj 4)Able to create long-lasting or even permanent gateways from one place to another (including physical doorway in a wall where there was none before, or a portal to a place far away). |
| Create Hidden Places (Al-Hajj 5)He can create for example a hidden oases accessible only to those who know and walk secret paths. |
| Destroy Gateway (Al-Hajj 4)Able to destroy long-lasting or even permanent gateways. |
| Detect Hidden Paths, Ways And Entries (Al-Hajj 1)He may detect the hidden paths, ways and entries. |
| Direction Sense (Al-Hajj 1)He develops an astrounding direction-sense and only rarely becomes lost even in places unfamiliar to him. |
| Disappear (Al-Hajj 4)Disappears within the Unity, vanishing into a featureless non-realm devoid of distance and dimensions; while there he can not be detected by any magics whatsoever. |
| Enter Umbra (Al-Hajj 4)He may enter to the Umbra. |
| Enter Umbra With Others (Al-Hajj 4)He learns to tread all Umbrae save the Astral Umbra and may bring as many people and as much inanimate meterials as his Wits and/or Quintessence allows for. |
| Greater Watch (Al-Hajj 4)He can perceive in all directions at once and out to great distances. |
| Increase Perception (Al-Hajj 5)He may bolster his natural Perception, adding one dot per success on a simple spell. |
| Mark Subject (Al-Hajj 2)Marks a subject (living or otherwise), enabling him to track its progress across the illusion of space. |
| Minor Watch (Al-Hajj 3)Perceives multiple locations simultaneously (up to a limit of Perception or Wits, whichever is less). |
| Soak Aggravated Damage (Al-Hajj 4)The mage literally disperses the impact from the source of harm into surrounding space. Allows to soak aggravated damage using successes on a simple spell. |
| Soak Bashing/Lethal Damage (Al-Hajj 3)The mage literally disperses the impact from the source of harm into surrounding space. Allows to soak bashing or lethal damage using successes on a simple spell. |
| Teleport Group (Al-Hajj 4)Teleports another person or a group to another place. One person per dot of Wits, plus one per point of Quintessence spent. |
| Teleport Object (Al-Hajj 3)Teleports an object or more objects to another place. Number of things equal in mass to a person per dot of Wits, plus one per point of Quintessence spent. |
| Teleport Place (Al-Hajj 3)Teleports a place to another place. It is often quite time-consuming if few details are known and can be dangerous, given the possibility of wards and guardians. |
| Teleport Self (Al-Hajj 3)Vanish from one point and reapper at another. |
| Travel Through Spatial Warps (Al-Hajj 2)He may pass through recent spatial warps (though he may go only where the warp leads). |
| Ward Location (Al-Hajj 2)Ward A Location Against Scrying Or Spartial Manipulations |
| Ward Subject (Al-Hajj 2) |

Ward A Willing Subject Against Scrying Or Spartial Manipulations