

# THE AGLATCH GRIMORE

The green-garbed wizards of the Aglatch Iridescent Swamp live in a tower crafted of melded bone, or from a single impossibly large bone. Their chants go on day and night as they work towards some mysterious master purpose, as they have for centuries unceasing.

If you can gain their trust and assist them in suppressing the monsters that threaten the Aglatch Bawn and its Tower, then they may share from their store of mystic knowledge, granting secrets of how to transform aether to material and manipulate the resulting energies. Or, you could somehow get your hands on a spellbook from that mysterious enclave.

## BOOK PROPERTY (AS TALENT "BOOK OF POWER")

The book owner can automatically find one useful fact on the Aglatch Iridescent Swamp by looking in the book. The book owner can also find useful information on incorporeal magic mechanics, including a useful fact in dealing with incorporeal foes.

## THE SPELL LIST

- **Scrimmage Line.** *Rested. Focus magic.* You summon four minions (appearance as you choose) who will travel with you and who will use protect actions to be hit instead of you. They do not counter-attack. They last for about an hour.
- **Imbue Staff.** *Rested. Focus magic.* You place enough spell energy in a staff carved with proper runes to recharge one "rested focus magic" spell talent. The staff must be carved along its length with special runes. This carving takes about 1 hour. The staff remains charged until emptied or until a year and a day pass. Only you can access the energy.
- **Ethereal Armor.** *Rested. Focus magic.* You gain +4 armor class for about an hour. This does not stack with any other armor, it cannot be cast if you are wearing armor. It only affects you. It has a shimmering look to it, and is clearly visible in the dark though it projects no useful light. It does not generate encumbrance.
- **Conjure Weapon.** *Rested. Focus magic.* You can generate a normal melee weapon of any kind. It will last until you next sleep, and can be used by anyone, generating encumbrance normally. It is stitched with runes, and an affect incorporeal creatures, or those immune to non-magic attacks, but has no other magical properties.
- **Ethereal Thorns.** *Rested. Focus magic.* The thorns shimmer and glimmer, but do not project useful light. Half an arena (yours, or one adjacent) is overrun with the thorns. Those moving into, out of, or within the thorny area are affected as though the thorns were impeding them. They must test their Cunning against a difficulty of 6. If they fail, they take 1 wound and cannot move, their action lost. The ½ arena counts in 3 dimensions. The thorns last 1 hour.