

# Magic Restrictions

## College Restrictions

- Healing and Necromatic Spells are restricted to characters with Power Investiture (Divine) except as mandatory prerequisites for Magery based spells, and then only if no other path exists. The only exception to this is the Lend Energy and Recover energy spells which are available through all forms of spell talent.
- Animal, Plant, Elemental Spirit and Weather Spells require Power Investiture (Druidic) except as mandatory prerequisites for Magery based spells, and then only if no other path exists.
- Communication and Empathy Spells require Bardic Talent except as mandatory prerequisites for Magery based spells, and then only if no other path exists.
- Enchantment spells are unknown to Long Coast casters—Temple scholars (NPC Ritual Casters) are able to recharge power items.
- Spells that permit flight, teleportation, planar travel (including ethereal and astral) and time manipulation are unknown to Long Coast casters.
- Gate Spells are unknown to Long Coast casters.
- Technological (Machine, Energy, Radiation, and Metal & Plastic) Spells are unknown to Long Coast casters.
- Magery based characters are restricted to knowing spells from 4 colleges without additional points spent on Perks and Unusual Background to have had access to more than that.
- The following spells are not considered to be of any specific college for the purpose of counting colleges for magery based casters: Lend Energy, Recover Energy, Detect Magic, Sense Mana
- *Power Investiture* based characters are restricted to specific spell lists of the entity granting their powers. This can be one of the pre-generated lists available or you can work with the GM to develop a power realm for a specific player-created faith.
- Please work with the GM if you are considering learning spells from the Making and Breaking College as some of them may need changes and others just need to be disallowed completely.

## Spell Changes

- “Create” spells that materialize matter last for a day and can’t be made permanent. Transmutation spells, such as Earth to Air are still permanent, however, the transmutation and shaping spells of the earth college are not able to affect metals or gems
- Enlarge costs 15 FP per +1 SM.
- Flash cost 5 FP and takes 3 seconds to cast.
- Darkness and Sunlight cost 3 to cast and 2 to maintain. Continual versions cost 5 FP.
- Invisibility spell ends *instantly* if the subject attacks, casts a combat spell, or otherwise does anything more violent than moving around, spying, and stealing. Energy cost is reduced from 5/3 to 4/2 to compensate.
- Sense Mana can also detect the flow and strength of Ley-line and ambient mana.

## Power Items

Power items are reservoirs of Fatigue Point energy that can be used to power specific abilities, skills and/or extra-effort.

- Characters may own and use a single power item of a single type.
- Power items can only be recharged through a Temple Scholar ritual.
- Any discrete, unliving object can be a power item. This rules out uncontaminated powders, liquids, and gases; energies and force fields; and abstract concepts. It also forbids pets and mounts (a familiar can provide an Energy Reserve instead), plants, and dark one living armor.
- The value of the Power item determines the amount of FP that can be stored by the item.
- Sets of related, matching kit (like a suit of armor) may be designated as a power item, but if any piece goes missing the whole set loses its use as a power item until it is found or an exact replacement is made.
- Two types of power items are known to the residents of the Long Coast:
  1. Caster Power Item —stored FP can only be used to power abilities of their associated power advantage (Magery, Bardic Talent, Power Investiture). These items need to be in a form related the power advantage; such as staffs, wands and books for magery, staffs, holy symbols, ‘bibles’ for power investiture (divine), etc.
  2. Heroic Power Item—stored FP can only be used to power skills and abilities linked to the associated advantage (Heroic Archer, Trained by Master, Weapon Master, or Holy Might) as well as Extra Effort in Combat. These items need to items of martial gear appropriate to the associated advantage. Generally this means arms and armor.