



THE
POWER
OF THE
FETISH
IN
HEL'S
MAGIC



SYMBOLS OF HEL'S POWER, KNOWN AS FETISHES, ARE ASSEMBLIES OF SPECIFIC IMBUED BONES IN ORDER TO CHANNEL HER RAW ENERGIES THROUGH MORTAL BODIES.



AS A RANKING OFFICER IN HEL'S ARMY IT IS YOUR DUTY TO CREATE A FETISH TO BEST SUIT AND ENHANCE YOUR OWN UNIQUE ABILITIES.



THIS DOCUMENT CONTAINS WITHIN THE SPECIFICS FOR CRAFTING A FETISH AND HOW TO UNLOCK ITS DIFFERENT POWERS.



IT IS IMPORTANT TO NOTE THAT FETISHES CAN ONLY FUNCTION DUE TO THE GLOOM OF DISHONOR THAT PERVADES HELHEIM. USING A FETISH IS NOT EVIL BUT IS AN ACT THAT DISREGARDS HONOR BY ITS VERY NATURE.



YOU CANNOT GAIN ANY HONOR IF YOU ARE USING A FETISH AND BEGINNING TO USE A FETISH DISREGARDS ANY HONOR YOU MAY HAVE ALREADY GAINED.



GENERAL FETISH PROPERTIES

ANYONE WHO IS USING A FETISH MUST UNDERSTAND ALL OF THE DIRECTIONS (RULES) WRITTEN ON THIS PAGE.

A PERSON WHO USES A FETISH MAY NOT ACQUIRE HONOR AND MUST DISREGARD ANY HONOR THEY HAVE ACCRUED UP TO THE POINT THE FETISH IS MADE.

A PERSON MAY ONLY HAVE ONE FETISH, WORN AROUND THEIR NECK. THIS FETISH IS AN ASSEMBLY OF BONES. BONES THAT ARE NOT A PART OF THEIR FETISH MAY NOT OTHERWISE BE ATTACHED TOGETHER.

FETISH BONES MAY ONLY BE ATTACHED TOGETHER WITH SOUL WIRE, WHICH IS GATHERED IN HEL.

ONCE BONES ARE A PART OF A PERSON'S FETISH THEY MAY BE REARRANGED BUT THEY MAY NEVER BE ENTIRELY REMOVED FROM THAT FETISH.

IT IS NOT THE CASE THAT EVERY BONE ON THE FETISH MUST BE PART OF A CONSTRUCTED RECIPE.

A PERSON'S FETISH IS NOT TRANSFERABLE.

IF YOU WISH TO ABANDON YOUR FETISH SO YOU CAN START TO BENEFIT FROM HONOR, YOU MUST VERBALLY AND LOUDLY DISAVOW YOUR FETISH AND DISPOSE OF IT (GIVE IT TO A MARSHAL).

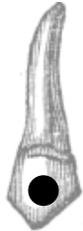


ON THE TYPES OF IMBUED BONES

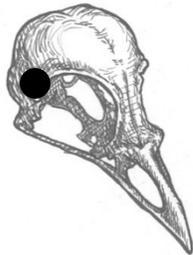
YOU WILL COME ACROSS FIVE TYPES OF
BONES THAT CAN BE USED IN THE
CONSTRUCTION OF YOUR FETISH. ONLY
THESE ARE OF USE.



A HUMAN FINGER BONE. THESE
HAVE TWO ATTACHMENT POINTS
FOR THE CONSTRUCTION OF
THE FETISH.



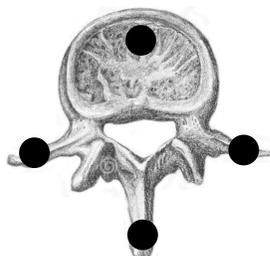
A WOLF FANG. THESE HAVE BUT
ONE ATTACHMENT POINT.



A RAVEN SKULL. THESE ALSO
HAVE ONE ATTACHMENT POINT.



A RAVEN FURCULA. THESE HAVE
THREE ATTACHMENT POINTS



A HUMAN VERTEBRA. THESE
HAVE FOUR ATTACHMENT
POINTS.





ON THE COLOR OF IMBUED BONES



IMBUED BONES EMIT COLORS BASED ON THEIR SPECIFIC MAGICAL PROPERTIES AND THESE COLORS GOVERN THE WAY THE BONES CAN INTERACT TOGETHER ON A FETISH.



THESE RULES MUST ALWAYS BE FOLLOWED IN ATTACHING BONES TOGETHER.



TWO BONES OF THE SAME COLOR MAY NEVER BE ATTACHED TOGETHER.



NO MORE THAN TWO WHITE BONES CAN EVER BE ATTACHED TO A BLACK BONE.



ANY RED BONE WITH MORE THAN TWO CONNECTIONS MUST HAVE AT LEAST TWO DIFFERENT COLORS OF BONES ATTACHED TO IT FOR IT TO FUNCTION.



A RED BONE AND A BLUE BONE MAY NEVER BE ATTACHED TOGETHER UNLESS THERE IS ALSO A WHITE BONE ATTACHED TO THE RED BONE OR A BLACK BONE ATTACHED TO THE BLUE BONE.



FETISH MAGIC PROPERTIES

THE FOLLOWING COMBINATIONS OF BONES WILL IMBUE YOU WITH THE POWERS DESCRIBED FOR EACH. ANY BONE THAT IS BEING USED AS A PART OF A RECIPE TO GRANT A POWER MAY NOT ALSO BE PART OF A RECIPE FOR ANY OTHER POWER. WHEN YOU ADD ON TO YOUR FETISH YOU CAN REASSIGN WHICH BONES APPLY TO WHICH RECIPE. NOT ALL BONES ON YOUR FETISH HAVE TO BE PART OF A CURRENT WORKING RECIPE.



Hel's Martial Protection: Two finger bones.

If you are a **fighter**, one hit location of your armor now counts as two points of armor instead of one. You may construct this ability multiple times for multiple armor locations.



Hel's Magical Protection: Three finger bones of at least two different colors.

If you are a **spell caster**, choose a piece of garb to function as an armored cloak as per the spell or if that garb is already an armored cloak it now has two points of armor.





Hel's Shield: A skull and two white finger bones.

The shield that you are wielding is unbreakable and will block any effect, even those that can't normally be blocked.



Empress' Armor: Two fangs of two different colors and two black finger bones.

If you are a fighter, armor piercing blows do not pierce your armor. Take the hit as a normal sword blow.



The Mistress's Embrace: A vertebra and two fangs.

You are under the effects of a "Protect the Soul" spell.



Wings of the Mistress: A blue furcula and two fangs of two different colors

You may walk over "hell pits" without sustaining damage.





Hel's Fury: Two fangs, a vertebra, and three finger bones of three different colors.

If you are a fighter, gain the ability to swing "Armor Piercing" once every five minutes.



Hel's Overwhelming Arts: One skull and four finger bones of four different colors.

If you are a spell caster you gain two magic missile props and can use the "Magic Missile" spell. Once per five minutes you may call "Armor piercing Magic Missile" with your throw. You can construct this ability multiple times for more missile props but still only can use armor piercing once every five minutes.



Hel's Dark Pact: A white vertebra, a red furcula, and three white finger bones.

If you are ever made undead you retain your free will and do not have to work in the best interests of the caster of the necromantic magic.





The Eternal Embrace of the Empress: Two furculas of two different colors. Two skulls of two different colors. Three fangs.

Any time you are dead begin a 120 second count. If you reach 120 seconds rise as a free willed undead as if “Animate Undead” was cast on you.



Hel’s Everlasting Presence: A white skull and four finger bones of four different colors.

You can see, hear, and speak while you are dead.



The Mistress’ Savage Armament: Two finger bones and a fang.

If you are a fighter, you can increase the size of a single weapon you are using to 6’6” or a use any sized shield with a 3’ weapon.





The Dark Queen's Channeled Wrath: One red furcula, one red vertebra, four finger bones of two different colors.



If you are a spell caster, gain the ability to use the spell "lightning bolt" but the prop is now a one-handed item. If you already have a casting of that spell you now have two one-handed props to use.



Mastery of the Mistress' Domain: A finger bone, fang, furcula, vertebra, and skull all of the same color.



You may use the effect "resist death" once every five minutes.



Hel's Penetrating Sight: A skull and three finger bones of two different colors.

You are not effected by the call of "dark". Additionally, you may use a single casting of the spell "Fortune Tell" once every half hour.





Hel's Clarion Call: A skull and a furcula that must both be the same color.

You are not effected by the call of “mute” or “deaf”. Additionally, you may use a single casting of the spell “Enfeeble Being” once every half hour.



The Mistress' Iron Grasp: Four fangs of four different colors and one vertebra.

If you are a spell caster you may use a casting of the spell “Repair Item” as an unlimited effect but each use consumes one unattached imbued bone in the process.



Profound Communion with Helheim: A furcula, a skull, and a vertebrae.

If you have this ability, you may reset a single spell, 5th circle or lower, for any spell caster. Each use of this ability consumes three unattached imbued bones in the process.

