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