

## Sapienza-Marsh Spell System

The range of any spell is the ~~level~~ order of the spell in 10s of yards. Thus a second order sleep spell would have a range of 20 yards.

The area of effect of the spell is 5'r per spell order (3m diameter for metric buffs). Thus a 4th order fireball would have a 20' radius.

The maximum number affected by the spell is 1d4 per spell order. Start at the center of area of effect and work outwards.

### 1st level

mild emotion I (demoralize, hearten, hope)

### 2cd level

mild emotion II strong emotion I (fear, hate, love)

### 3rd level

mild emotion III strong emotion II illusive force I (1d8+1 the d8 being illusion)

### 4th level

miad emotion IV strong emotion III illusive force II (1d8+2) weak mental force I  
(confusion, bemusement)

### 5th level

above all one order higher and stun/sleep I

### 6th level

above all one order higher and physical force I (2d6 real force--no save)

### 7th level

above all one order higher and death I

### 8th level

above all one order higher and distruction I

These are the basic damage/battletype spells. They constitute a triad: emotion/illusion, illusion/energy, and mental whelming.

Day Runes	Cycle Runes (17 days)	Moon Runes (29 days)	Day/Year Runes (the solar year)
quicksilver	dragon	cricket	harp (denna)
copper	centaur	gryphon	<del>Axe</del> (kala)
earth	ram	phoenix	badger (sylva)
silver	lion		lamp (lisa)
iron			roc (kaya)
salt	lightning	north wind	flute (maja)
gold	twins	owl	bow (cora)
lead	hawk	raven	needle (lyra)
wood	clouds (hacyon)		lynx (cytha)
tin			stallion/lance (myrna)
dark/light	kraken	carp	
(dark	crab	snail	(the handmaidens of the sun)
5 days	pike	shark	
light)	salamander		
or	scorpion	mouse	these are also all the names of major constellations and associated each with a power sequence.
(lightday	bull	deer	
5 days	spider	oak	
darkday).	snake		every-so-often the lunar year and the cyclic year will coincide. these are known as great years.

most do not care about the names of the days of the week (which keep switching places anyway) but do keep track of darkday (or restday as it is known) and light day (or worshipday as it is known).

the names are mostly important only for high magic or rune/star magics.

So here you have an outline of the magics and a touch of the underlying focus.