

INTRODUCTION

The Deryni are the creation of Katherine Kurtz in a series of novels chronicling the vicissitudes of this race. These rules are an adaptation of the Deryni for Hârn, HarnMaster 3 rules, and specifically for the Melderyn Campaign. As such, they are conceptually different from the novels, and do not use their people or places. The Deryni of Lythia have not experienced persecution, have been part of the ruling elite from time immemorial, and do not have a monopoly on the use of magic. They represent a philosophy of magic stemming from within, rather than the external elemental magic of the Shek Pvar. Others using this material will no doubt find the need to adapt some of these rules to their own needs and circumstances. These rules replace the Psionics rules for human characters.

Note: Deryni PCs can be very powerful, and unbalance a game significantly. They are best used as NPCs.

The Deryni are a proud, tradition-minded people, with a great heritage of magic, and while they can be found almost anywhere, they tend to be more common at the higher levels of the society. On Hârn, Melderyn has the largest concentration. On Lythia, the Deryni can

be found in large numbers in Emelrene, where the Royal House is Deryni, and to a lesser extent in Dalkesh and Beshakan. They are extremely rare on Ivinia, and in other lands colonized by Ivinians. An exception to this is clan Pelanby of Alagon in Shorkyne. The total Kethiran population is less than ten thousand.

Deryni are mystical and scholarly by nature, and gravitate towards religious vocations and academic pursuits. The Lythian churches of Save K'nor, Larani, Ilvir, and Naveh have the most appeal. (Deryni are like everyone else, and their superior capabilities do not necessarily impute superior morality.) Their magic falls into two broad categories: inherent and concentrative. The latter includes the more powerful workings of magic, and requires a great deal of energy, often more than one individual can provide. This form of magic is highly ritualistic, and often the same basic spell may have dozens or even hundreds of rituals. The Deryni do not create new magic, but they are adept at creating rituals to recreate spells they know to exist. In general, the powers of the Deryni more closely resemble psionics, rather than the spells of the Shek Pvar. The origin of the Deryni and their magic is lost to the mists of history.

DERYNI HERITABILITY

The Deryni make a social distinction between full Deryni – those with two Deryni parents – and ‘half-breeds’ – those with only one. It is uncommon for a Deryni of high status to marry outside the race. In some half-breed families where there is only one Deryni ancestor, abilities may be present only in some children as the Deryni gene is competing with non-Deryni genes. This is more

common when a sole Deryni ancestor occurs far back in the genealogy. However, Deryni ability is usually inherited in full, and an individual’s level of power is determined primarily by bloodline, as families tend to manifest similar potential from generation to generation. Only those abilities which are inherent will be present at birth. All other abilities, as well as any capability to control inherent powers come from training and use.

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Note: This section is provided for GM reference:

Although not understood by any scholar on Lythia, the Deryni gene can be inherited from either the mother or the father, but is most commonly carried on the mother's side. (This is noted as a prime on either the X or Y chromosome: X' or Y'.) Y's are somewhat rare, and

account for less than 5% of all Deryni families. The most prominent family to carry the Y' is the House of Parkhurst (Toron). The most common types are X'Y or X'X, but X'X', XX', X'Y', and XY' are possible. The Deryni gene is dominant, and is usually passed on. Double primes tend to be very powerful.

PROMINENT DERYNI

| Deryni | Family | Title | Location | Power | Y' |
|-----------------|-----------------|------------------------------|-----------------|------------------|------------|
| Anavras | Edhelen | Duke of Jerinal | Emelrene | Very High | No |
| <i>Anfla</i> | <i>Dasendis</i> | <i>Earl of Dumala</i> | <i>Shorkyne</i> | <i>Medium</i> | <i>No</i> |
| Arren II | Parkhurst | King of Tharda | Tharda | Very High | Yes |
| Artodh | Tiemel | Earl of Quandas | Emelrene | High | No |
| <i>Branth</i> | <i>Aemon</i> | <i>Prince</i> | <i>Chelemby</i> | <i>High</i> | <i>No</i> |
| Cedric | Arlen | Earl of Westmarch | Tharda | Medium | No |
| Darebor II | Parkhurst | King of Melderyn | Melderyn | Very High | Yes |
| Dheria | Isvan | Dheria-Isvan | Emelrene | Very High | No |
| Elbaroth | Parthane | Earl of Kibler | Emelrene | Medium | No |
| Emane | Hethara | Countess of Loala | Shorkyne | Medium | No |
| Fensas | Valadar | Earl of Nyan | Emelrene | High | No |
| Geldar | Panir | Earl of Modan | Emelrene | High | No |
| <i>Jannys</i> | <i>Avona</i> | <i>Earl of Karveth</i> | <i>Melderyn</i> | <i>High</i> | <i>No</i> |
| <i>Jolanda</i> | <i>Edhelen</i> | <i>Queen of Emelrene</i> | <i>Emelrene</i> | <i>Very High</i> | <i>No</i> |
| <i>Kerthede</i> | <i>Talvail</i> | <i>Primate of Larani</i> | <i>Melderyn</i> | <i>Medium</i> | <i>No</i> |
| <i>Larryn</i> | <i>Gwenalyn</i> | <i>Earl of Biren</i> | <i>Melderyn</i> | <i>High</i> | <i>No</i> |
| Lister | Trahune | Earl of Emane | Emelrene | Medium | No |
| Lodhroth | Keir | Earl of Malad | Emelrene | High | No |
| Marliese | Tansel | Bishop of Perinore (L) | Tharda | High | No |
| <i>Marric</i> | <i>Alaga</i> | <i>Earl of Elorin</i> | <i>Melderyn</i> | <i>Very High</i> | <i>No</i> |
| <i>Obiris</i> | <i>Ueld</i> | <i>Hârníc Primate of S-K</i> | <i>Melderyn</i> | <i>Very High</i> | <i>Yes</i> |
| <i>Rumath</i> | <i>Pelanby</i> | <i>Duke of Alagon</i> | <i>Shorkyne</i> | <i>High</i> | <i>No</i> |
| Sehar | Quirinas | Earl of Negaros | Emelrene | Medium | No |
| <i>Sunoril</i> | <i>Thabel</i> | <i>Earl of Nurisel</i> | <i>Melderyn</i> | <i>High</i> | <i>No</i> |

Note: This chart and much of the preceding material is specific to the Melderyn Campaign. Several changes from canon have been made. Canon figures are in italics (some have been given non-canon first names). A canon list as of 720 would include King Chunel of Melderyn and most members of his family. Here, Parkhurst = Toron.

TRAINING

The Deryni do not gather in chantries, and their children are taught from a very

young age, usually by their parents until about age five, and then by a teacher until about age fifteen. Deryni of noble or wealthy background typically have

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private tutors, but children of families of lesser means usually meet three to five times weekly in groups. Some tutors have established schools for this purpose, but others usually meet in their dwellings. The latter tend not to teach any spells rituals or higher workings, but only the ability to use inherent powers. On occasion, if a child demonstrates special aptitude, he might be brought to the attention of the right adepts and given better training. This is almost always the

case when a child is determined to have healing ability, the rarest Deryni power. The Deryni community feels it has a vested interest in developing such talent. There are colleges for Healers in Cherafir and Berema, and one has recently been established in Coranan. The two former are old and revered centers of learning. Those who train there open Healing at SB3. The newer college at Coranan opens at SB2.

The following inherent abilities are common amongst the Deryni (descriptions follow):

| Ability | Attributes | Sunsign | OML |
|---------------------|-------------|---------------------|-------------|
| Shields | AUR AUR STA | Ahn, Ang +2, Tar +1 | SB5 (fixed) |
| Rapport | AUR AUR INT | Tar, Tai, Sko +1 | SB3 |
| Truth-reading | AUR AUR WIL | Tar, Tai +1 | SB2 |
| Light | AUR AUR INT | Tai +2, Ahn +1 | SB3 |
| Trancing/Meditation | AUR AUR WIL | Tar +2, Tai +1 | SB3 |
| Extending Senses | AUR AUR WIL | Tai +1 | SB2 |
| Warding | AUR AUR INT | Tar +1 | SB2 |
| Power | AUR AUR STA | Tai, Tar +2, Ahn +1 | SB2 |
| Fatigue Banishing | AUR AUR WIL | Tar, Mas +1 | SB1 |
| Healing | AUR AUR INT | Tai, Ula +1 | varies |

Unless otherwise stated, fatigue for all Deryni talents accrues as follows:

CS: None MS: 5 FPs MF: 5 FPs CF: 10 FPs (HM1 fatigue)

For HM3 purposes, 5 FPs = 1 FL; 10 FPs = 2 FLs throughout these rules.

INHERENT ABILITIES

SHIELDS

All Deryni possess shields, which require no energy to raise and lower, and can be kept up indefinitely, unless under assault. They prevent unwanted intrusion into the mind, and also as defensive measures against magical attacks. Active shields render the individual immune to control attempts, mind probe, or any other access to the person's thoughts. Shields serve to defend the owner in the case of magical assault on the mind, including

not only attacks by other Deryni, but Shek Pvar, Bukrai encounters, and other magic of a mental nature. In this case, energy must often be expended: the amount determined by the severity of the assault. If a person's shields are down, he has no defense to any of the above-mentioned attacks. While it takes but a moment to raise shields, an unsuspecting Deryni can find that an opponent has penetrated too far into his mind for shields to have any effect.

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Shields function like armor, and must be overcome before injury, control, or other unwanted effects can be inflicted. Normal shields have a defense value equivalent to SI * 2, and may be strengthened by SI at a cost of accruing fatigue each round. Shields are not improvable, and are set at SB * 5. They are affected by Physical Penalty. Fatigue cost is none (unless strengthened).

RAPPORT

Rapport is the measure of a Deryni's ability to communicate with other minds. It can run the gamut from benign sharing between two minds to ripping another mind apart by force. It also includes the ability to control another being and alter memories. Only one person need be Deryni for this talent to be effective. Physical contact is almost always required the first time two individuals use this talent, but over time as the minds become 'known' to each other, touch is no longer required. Range is at GM discretion, but except in extraordinary circumstances should be limited (see below). Concentration and quiet are beneficial, as is meditating in advance. The GM may assess a special penalty for distraction, and successful meditation adds +10 EML with MS, and +20EML with CS. One Deryni controls the communication and rolls against his EML. MS and CS allow for communication, MF accrues fatigue and permits another attempt. CF can create aural shock. The GM rolls for shock, using 1d6 plus EI against Aura. Failure results in unconsciousness for 2d6 hours.

The following abilities are gained at certain mastery levels:

ML 21+ – At the simplest level, two Deryni may communicate mind-to-mind. Ordinarily they must be touching, and shields must be down to each other.

They can both still shield against outsiders. Given time, and a deep trance, any information that they wish to share can be exchanged, with complete detail and clarity. They can even relive each other's memories as if they were their own. It is possible to block off sections of the mind, as the Deryni are quite adept at compartmentalizing their brains. Deryni who are familiar with each other, and have worked together before, do not necessarily need to touch in order to facilitate this communication, but often will as it is less taxing this way. A Deryni can also help jog another's memory this way. This usage only accrues fatigue without physical contact.

ML 41+ – Allows for long range communication. This always requires a focus of some sort, typically an item that has been previously prepared or has some association with the individual being contacted. It is most often done a pre-arranged times, because it takes a great deal of energy to contact someone far away who may not know to be listening. Often the distance makes it so great that one person cannot provide enough energy for the communication. Thus the Deryni will often link with others to provide the necessary energy. It is not necessary for the person contacted to be Deryni, though they must have engaged in Rapport already. This usage accrues fatigue every minute, and at a rate of 5 FPs per 10 leagues distance.

The reading of another's mind can take other forms. The dual sharing described above also applies to a Deryni reading the mind of a human. This is most easily done with a willing subject, but force can be used. If the reader uses too much force, the subject can be injured and even killed. To read a Deryni against his will, the shields must first be breached. A human has no such protection, although mental conflict may result, with a normal

skill vs. skill test. This usage only accrues fatigue without physical contact or under resistance.

ML 71+ – Deryni may attempt to control individuals around them. Touch is not required, but it makes it easier – without it there is a -10EML to the attempt. No more than one individual can be controlled at a time, and a Deryni's shields must be overcome before the attempt may be made. With a human or other being, mental conflict is checked, and success is required to establish control over an unwilling target. Control requires power, and generally an individual cannot be made to endanger his life although a few Grand Masters have had the ability to achieve this level of control. A Deryni can also plant 'suggestions' this way which can be designed to trigger an action at a later time. A Deryni who knows what to look for can often detect this sort of tampering in an individual. This usage accrues 5FPs every minute of control.

Deryni may also use Rapport to read the memories of the recently deceased. There is a cumulative penalty of -10ML for every hour the person has been deceased. A separate roll is needed with the same penalty to see if the Deryni can integrate and thus use the memories gained in this fashion. At GM discretion, non-integrated memories can adversely affect the character and he gains a random disorder per Character 11.

ML 81+ – Healers of great training can perform a special type of memory reading. This requires a tremendous amount of concentration, energy, and a deep rapport, but with CS or MS a memory can be projected (from the owner's point of view) so that others may visually witness it. At the same time, the owner will relive the memory. This can have other consequences if the memory is

unpleasant, painful, etc. This usage accrues fatigue normally.

TRUTH-READING

A Deryni may be able to determine if another is lying simply by concentrating. This is one of the easier talents to master, though the ability cannot be used against a Deryni who is actively shielding. A Deryni will know he is being truth-read, even if shielding. A Deryni cannot force another to tell the truth, he can merely ascertain whether or not that person is telling the truth. It does not, however, tell what the truth is, nor will it detect lies of omission or misdirection. The degree of concentration required here is not great, but it would preclude strenuous activities. The GM secretly rolls for success, with CS and MS being equal, with MF the player is told of the failure, and with CF the GM treats it as success, but without lies being detected. There is no fatigue cost for this ability.

ML 91+ – Some adepts are capable of forcing the truth – so-called 'truth-saying.' This is similar to a forced Rapport, and touch is required if there has never been a Rapport with the target. Mental Conflict may be used by non-Deryni to resist.

LIGHTS

A Deryni can conjure light into his hand. Known as handfire, this will take the form of a fiery sphere, but it will not burn or give warmth. It will illuminate the same area as the average torch, and it does not require fuel, although a limited amount of energy is required to conjure handfire and keep it going. Once conjured, handfire will either stay in the hand, or move as the conjurer wishes. Another can take it over if desired, and then he pays the energy cost. The range of the ability is SI yards, and the number of flames able to be lit/extinguished is equal to SI/2.

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Fatigue accrues normally to light, and at 1 FP per minute to keep handfire lit.

This talent may be used to conjure fire, and works as an arcane flint and tinder, striking sparks to light candles or hearth fires. Lighting more than one fire at a time comes with the control of higher skill, along with the option of increasing the range. A Deryni may also extinguish torches and candles, and other small flames, in a manner similar to mentally snuffing the flame, or pinching off the wick of a candle. Use of a somatic gesture (sweep of the hand, closing of the fist, etc.) grants a +5ML bonus.

Deryni also have the ability to make their auras visible, and often do for special occasions such as weddings, dubbings, and other ceremonies. The aura manifests as a glowing, translucent corona around the individual. Each aura has its own color, although adept Deryni (ML71+) can alter the color at will.

TRANCING/MEDITATION

Deryni often must go into deep trances for the working of great magic. At other times Trancing has more mundane purposes. This talent is a measure of how adept the individual is at going into a meditative trance to augment the use of other talents. Using a special technique or a focusing object (such as a shiral crystal – see below), provides a bonus EML. Successful meditation can provide several benefits. If used as part of a ritual, it gives an EML bonus. Each fifteen minutes of meditation allows one skill roll (best one used from a certain session). Results to the next working as follows:

CS: +20EML
MS: +10 EML
MF: 0
CF: 0 and accrue 10FPs

Each trance assumes a focal point such as a candle flame, but the use of a Shiral Crystal or staring pattern allows +10 EML to the roll.

Spending about half an hour in trance also works like a Fatigue Banishing spell. Meditation for specific knowledge or visions is also possible, although whether or not such information is forthcoming is up to the GM. The GM may also rule that any situation renders meditation impossible. Meditation is an effortless task, and requires at least fifteen minutes of time for any benefit. Unless otherwise stated, any concentrative spell can be enhanced by successful Trancing which immediately precedes the working. Benefits are +10EML for MS and +20 EML for CS.

EXTENDING SENSES

Deryni can enhance their five natural senses to better detect the environment around them. This takes energy and concentration. They can also extend their senses to areas they might not otherwise be able. It is possible, for example, to 'see' behind a wall, although obviously the vision will be distorted and incomplete. Most Deryni of training can see into locks and other mechanical devices well enough that they can then magically manipulate the mechanism using Telekinesis if so trained. It is equally possible to use the other senses in similar ways. Results are at GM discretion. Accrue fatigue normally, and again every ten minutes.

Deryni may recognize each other when they extend their senses to read others. One Deryni recognizes another by the lack of psychic impression left due to shields. If the Deryni's shields are down, he will appear human, unless a deeper reading is attempted. This usage accrues no fatigue.

WARDING

Wards are magical force fields that the Deryni conjure and set to protect defined areas. There are three types of wards. The first type is that which is conjured by the Deryni from his own power (possibly augmented by others) and set without any other aids. The second kind is set with the help of Wards Major cubes (see below). A Wards Major is a set of eight, thumbnail sized cubes, four white and four black that are used to focus the power necessary and also serve to define the limits of the ward. This type requires little power from the caster. The third type is a preset ward. A room or other area can be previously prepared to receive a ward, either permanently or for limited usage. The caster(s) set the wards with practically no power cost, this having been expended when the room was prepared. All three types of wards are balanced in fours. Just as the Wards Major is two sets of four cubes, rooms with four corners, or areas that have somehow been prepared to accept four balanced corners provide the best wards. High Deryni Adepts can construct wards without the balance of four, but the power requirement is higher, and often they are not as strong as properly balanced wards (add 5FPs per result level).

Wards are usually set in a square, although using the line of walls or a doorway is also acceptable. To raise a ward, the Deryni must either have a line to follow (walls, circle drawn on floor) or at least four anchor points, more if the shape is not standard in which case each change of direction would require another anchor. Anchors may be either other Deryni or items enchanted for that purpose. Once the frame of the ward is in place, the Deryni puts forth energy, and calls the four Quarters in turn to erect the ward. Wards can be set in two strengths. The more powerful is a protective ward.

This prevents all energy and physical matter (except air) from penetrating the ward. A ward can be broken by the application of tremendous power, but wards set with a Wards Major would require divine intervention to breach them. The setter of the ward can also remove the ward whenever he likes. Theoretically the ward will last until the caster stops it, but over a long period of time (several months at least) the energy will dissipate, and the ward will become useless. Rooms that are specially prepared to take wards must be periodically refreshed.

The other type of ward is a watch ward. This requires far less energy to set, and does not prevent the passage of energy or matter. Rather, if anything passes the ward's perimeter, a psychic alarm is set off in a predetermined person or persons.

The Wards Major cubes have a specific matrix combination that must be set in order to invoke the ward. Ordinarily this would mean only Deryni, however it is possible for a Savoryan spell to duplicate the ability. Once used, matrix cubes require twelve hours to recharge before they may be used again.

The setter of the ward can open and close the ward at will, and he can also designate other Deryni to do the same. Even another Deryni cannot peacefully cross the ward's perimeter without the permission of the caster or his designee. The Deryni usually set wards for any major magical undertaking. This is because the degree of concentration often required makes the participants vulnerable to outside interference, and the wards prevent this. It is also traditional in workings of High Deryni magic to have a sentinel: a physical guardian who stands watch outside the wards. Fatigue accrues as follows per type of Ward:

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| Roll | Watch | Watch w/ Matrix | Protective | Prot.w / Matrix |
|------|--------|-----------------|------------|-----------------|
| CS | 5 FPs | 0 FPs | 10 FPs | 5 FPs |
| MS | 10 FPs | 5 FPs | 20 FPs | 10 FPs |
| MF | 10 FPs | 5 FPs | 20 FPs | 10 FPs |
| CF | 20 FPs | 10 FPs | 40 FPs | 20 FPs |

Power may breach a ward, the result of which must exceed the Ward strength which is equal to twice the SI of the setter at MS and three times at CS. If the Quarters were called, the SI multiple is three and four respectively. Wards set with matrix cubes are four times stronger than if they were set without. See Magical Combat below – wards always use the “ignore” defense, and recharge damage each round at the SI of the setter. Multiple Deryni may attack in a round, and at GM discretion, other magical effects may be able to damage a ward. If breached, the wards collapse and fade.

ML 71+ – Wards may be used to protect doors and other physical portals. The ritual is similar to that of setting protective wards, but in this case it renders the door/portal invisible to non-Deryni (exception: they are detectable to certain Shek Pvar spells). Such an invocation is temporary unless set with matrix cubes.

POWER

This talent is a measure of how well the individual Deryni can tap power, and is primarily used in magical combat. It is analogous to ‘strength.’ There are other uses, and Power can be used by the GM in situations not otherwise defined. See combat rules. Fatigue accrues normally.

FATIGUE BANISHING

Deryni can cast a charm to mask fatigue in order to refresh themselves. By means of this talent, fatigue can be recovered

and also the need for food or sleep is temporarily suppressed. This cannot be kept up indefinitely, and eventually the natural need for sleep will take over. Each working defers all fatigue for four hours with CS and two with MS. Each subsequent working is at a cumulative –10 EML. Once failed, the talent may not be used until the character has had eight hours of rest, and until that point, all fatigue accrues at double the normal rate. With CF, a shock roll is made of 1d6 for each four hour period against Stamina. Failure of this roll renders the character unconscious for 2d6 hours. There is no fatigue cost for this ability except on CF which doubles existing fatigue.

HEALING

Some Deryni, approximately one in a hundred, are born with an additional ability enabling him to heal. Most of these Deryni also train as physicians and employ both arcane and mundane skills. A wound that has been magically healed has a faint scar once treated, which fades slowly over the next few days, and may be tender for that time, but is otherwise fine. All healer’s take an oath and profess to do no harm. Healers often wear green robes to identify themselves.

Healing requires touch, and has the following options:

- 1) Empathy: An attempt to diagnose the patient’s emotional state and/or physical well-being. Acquired information depends on the success level. May be combined with Extend Senses.
- 2) Restoration: An attempt to remove fatigue. CS eliminates up to 20 FPs; MS up to 10 FPs.
- 3) Bloodloss: An attempt to clot a single, bleeding wound. Any success stops bleeding, and CS

also reduces accumulated bloodloss by up to 5 BPs.

- 4) Hasten Healing: An attempt to increase the healing rate of one identified ailment or wound. CS increases the HR by two (EE is possible), MS by one. If this brings

the HR to 6 or more, any infection is defeated or poison neutralized.

Fatigue accrues normally, and others may provide energy (see Energy Pool below).

MAGICAL COMBAT

The Deryni can be as fearsome or as clumsy with a sword as anyone, but they are also capable of an arcane form of attack using the power of their minds. They do not ordinarily employ such attacks in battle due to the concentration requirements, and the inability to defend effectively against simultaneous mundane attacks from another source (unless able to engage the target magically, the Deryni in the midst of such an attack would have to choose the 'ignore' defense against non-arcane assault).

The Deryni themselves have a ritualized form of this combat known as the Duel Arcane, which displays magical combat at its most powerful – and most deadly. The Duel Arcane pits two (or more) Deryni against each other, testing magic, power, and skill, and follows a set of rules bound by tradition and custom. Surrounded by a dome-shaped ward, the energies are kept contained and focused only on defeating one's opponent. Wards are used to keep the high amounts of energy from harming bystanders or destroying property. The first step of a Duel Arcane is the challenge itself. If the challenged Deryni chooses not to accept, the challenger is assumed to have won the right of their claim. Once accepted, the challenged party may generally choose the time and place for the duel. However for various reasons the challenger's demands may need to be met at the time

of the challenge, regardless of the wishes of the other participant. A challenge must contain the terms of the duel, and most are fought only to a clear victory, where one side is exhausted or submits. Duels to the death are rare and generally frowned upon in Deryni society. Either side may request that the duel be adjudicated by an impartial third party.

Deryni who are not of full-blood may not be challenged by custom, although they may issue challenges. (This reflects the common but incorrect belief of many full-blood Deryni that the 'half-breeds' are weak.) The first step of a duel is to raise the wards. Usually this is done by both participants in turn starting with the challenger, although one may raise the whole ward if need be. Formal poetic phrasing is often used in the warding and throughout the rest of the ritual, but the traditional stanzas are not absolutely essential even if they are more impressive to bystanders. The wards are set with the rules of the duel built into them – for a duel to the death one side must be killed before the wards can be lowered at all. Once the wards are in place, the duel begins. The challenged Deryni gains the right of first strike, and casts the first dueling spell. A man is expected to yield this right to a woman in all cases. The first several exchanges are 'testing spells,' which have little power and serve to test the scope of an opponent's knowledge of

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proper counter-spells. After a few spells on each side, the participant with the right of first strike may escalate into the stronger spells. The spells used in a Duel Arcane take the form of attacking creatures or items sent to do harm to the opponent, and the counter-spell is one that defeats that particular attacking form. The creatures or their counters are not actually summoned; rather, energy is shaped into a visible form, much like an illusion. The duelists trade spell and counter-spell until someone fails enough counters to cause him to be exhausted or for him to be killed, depending on the terms of the duel.

Not every Deryni follows the rules, and not every Duel will be fought within the warding circle. This heightens the danger, not just to the participants but also to the area and people around them. Each magical attack that misses may instead destroy nearby property or attack the next person in line, per GM discretion. In the case of Deryni dueling without proper precautions, treat Duel Arcane as if it is a normal attack type, and use the rules for regular combat. Unlike a dueling circle, nothing actively prevents interference in

the duel, so bystanders may take matters into their own hands.

Deryni combat can often include illusionary effects such as dragons or other terrifying manifestations, but the effects are quite real. To use raw energy in a Duel Arcane is considered ill-mannered. Attacks which overcome defending shields do real, physical damage, humans, lacking shields, often have no defense at all except to dodge the attack (treat as 'Spell Block' below). At best, they may use Mental Conflict skill to disbelieve the fantastical elements of the attack, by CS will only halve the effect and MS reduce it by one quarter. In most cases, the only defense a human has is a physical attack or non-Deryni arcane measures. For the Deryni, arcane combat is resolved as follows. The effective impact of an attack is the attacker's current Power SI (after factoring in physical penalty), and is resolved as a normal HarnMaster attack according to the amended tables below. The three defense options are: Spell Block, Counterspell, and Ignore. Impact in excess of shields is considered a blunt attack and is resolved on the Injury Table. Hit location is resolved normally.

| | | SPELL BLOCK | | | | COUNTER SPELL | | | | IGNORE | | |
|----------|----|-------------|-----|-----|-----|---------------|-----|-----|-----|---------|----------|--|
| CF | | CF | MF | MS | CS | CF | MF | MS | CS | No Roll | DEF | |
| ATTACKER | CF | BS | AS | AS | DTA | BS | AS | D★2 | D★3 | ● | ATTACKER | |
| | MF | DS | ● | AS | AS | A★1 | ● | D★1 | D★2 | A★1 | | |
| | MS | A★2 | A★1 | ● | ● | A★3 | A★2 | B★1 | D★1 | A★3 | | |
| | CS | A★3 | A★2 | A★1 | ● | A★4 | A★3 | A★1 | B★2 | A★4 | | |

CONCENTRATIVE SPELLS

These abilities, which tend to be found only in highly-trained adepts, are learned individually. All have an SB of AUR AUR INT, Tar/Tai +1, and OML1. Casting time is 10 seconds – SI unless otherwise stated.

Clairvoyance – This is the ability to visualize events occurring at a distance and out of the line of sight. It is also known as scrying, and requires a focus of some sort with a surface such as polished metal, a faceted gem, or water. A Shiral Crystal gives a +10 EML to the attempt if used as a focus. A successful Trancing roll in advance gives a +10 EML for MS/+20 EML for CS. Fatigue accrues normally, and results depend on range:

- 1) Near (within 10 leagues) – MS permits the viewing of events while CS allows for sound and smell as well.
- 2) Far (Beyond 10 leagues) – Upon a successful Trancing roll, scrying at greater distances is permitted. Upon imagining or describing the target, a successful roll grants the caster a vision (clearer with CS), but no sound or smell.

Disembodiment – The ability to detach the ethereal spirit from the body, which is left in a state of metabolic suspension. The disembodied spirit is referred to as an astral entity. (See HarnMaster Religion.) It is difficult to maintain a disembodied state for long. Duration is ML * 30 seconds, after which the astral entity immediately returns to its body (even if it does not wish to). If the body is vacant when the astral entity returns, it reunites with the body and a shock roll plus EI is then made. If the body has been occupied by another ethereal while the astral entity was away, Mental Conflict

occurs (the Deryni rolls against Power). A successful Trancing roll in advance gives a +10 EML for MS/+20 EML for CS. Fatigue accrues normally.

Energy Pool – Due to the often enormous energy requirements of some Deryni workings, no one person could provide all the energy without becoming exhausted too quickly to complete the task. Up to six individuals may form an energy pool, and other than the Deryni creating the pool, it may be composed of humans or Deryni. The effect is to accrue fatigue uniformly across the pool. More accomplished adepts may designate a specific order for members to accrue fatigue. Fatigue for casting the Pool accrues normally, and is distributed normally with MS, but accrued entirely by the caster with MF or CF.

Illusion – Deryni may create images out of thin air. While these images may be of just about anything, they come from within the mind of the Deryni, so must have been seen or imagined. With CS, these images appear real, although have no substance, and are detected only by a successful roll against INT * 2. With MS, the images are vague, shimmering or quivering, and require a successful check against INT * 4 to detect. Fatigue accrues normally, and every ten minutes as long as the illusion is maintained.

Invisibility – Allows the Deryni to pass unnoticed by up to SI/2 (minimum of one) individuals. The caster chooses the individuals. Any Deryni, or character with an Aura higher than the caster's SB, may roll against Awareness to detect the caster. MS allows for seeing a visible distortion effect, CS allows detection of the caster. Fatigue accrues normally, and 5 FPs every minute Invisibility is maintained.

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Object Reading – With this talent, Deryni may pick up sensations of magic from an item, or the vaguest of impressions of a dweomer. An item may emit a feeling of unease if it has been involved in a unpleasant situation, though the caster will have no idea what that situation might have been unless CS is achieved. Strong emotions imprint best, whether love or hate, terror or joy. The use of magical power also can leave an impression, as do long periods of association, so a hair ribbon may give much information about the wearer from being used daily, even if it is of little significance to the person whose hair it binds. Specific impressions are left to GM discretion, and fatigue accrues normally.

Shapechange – While Illusion can make someone think they see something different from what is there, making an effective enough disguise, Shapechange actually changes a person's features. Shapechange is easier to cast on oneself than on other Deryni, giving a +10 EML. The person wearing the spell must maintain it, which requires enough concentration that any other magic is at a -20 EML. The penalty may be avoided by temporarily dropping the Shapechange spell for that action, or permanently. In either case, the spell vanishes and the person returns to his normal self. Fatigue accrues normally, and once per watch so long as the shapechange is maintained. Changes are less radical at lower MLs.

31+ – Hair and eye color may be changed.

41+ – Skin tone may be affected along with basic facial features (nose elongated, eyebrows thickened, etc.)

61+ – Facial features may be altered to suit the caster.

71+ – Body shape and mass may be altered.

91+ – Sex may be altered.

101+ – With CS, no fatigue need be expended on maintenance.

Telekinesis – The Deryni are noted for bringing a drink to hand or to catching a book that has fallen from its shelf without apparent physical intervention. However, Telekinesis is far more than that. While the limit on the size of the object to be moved is small – SI * 2 pounds – a Deryni can do many things with this power. The object affected must be visible within SI yards or detected through extending senses. An example of the latter is using Telekinesis to open a locked door. The Deryni must first successfully probe the lock with extend senses, and then he may apply telekinesis to the item. For lock picking, the EML is reduced by 5 * the complexity of the lock. Another use of Telekinesis is to help direct objects already in motion, such as the flight of an arrow. A Deryni can try to help an object to its target, or to deflect the object from hitting true. In the case of arrows and other weapons, such an ability may be all that stand between the target and death. MS adds +/-20 EML, and CS adds +/-40 EML. In the rare case two Deryni fight for the control of the same object, determine first if both sides are aware and ready for the possibility of competition. If one side is not prepared, then the character with the highest result wins with his desired results (ties broken by initiative). Fatigue accrues normally.

Telekinesis also has darker uses. A Deryni is able to kill an opponent with a thought, crushing the heart or constricting some other organ like the windpipe. To use Telekinesis in this manner, a Deryni first must penetrate the target's Shields, if any, and have line of sight to the target, which must be within SI yards. CS and MS are equally effective. The only defense would be to try and raise Shields in time to prevent the attack, which requires a successful Awareness roll. A human who

makes a successful Awareness roll may engage in Mental Conflict to resist the attack. Once the attack is underway, the target may make a roll against Will * 3 (CS) or Will * 5 (MS) with success necessary to survive the round. This

conflict continues until the target fails – and thus dies – or the Deryni ceases the attack. Fatigue accrues normally at casting and then every round in which the attack is maintained.

OTHER

Merasha

Deryni are highly susceptible to the drug Merasha, which comes from the rare plant of the same name. It acts merely as a mild sedative in anyone who does not have Deryni powers, but upon ingestion, rapidly causes a severe reaction in a Deryni. A Deryni will lose control of powers and shields, and lose the ability to focus almost instantaneously. Deryni who have been formally trained can mitigate the effects, but cannot counteract them entirely. If taken intravenously, the effects are much more severe, and there is little the Deryni can do to prevent the disabling effects of the drug. To continue to function, a Deryni must roll success on Trancing, and then all abilities are at a –80EML (which may render them unusable if EML falls below 0). Mental contact with a Deryni under the effects of Merasha is highly disorienting to other Deryni, due to the chaos that Merasha causes in the affected Deryni's mind.

Shiral Crystals – (polished amber)

The orange, semi-precious stones are quite rare, and are often mistaken for common gemstones like opals to the uninitiated. For a Deryni, they are worth far more, and are highly prized for their ability to help focus meditation and other works. Most Shiral Crystals range from two to twelve carats.

Transfer Portals

Transfer Portals allow Deryni to move from one location to another by magic. To a Deryni who knows how to use one – and knows the location of another portal – the distance is but a mental step away, allowing travel across great distances. Portals are created directly onto a stone or dirt base. Portals vary somewhat in size, but generally are three to six feet in diameter. While few Deryni have the knowledge to create portals, learning how to use them is much easier. Once shown the use a portal and the location of at least two, any Deryni can jump between the two. The process of using a portal involves standing on the Portal, picturing the feel of the destination portal, and then 'shifting' the energies. Doing so moves the Deryni so that the portal beneath him is now the destination portal. Success is rolled against Power. Portal use is Tiring, however, and can be considered exhausting if the portals are farther than a hundred miles or so. Fatigue accrues normally per 100 leagues distance between portals. Power is checked with MF accruing fatigue with no transfer, and CF accruing fatigue and randomly transporting the Deryni to another location, possibly not another portal at GM discretion. Only one Deryni may use the portal at a time, however, that individual may bring another through. To prevent disruptions to the process, the safest way to bring others through is to have control of their minds. A Deryni may bring one additional individual

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through a Portal in this manner, but at -10EML if they do not have control. Knowing the destination portal usually the Deryni has been to that portal and sensed its unique pattern. A riskier proposition is to jump to a portal whose location you know by physical description rather than magical signature. The roll is made at -30 EML, more at GM discretion depending on the accuracy of the portal description. The penalty for failure could be death, or being lost between portals, so the Deryni who attempts this type of jump has to be absolutely certain of the destination.

Creating a portal is a ritual known to only the most skilled Deryni, and requires that the character have been shown the process or access to written lore that would explain the techniques required in detail. Most highly trained Deryni will have access to the knowledge, although the GM may rule otherwise if the character's tutor would not be able or willing to impart the training. Transfer portals require intense amounts of energy to create. By custom, the optimum number of participants is six.

Portal Creation Summary

- 1) A location that allows the portal to be built into dirt or stone must be prepared.
- 2) The area must be warded.
- 3) The portal must be outlined, generally by carving through the stone. The portal is usually an square within a circle about three to six feet across.
- 4) The energy matrix of the portal must be put into place using the energy from at least four but ideally six additional participants. This requires a successful Power check by the primary creator. If one of the additional participants is a Deryni familiar with the

process, there is a +10 EML, +5 EML if unfamiliar. This bonus only applies once.

- 5) The creation of a portal costs as follows: CS: 100 FPs; MS: 200 FPs; MF: 200 FPs; CF: 300 FPs. This fatigue is distributed evenly among the participants.
- 6) The portal is created with CS or MS. With the latter, the portal is less stable, and may 'fail.' Roll once per year adding the age of the portal in years. The portal fails if the roll exceeds 100, and any transfer attempt in progress fails.

Wards Major Matrix Cubes

Making Ward Cubes seems to be a lost art. No Deryni alive possesses the knowledge to create a set. However, many Deryni families have sets of the black and white cubes that are passed down as heirlooms, especially in the case of those made of more precious materials. Ward cube sets are made up of four light and four dark colored cubes about the same size as normal dice (and often are disguised as such without detriment to their efficacy). Most sets are made from ivory and ebony, while others might be made from wood or stone, or perhaps even metal. The important factor is the contrast between the colors, not the substance of the cubes, although like any other item quality materials will probably last longer. The cubes are used as a focus for certain types of ritual magic. The most common use is as Wards Major where they allow a much stronger ward to be raised than a Deryni can usually perform on his own. The cubes act as a physical aid to the working. When activated, the white cubes glow with a milky light.

Though primarily used in warding, there are other uses for cubes which have been lost and are left to GM discretion.