

Egyptian Magicians

Magicians, known in Egyptian as shesh, are those trained in the methods of Egyptian mythology and magic and can cast a variety of spells. Anyone can become one with basic knowledge and practice, but those with a family history in the art (such as the Blood of the Pharaohs) have greater innate power and skill. Magicians are often members of the House of Life and are trained by the members.

Magicians are trained in Egypt, the First Nome, beginning at no later than ten years. There, they learn the basics of spellcasting. They are assigned a new Nome at age thirteen. There are a few dangerous exceptions, such as Carter and Sadie Kane. While in training, a magician's specialty is determined. Initiates double as the First Nome's 'operators', scrying with bowls of oil and keeping in contact with magicians from other Nomes. Training is often intense and once the initiates are able to summon objects reasonably well, they will duel with another initiate while a full-fledged magician watches over them; this is done on the principle that magicians do not learn magic through study but rather from practicing.

A wand and staff is essential for a practicing magician. A wand, made of curved hippo ivory, is generally used for defense. The staff is most often used for offense; in modern times magicians have taken to using collapsible or disguised staffs. On occasion, the staff may be replaced by an object that is better suited to one's specialty. In addition to a wand and staff, magicians also typically carry twine, paper, an ink set, and a ball of wax. Some may carry a shabti(Shabti, meaning "answerer", are servants made out of clay or wax. Sometimes they are also called ushabti or shawabti.) with them.

To perform greater feats of magic, magicians have the power to bind themselves to a god using magic to channel their powers. Some can even draw the spirit of a god in to themselves. This is the origin of their magical powers.

Because the power of Ma'at sustains them, magicians often live longer than ordinary mortals. Before they were lost in the collapse of Egypt, magicians had known spells that can extend a magician's life to two millennium. In modern times the usually live to about three-hundred.

Magicians can manipulate mortal minds and change their motives. They can also use this on other magicians if their not on their guard or on magic lights that often are the crew of a ship. There are two ways to do this: the first is to bend the mind to the magicians will, the way one might do to turn someone in to an animal, the other is to speak Divine Words to command someone to do something.

Path of the gods:

The Path of the Gods, or divine magic, is a branch of magic which utilizes the power of the Egyptian gods. It is one of the oldest and most powerful forms of magic practiced by the House of Life.

Known paths and powers associated:

Bast: Combat Magic, Healing Magic, Animal Charming (cats)

Geb: Earth Magic, Sand Magic
Horus: Combat Magic, Animal Charming (Falcons & griffins)
Isis: Divine Words, Elemental Magic, Healing Magic
Osiris: Death Magic, Necromancy, Healing Magic, Animation
Nekhbet: Combat Magic, Animal Charming (Vultures).
Thoth: Divine Words, Elemental Magic, Animal Charming (baboons & ibises)
Sekhmet: Fire Magic, Healing Magic, Animal Charming (lionesses)
Nephthys: Water Magic, Necromancy, Death Magic
Anubis: Death Magic, Necromancy, Animal Charming (jackals)
Set: Chaos/Storm Magic, Sand Magic, Fire Magic, Combat Magic, Transformation (fruit bats and storm clouds)
Apophis: Chaos/Storm Magic, Animal Charming (snakes)
Serqet: Healing Magic, Poison Magic, Animal Charming (scorpions)
Shu: Air Magic
Sobek: Water Magic, Combat Magic, Animal Charming (crocodiles)
Ptah: Divine Words, Amulets, Animal Charming (rats)
Khonsu: Time Magic
Ra: Fire Magic, Animal Charming (scarabs)
Neith: Combat Magic, Animal Charming (bees)
Tefnut: Water Magic, Rain Magic
Khnum: Water Magic, Earth Magic, Wind Magic, Fire Magic, Statuary Magic, Death Magic, Animal Charming (rams)
Wadjet: Telepathy, Glamour, Magical Persuasion, Animal Charming (snakes)

Egyptian Magic:

Egyptian Magic is the art in which a magician expends magical energy into something usable, such as a spell.

Elemental Magic:

There are 5 main elements: Fire, Water, Air, Earth, and Cheese

While not being one of the main five, Light and Darkness are also other elements that can be used.

Ice is also another element

Storm magic:

Storm Magic, also referred to as Chaos magic, is a branch of Elemental Magic that specializes in summoning weather disasters. It is not good magic and magicians do not use it, unless following the path of a Chaos god, such as Set or Apophis. With Storm Magic, magicians are able to use extreme winds, lightning, tornadoes, cyclones, hurricanes, etc. Storm Magic also enables the user to summon deserts and sand-based disasters as Egypt experiences many of these. Storm Magic and Combat Magic can also be employed simultaneously

Other magic:

Glamour

A spell that deceives the weak minds of mortals and even demons, allowing gods, magicians, and demons to appear differently. Once a magician becomes aware of the spell, their glamour becomes see-through. However, on mortals, it works just fine and it is effective to move around security. It also makes it so that mortals can have an understandable explanation of events, such as destruction created by demons or a group of magicians fighting gods

Seven Ribbons of Hathor:

A spell which summons seven ribbons and binds a god or magician, banishing them to the Duat. However, this spell can only be used once an year due to its immense restricting force (the ribbons are powerful magical items that can be made by a charm maker, each set takes a year to recharge after use but in though if a magician has more than one set then they will be able to cast it multiple times a year).

Summoning spell:

A spell that summons a shabti or a minor creature out of the Duat. However, if it is powerful object like a part of the soul, then it only shows itself and its location

Telepathy:

A spell to force sleep onto another opponent. This is also handy against security and if they draw weapons on you. After this spell wears off and the targets awake, their memories are rubbed about the magician.

Magical Persuasion:

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Surveillance Magic:

This magic is used to see into the Duat, the magical realm underneath the mortal world. Using it, a magician can locate people even in the dark, gods, demons, godlings etc.

Telekinesis:

This is the art of moving objects using the brain. There aren't many magicians that can use telekinesis since it is a very unique magical ability.

Portal Summoning:

This magic is used to go from one place to the other. However, it is very difficult and therefore, is usually done with artifacts, even those that aren't from Ancient Egypt but are replicas. It can also be done with anything in the shape of a pyramid or obelisk. A portal is described a swirling vortex of sand

Duat Travel:

Skilled magicians can travel through the Duat and arrive at their destination in the mortal world in a short span of time.

Transformation:

Transformation, also known as morphing, is magic used by magicians to transform their body into another using magic. This is done only for a short period of time as sustained transformations can result in the magician being unable to change back. It can also result in a magician burning up from staying too long. When transforming via the power of the gods, the magician can stay longer in the morphed state although it is much more difficult to change back.

Forceful transformation:

This is a version of Transformation that is used by magicians to transform another person's body into something else using magic. This is done by overpowering the person's will and morphing them. Typically, magicians transform the target into an animal they know since it requires less energy. When used via the power of the gods, the magician can gain enough strength to forcefully transform another god into whatever they want.

Scrying:

A magician learns to scry as an initiate. Scrying involves a spell with a bowl of oil to see other faraway places and keep in touch with other magicians around the world. If the place is being concealed or in presence of a god or goddess or their host, the bowl will erupt in black flames which are lethal in a close distance

Sympathetic Magic:

Sympathetic Magic is a powerful form of magic that binds a target's soul completely to an object somewhat similar to the target. Thus, if any damage is caused to the object, the same thing will happen to the target. It is very useful in execration spells. It needs usage of the target's secret name. Divine Magic can be used via Sympathetic Magic, as the Path of the Gods also require a connection between the god and the magician.

Execration:

This magic is very powerful and destructive. Execrating someone erases the being completely from existence, destroying their bodies, their soul (except for the shadow) and even their secret name. It is described as being effective in destroying all manner of beings from mortals, magicians, ghosts and demons. With gods, it isn't able to erase them completely, but instead banishes them deep into the Duat for a long time until they can regain enough power to rise again to the mortal world.

Execrating someone generates a lot of power and that can be used to power spells.

Binding Magic:

This is a common form of magic and is easy to use. With just the command word *tas*, something can be used to bind someone. It can be used in the form of rope or twine. In one instance, a simple glamour was able to be transformed into a binding. In combat, magicians seem to use this to slow down or capture their enemies.

Demon controlling

Other types of magic:

Combat Magic

This form of magic is used to summon a holographic shell around oneself and it increases strength and one's senses to a deadly extent. People with skill in swordplay usually follow this magic. It is not necessary to summon the full avatar. If the power of a god is channeled to use Combat Magic, the battle avatar has a resistance to magic. It is seen that Combat Magic is also the practice of summoning weapons.

Statuary Magic:

This form of magic is used to create perfect shabtis or transporting armies.

Divination:

This form of magic is used to see bits of the future. However, according to Iskandar, its extremely tricky and not perfect.

Animal Charming:

This form of magic is used to summon, control or talk to, transform and shapeshift into an animal. While there are few known charmers, many magicians attempt to follow this path. Initiates that follow the Path of a God occasionally have the ability to charm specific animals. Some animal charming magicians only bond with certain types of animals, for example reptiles or sea creatures, but animal charmers all have the powers to bond with all sorts of animals. However, some following the Path of the Gods as mentioned above may only be able to bond and charm with one or two animals that are unique to a certain god.

Animal charming:

This form of magic is used to raise the dead. Necromancers can summon skeletons, ghosts and mummies; all of which are undead. The spirits that they summon can attack people, defend people, answer questions, or even haunt in dreams. These creatures can also heal by sacrificing themselves. If powerful enough, the user can make the corpse tell the future.

Death Magic:

This form of magic can turn objects into dust and rubble. Death Magic can be used to send living victims to the Underworld. Death Magic is the opposite of Necromancy. The power of this magic is gray. A wand can be used for channeling the magic in to the form of a grey bolt.

Healing Magic:

This form of magic is used to heal people. Healers can cure all sorts of diseases and wounds. Healers can also control famine, plague, and bau.