



Fantasy Hero GRIMMIRE

Steven S. Long

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The Fantasy Hero Grimoire

A Book Of Spells For *Fantasy Hero*

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A WORD OR TWO OF APPRECIATION

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TABLE OF CONTENTS

Introduction	3	ENCHANTMENT	117
ALCHEMY	6	Armor	117
CONJURATION.....	21	Clothing	119
DIVINATION.....	32	Rings	123
DRUIDRY	38	Shields	126
ELEMENTAL MAGIC....	63	Staffs.....	128
Air Magic	63	Wands	131
Earth Magic	73	Weapons.....	134
Fire Magic	87	Miscellaneous	
Water Magic.....	101	Enchanted Items	137
Spells Of The		NECROMANCY	140
Lesser Elements.....	108	SORCERY	167
Ice Magic	108	THAUMATURGY	188
Magic Of Light		WITCHCRAFT	203
And Shadow	111	WIZARDRY	220
		DIVINE MAGIC.....	245



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INTRODUCTION



One of the most difficult and time-consuming chores facing a potential *Fantasy Hero* GM is the need to create spells for the campaign. Unless the GM is willing to let the players create their characters' spells, he has to go to considerable effort to design the spells characters can choose.

To help the GM with this task, *The Fantasy Hero Grimoire* presents thousands of pre-generated spells in a wide variety of categories — alchemy, necromancy, divine magic, and more. If you can't find the spell you want in this book, you can easily use its contents as guidelines for designing your own spells.

The Turakian Age Magic System

Although *The Fantasy Hero Grimoire* is designed for use with any *Fantasy Hero* campaign, the spells in it come from a particular setting — the Turakian Age, which is detailed in the book of the same name from Hero Games. The historical notes and spellcasters associated with each spell, as noted in the spells' descriptions, come from the Turakian world.

The Turakian Age was chosen as the “back-drop” for *The Fantasy Hero Grimoire* because it has a simple, straightforward magic system relatively similar to the “average” sort of magic system used in the “average” *Fantasy Hero* campaign. Therefore, adapting the spells in the *Grimoire* to another setting becomes an easy matter, requiring little (if any) extra work on the part of GMs and players.

Briefly put, in the world of the Turakian Age, wizards organize magic into twelve *arcana*, sometimes referred to as “colleges” or “schools” of magic:

Alchemy, the Art of creating potions, elixirs, and the like by mixing and activating various substances and, in the process, unlocking the magical essences within them.

Conjuration, the Art of summoning beings from this and other planes of existence, and of controlling and banishing them.

Divination, the Art of finding and foretelling.

Druidry, spells relating to, using, or affecting animals, plants, and nature in general. (When cast by a druid, Druidry spells are a form of divine magic; see below.)

Elemental Magic, spells related to the four Greater Elements — Air, Earth, Fire, and Water — as well as the Lesser Elements (such as Ice and Light).

Enchantment, the Art of crafting and using enchanted items.

Necromancy, magic pertaining to life, death, undeath, and related subjects, usually considered a black and evil Art.

Sorcery, magics of the mind, thought, illusion, and deception, regarded by many with suspicion and fear.

Thaumaturgy, the Art of transforming, altering, and redirecting energies and matter, including shape-shifting and related spells.

Theurgy, magics pertaining to various Divine and Infernal powers of Turakia (and as such too closely related to the setting to be included in this book).

Witchcraft, an Art combining various lesser aspects of other arts, such as Alchemy, Conjuration, Druidry, Elemental Magic, and Necromancy, as well as hedge magics and other “low spells,” but no less powerful than the other arcana for all that.

Wizardry, a catch-all term for magic and spellcasting in general, but also used to refer to any spells or bodies of mystic lore not a part of any other arcana, such as spells of general utility (e.g., spells that detect or dispel magic), naming-magic, spells of sheer mystic power, and the like.

To cast spells from an arcana, a spellcaster must have a *Power Skill* for that specific arcana. Spellcasters buy their spells individually — they can't buy them in Power Frameworks, though they can sometimes define a single spell as a Framework — but they divide the Real Point cost of the spell by 3. (The spells presented in this book do *not* list the cost divided by 3, just the final Real Point cost.)

Priests' spells — divine magic — do not belong to any arcana. Instead, they're all cast with a version of the *Power Skill* called *Faith*. Paladins also use this Skill for their powers.

All spells, arcane or divine, must take *Requires A Skill Roll* as a Limitation unless the GM allows an exemption. Attack spells must also take *Spell* (-½) as a Limitation (see *Fantasy Hero*, page 246). No other Limitations are required, though OAF, Gestures, and Incantations are extremely common, and several others (Concentration, Extra Time, Side Effects, Ritual, and the like) are also used.

Turakian Age spellcasters may buy Endurance Reserves to power their spells. If a character buys a Reserve, and it's depleted or lost, the character may use his personal END to cast spells, but they cost double their normal END cost. If a character chooses to use only his normal END for spells, they have their normal END cost.

OTHER RESOURCES

In addition to *Fantasy Hero*, Hero Games publishes many other books. Fantasy gamers may find useful when selecting or designing spells. These include:

The HERO System Bestiary, a collection of 180 monsters and animals that will provide any GM with plenty of adversaries for the PCs.

Monsters, Minions, And Marauders, a book of monsters specifically for *Fantasy Hero*.

The Ultimate Martial Artist and *Ninja Hero*, which contain dozens of martial arts abilities you could convert into spells.

The UNTIL Superpowers Database, which lists thousands of superpowers you can easily convert into spells by applying appropriate Limitations (OAF, Gestures, Incantations, Requires A Skill Roll, and the like).

For more information about the Turakian magic system, please refer to the *Turakian Age* setting book.

How To Use This Book

The Fantasy Hero Grimoire is a game aid for both players and GMs. It allows GMs to start *Fantasy Hero* campaigns without having to create dozens or hundreds of spells, and it lets players select spells for their characters without having to spend time calculating costs. It's particularly helpful for campaigns where spellcasters can buy spells in Multipowers or Variable Power Pools.

WHAT THIS BOOK IS NOT

Having noted what this book *is*, it's also important to note what it *is not*.

First, it's not a book of magical items, except insofar as the "spells" of the Alchemy and Enchantment arcana require the book to include such items. The topic of enchanted items is vast enough to merit a book of its own. However, you can easily convert most of the spells in this book to enchanted items by applying the appropriate Power Modifiers, such as *Focus* and *Charges*.

Second, it's not comprehensive. No one book could describe every possible spell any one gamer — or even entire teams of gamers — could create using the *HERO System*. Instead, *The Fantasy Hero Grimoire* provides reasonable coverage of the major types of magic found in most campaigns. It should not only help you when designing characters, but hopefully inspire you to create other spells using your imagination and the rules.

Third, it's not a blank permission slip to use any of these spells in your game. Some of these spells are powerful, with high Active Point costs, and may not be appropriate for every campaign. The GM should approve the use of any spells from the *Grimoire*.

Fourth, and most importantly, this book is not a straitjacket. You can often build a particular spell two or more ways using the *HERO System* rules, so don't let the fact that this book chooses a particular method deter you from doing something else if you prefer. Rarely, if ever, is there an "official" way to build any given spell using the *HERO System*. The options provided for each spell often describe alternate ways of creating it to help spur your imagination.

THE SPELL TEMPLATE

This book describes each spell with a standard template. The information provided applies only to the standard spell; the options may have different areas of effect, ranges, END costs, and so forth.

Name indicates the name of the spell. You can, of course, rename it to suit your character or campaign if you prefer.

Effect lists the basic game effect of the spell in simple terms: Energy Blast 8d6, Armor Piercing; Desolidification; Telekinesis (30 STR). This tells you quickly what a spell can do so you don't have to delve into the full game write-up when making your selections.

Target/Area Affected describes who or what the spell affects. An attack spell usually indicates "one character" or the area covered due to the *Area Of Effect* or *Explosion* Advantages. "Self" indicates the spell only works on the character using it (though it may still "affect" other characters; for example, other characters can perceive the effects of Shape Shift, even though it's a "Self" spell.)

Casting Time indicates how long it takes to cast a spell. Most are Half Phase (the default for spells, as discussed on page 256 of *Fantasy Hero*) and/or Attack Actions.

Casting Procedures lists the procedures a character has to go through to cast a spell. Focus, Gestures, and Incantations are the most common.

Duration lists the spell's duration, typically Instant, Constant, or Persistent (see the *HERO System 5th Edition, Revised*, page 98). "Uncontrolled" indicates the spell has that Advantage.

Range lists the range for the spell. Ranged spells usually have a range in inches (Active Points x 5" in most cases), but may have "LOS" (Line Of Sight) or "RBS" (Range Based On STR) range. "No Range" indicates the spell has No Range; "Self" that the spell only affects the character using it; "Touch" that the spell involves having to touch another character (which usually requires an Attack Roll).

Magic Roll Penalty indicates the penalty to the character's Magic roll. Typically this equals the spell's Active Points divided by 10.

END Cost lists the spell's Endurance cost (in the case of potions and enchanted items, this may be *Charges* instead).

Description provides a (usually brief) textual description of the spell. This section notes any special rules or rules applications relevant to the spell.

Game Information is a full write-up of the spell in game terms, including Active Point and Real Point costs. (If only one point total is listed, that means the Active and Real Point costs are the same.)

In the Turakian Age setting, the magic system specifies that a spellcaster divides the Real Cost of a spell by 3, thus reducing the final cost to him and allowing him to buy more spells. This book does not list that final cost; characters in Turakian Age campaigns can divide the Real Cost of spells in the *Grimoire* by 3. (In the case of spells built as Multipowers, divide the *reserve's* Real Cost by 3, then add the slot costs to derive a final cost.)

Options

Lastly, most spells have *Options* listed below the game information. These describe various standard ways to alter the spell to create a slightly different ability. Optional spells often have their own names; they're the result of magical expansion or improvement over the years as practitioners refine their craft and try to build on what came before them. The standard options for most spells include:

Strong and Weak versions, built with more or fewer Active Points, respectively, than the standard version;

Free, a version that requires no Focus;

Stilled, a version that requires no Gestures;

Silenced, a version that requires no Incantations;

Apprentice's, a version that can harm the caster if he fails his Magic roll (*i.e.*, which has Side Effects) (the name comes from wizardly jokes about the feebleness of apprentices' magic);

Difficult and Easy, which have worse or better Required Skill Rolls, respectively, than the standard version;

Master's, a version requiring no Magic roll at all;

Lengthy, a version that takes longer to cast (for spells that normally take Extra Time, this may change to a *Quick* version the character can cast swiftly);

Attentive, a version requiring special concentration on the part of the caster (for spells that normally require Concentration, this may change to an *Inattentive* version the character can cast easily); and

Stored, a version built with the *Delayed Effect* Advantage.

These options can help you create other variations on a spell. For example, the *Stored* option for

each spell applies Delayed Effect at the $+\frac{1}{2}$ value. That means you can use the same costs it lists for applying any other $+\frac{1}{2}$ Advantage instead.

Varying Effects

Some of the spells in this book have aspects or effects that improve if the spellcaster makes his Magic roll by a significant amount. Typically this applies to the Duration of Uncontrolled spells. For example, a spell might have an Uncontrolled Duration of "5 Minutes, +1 Minute per point by which the caster makes his Magic roll." In this situation, the GM may wish to impose some restriction on the absolute effect, such as double the base parameter, to keep wizards with high Magic rolls from unbalancing the game.

Changing The Special Effects

With spells (as with any other *HERO System* power construct), special effects are paramount. If you don't find a particular type of spell in one of the arcana, but do find it in another arcana, you can easily create a version for your preferred arcana simply by changing the name and the special effect. For example, the *Mystic Dart* spell (page 225) could become a Fire Dart, Shadow Dart, Light Dart, Ice Dart, Stone Dart, or the like. Remember, this is magic — anything is possible!



ALCHEMY



Alchemy is the art of creating potions, elixirs, salves, unguents, and the like by mixing and activating various substances and, in the process, unlocking the magical essences within them. Alchemists can also create some magical constructs, such as golems. They spend long hours in their laboratories and workrooms, brewing potions based on time-tested formulae and trying to devise newer, more powerful potions of their own. Since most alchemists sell potions to adventurers, one who creates a useful new potion can become quite wealthy.

The potions and other items below are created using the rules on page 281 of *Fantasy Hero*. Because they're built with Delayed Effect, you need to establish a way to calculate how many potions an alchemist can normally have at once. In the Turakian Age setting, alchemists can have, for the base +¼ value of Delayed Effect, no more than INT/2 of his own potions available for use at any time ("available for use" includes giving them to another person friendly to him, but not selling them to a stranger). A character may have ready for use as many found or purchased potions as he likes (subject of course to the GM's approval). "Potions" in this sense means anything created by Alchemy other than a construct, including salves, dusts, and the like.

In the potion write-ups, Concentration, Extra Time, and Requires An Alchemy Roll are Storing Limitations; they apply only to the creation of the potion, not its use.

POTIONS

POTION OF CLOUD FORM

Effect: Desolidification
Target/Area Affected: One character (usually self)
Quaffing Time: Half Phase
Casting Procedures: None
Duration: Constant (5 minutes)
Range: Self
Magic Roll Penalty: -6
Charges: 4

Description: A character who drinks this potion transforms into a cloud of mist for five minutes. While in mist form, he cannot pass through solid objects, but can fit through the smallest cracks (under doors, between the bars of a jail cell, through the rocks of a cave-in). In mist form he cannot be harmed, save by wind, heat, and chill.

Game Information: *Desolidification* (affected by heat, cold, or wind), *Delayed Effect* (may have available a number of potions equal to character's INT; +½) (60 Active Points); *OAF Fragile* (-1¼), *Cannot Pass Through Solid Objects* (-½), *Concentration* (0 DCV throughout brewing; -1), *Extra Time* (6 Hours to brew; -3½), *Requires An Alchemy Roll* (to brew; -½), *4 Continuing Charges* lasting 5 Minutes each (-0). **Total cost:** 8 points.

OPTIONS:

- 1) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). **Total cost:** 7 points.
- 2) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). **Total cost:** 7 points.
- 3) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). **Total cost:** 8 points.
- 4) **Master's Version:** Remove Requires An Alchemy Roll (-½). **Total cost:** 8 points.
- 5) **Lengthy Potion:** Add Extra Time (Full Phase; -½) as a Release Limitation. **Total cost:** 7 points.
- 6) **Attentive Potion:** Add Concentration (½ DCV; -¼) as a Release Limitation. **Total cost:** 7 points.
- 7) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 80 Active Points; **total cost** 10 points.

POTION OF ELOQUENCE

Effect: +4 with Interaction Skills
Target/Area Affected: One character (usually self)
Quaffing Time: Half Phase
Casting Procedures: None
Duration: Constant (1 hour)
Range: Self
Magic Roll Penalty: -4
Charges: 4

Description: For one hour after he drinks this potion, the imbiber can speak with extreme eloquence. He always seems to choose the right words, and he expresses himself in a manner that's almost guaranteed to attract the attention of his desired audience.

In game terms, this potion provides a +4 to any Interaction Skill Roll. The GM may decrease or forbid the use of the bonus for any use of an Inter-



action Skill that doesn't involve extended speaking (such as most uses of Animal Handling).

Game Information: +4 with Interaction Skills, Delayed Effect (may have available a number of potions equal to character's INT; +½), 4 Continuing Charges lasting 1 Hour each (+0) (30 Active Points); OAF Fragile (-¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½). Total cost: 3 points.

OPTIONS:

- 1) **Strong Potion:** Increase to +6 with Interaction Skills. 45 Active Points; total cost 6 points.
- 2) **Weak Potion:** Decrease to +2 with Interaction Skills. 15 Active Points; total cost 2 points.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 4 points.
- 4) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 5) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.
- 6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 4 points.
- 7) **Lengthy Potion:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 4 points.
- 8) **Attentive Potion:** Add Concentration (½ DCV;

-¼) as a Release Limitation. Total cost: 4 points.

9) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 40 Active Points; total cost 5 points.

POTION OF FIRE BREATH

Effect: RKA 2d6

Target/Area Affected: One Hex

Quaffing Time: Full Phase

Casting Procedures: None

Duration: Instant

Range: 8"

Magic Roll Penalty: -6

Charges: 4

Description: This strong, bitter-tasting, dark amber-colored potion doesn't work like most potions do, by altering the imbiber's body in some way. Instead, immediately after drinking a dose, the character can breathe forth a gout of flame!

Game Information: RKA 2d6, Area Of Effect (One Hex; +½), Delayed Effect (may have available a number of potions equal to character's INT; +½) (60 Active Points); OAF Fragile (-¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (Full Phase to quaff potion and breathe fire; -½), Requires An Alchemy Roll (to brew; -½), 4 Charges (-1). Total cost: 7 points.

OPTIONS:

- 1) **Strong Potion:** Increase to RKA 3d6. 90 Active Points; total cost 10 points.

2) Weak Potion: Decrease to RKA 1d6. 30 Active Points; total cost 3 points.

3) Apprentice's Version: Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 6 points.

4) Difficult-To-Brew Potion: Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 6 points.

5) Easy-To-Brew Potion: Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.

6) Master's Version: Remove Requires An Alchemy Roll (-½). Total cost: 7 points.

7) Attentive Potion: Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 7 points.

8) More Potions: Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 75 Active Points; total cost 9 points.

POTION OF GIANT FORM

Effect: Growth

Target/Area Affected: One character (usually self)

Quaffing Time: Full Phase

Casting Procedures: None

Duration: Constant (5 minutes)

Range: Self

Magic Roll Penalty: -7

Charges: 4

Description: After quaffing this potion, the imbiber grows to giant size — 8", or 16 meters tall — in the blink of an eye. Now much stronger and tougher than normal, he can wreak havoc among his enemies... but can also be hit more easily by them.

Game Information: *Growth (+45 STR, +9 BODY, +9 STUN, -9 KB, 50,000 kg, -6 DCV, +6 PER Rolls to perceive, 16m tall, 8 m wide), Delayed Effect (may have available a number of potions equal to character's INT; +½) (67 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (Full Phase to quaff potion and grow; -½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 5 Minutes each (-0). Total cost: 9 points.*

OPTIONS:

1) Strong Potion: Increase to Growth (60 points' worth). 90 Active Points; total cost 12 points.

2) Weak Potion: Decrease to Growth (30 points' worth). 45 Active Points; total cost 6 points.

3) Apprentice's Version: Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 8 points.

4) Difficult-To-Brew Potion: Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 8 points.

5) Easy-To-Brew Potion: Change to Requires An

Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.

6) Master's Version: Remove Requires An Alchemy Roll (-½). Total cost: 9 points.

7) Attentive Potion: Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 8 points.

8) More Potions: Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 90 Active Points; total cost 12 points.

POTION OF GIANT'S STRENGTH

Effect: +40 STR

Target/Area Affected: One character (usually self)

Quaffing Time: Half Phase

Casting Procedures: None

Duration: Constant (5 minutes)

Range: Self

Magic Roll Penalty: -6

Charges: 4

Description: Upon drinking this potion, a character becomes as strong as a giant! The effect only lasts for five minutes, but that's enough time to slay many enemies, smash down castle walls, or carry a heavy load over a swollen stream.

Game Information: *+40 STR, Delayed Effect (may have available a number of potions equal to character's INT; +½) (60 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 5 Minutes each (-0). Total cost: 8 points.*

OPTIONS:

1) Strong Potion: Increase to +60 STR. 90 Active Points; total cost 12 points.

2) Weak Potion: Decrease to +30 STR. 45 Active Points; total cost 6 points.

3) Apprentice's Version: Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 8 points.

4) Difficult-To-Brew Potion: Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 8 points.

5) Easy-To-Brew Potion: Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.

6) Master's Version: Remove Requires An Alchemy Roll (-½). Total cost: 9 points.

7) Lengthy Potion: Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 8 points.

8) Attentive Potion: Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 8 points.

9) More Potions: Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 80 Active Points; total cost 11 points.

POTION OF HEALING

Effect: Simplified Healing 4d6
Target/Area Affected: One character (usually self)
Quaffing Time: Half Phase
Casting Procedures: None
Duration: Instant
Range: Self
Magic Roll Penalty: -6
Charges: 4

Description: A favorite of adventurers everywhere, this delightful-tasting elixir heals wounds so the imbibers may live to fight another day.

In game terms, all Potions Of Healing count as one single type of Healing for purposes of the rules about how often Healing can be applied to a single character (or a single wound). The GM may choose to make exceptions for radically different curing-potions (such as the potions brewed by two different schools of Alchemy, or two different cultures), and may similarly choose to differentiate Potions Of Healing from the Salve Of Wound-Knitting (see below).

Game Information: *Simplified Healing 4d6, Delayed Effect (may have available a number of potions equal to character's INT; +½) (60 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½), 4 Charges (-1). Total cost: 7 points.*

OPTIONS:

- 1) **Strong Potion:** Increase to Simplified Healing 6d6. 90 Active Points; total cost 11 points.
- 2) **Weak Potion:** Decrease to Simplified Healing 2d6. 30 Active Points; total cost 4 points.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 7 points.
- 4) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 5) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 8 points.
- 7) **Lengthy Potion:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 7 points.
- 8) **Attentive Potion:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 7 points.
- 9) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 80 Active Points; total cost 10 points.

INCENDIARY OIL

Effect: RKA 2d6
Target/Area Affected: 5" Radius
Quaffing Time: Half Phase (Attack Action)
Casting Procedures: None
Duration: Instant
Range: RBS
Magic Roll Penalty: -7
Charges: 4

Description: Unlike most potions, this oily, orange-yellow-colored liquid is not meant to be drunk. Instead, it's stored in small glass flasks for use as a throwing weapon. When the flask impacts a target and breaks, the oil creates a tremendous fireball-like explosion in a 5" radius.

Game Information: *RKA 2d6, Area Of Effect (5" Radius; +1), Delayed Effect (may have available a number of potions equal to character's INT; +½) (75 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½), Range Based On STR (-¼), 4 Charges (-1). Total cost: 9 points.*

OPTIONS:

- 1) **Strong Potion:** Increase to RKA 3d6 (7" Radius). 112 Active Points; total cost 13 points.
- 2) **Weak Potion:** Decrease to RKA 1d6 (2" Radius). 37 Active Points; total cost 4 points.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 8 points.
- 4) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 5) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 9 points.
- 7) **Lengthy Potion:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 8 points.
- 8) **Attentive Potion:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 9 points.
- 9) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 90 Active Points; total cost 11 points.

POTION OF INVISIBILITY

Effect: Invisibility to Sight Group, No Fringe
Target/Area Affected: One character (usually self)
Quaffing Time: Half Phase
Casting Procedures: None
Duration: Constant (5 minutes)
Range: Self
Magic Roll Penalty: -4
Charges: 4

Description: One dose of this potion, and the character fades from sight completely for five minutes. Even someone standing right next to him cannot see him.

Game Information: *Invisibility to Sight Group, No Fringe, Delayed Effect (may have available a number of potions equal to character's INT; +½) (45 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 5 Minutes each (-0). Total cost: 6 points.*

OPTIONS:

- 1) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 6 points.
- 2) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 3) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.

4) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 7 points.

5) **Lengthy Potion:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 6 points.

6) **Attentive Potion:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 6 points.

7) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 60 Active Points; total cost 8 points.

POTION OF LONGEVITY

Effect: Life Support (Longevity — +100 years lifespan)
Target/Area Affected: One character (usually self)
Quaffing Time: Half Phase
Casting Procedures: None
Duration: Persistent
Range: Self
Magic Roll Penalty: -1
Charges: 1

Description: This potion extends the imbiber's lifespan by 100 years, with corresponding increases in the length of time before the effects of old age set in.

In game terms, every Potion Of Longevity a character drinks increases his lifespan by 100 years. This is a slight alteration of the normal rules, but it works better for potions than the standard version of Life Support (Longevity).

Alternately, the GM may prefer for characters to buy Longevity with Character Points, using the potion simply as a special effect for how they got it.

Game Information: *Life Support (Longevity: +100 years lifespan), Delayed Effect (may have available a number of potions equal to*



character's INT; +½) (1 Active Point); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½), 1 Charge (-2). Total cost: 1 point.

OPTIONS:

- 1) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 1 point.
- 2) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 1 point.
- 3) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 1 point.
- 4) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 1 point.
- 5) **Lengthy Potion:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 1 point.
- 6) **Attentive Potion:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 1 point.
- 7) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 2 Active Points; total cost 1 point.

POTION OF LOVE

Effect: Major Transform 7d6
Target/Area Affected: One character
Quaffing Time: Half Phase
Casting Procedures: None
Duration: Instant
Range: Self
Magic Roll Penalty: -16
Charges: 1

Description: When a character drinks this potent potion, he immediately falls deeply in love with the next person of the appropriate gender he sees (usually the person who gave him the potion).

Game Information: Major Transform 7d6 (person into person with the Psychological Limitation Deeply In Love With [First Appropriate Person Seen After Drinking Potion (Common, Strong)]); heals back by drinking another love-potion) (standard Effect: 21 BODY), Delayed Effect (may have available a number of potions equal to character's INT; +½) (157 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), No Range (-½), Requires An Alchemy Roll (to brew; -½), 1 Charge (-2). Total cost: 16 points.

OPTIONS:

- 1) **Strong Potion:** Increase to Major Transform 10d6. 225 Active Points; total cost 23 points.
- 2) **Weak Potion:** Decrease to Major Transform 5d6. 112 Active Points; total cost 11 points.
- 3) **Apprentice's Version:** Add Side Effects (GM's dis-

cretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 15 points.

4) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 15 points.

5) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.

6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 17 points.

7) **Lengthy Potion:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 15 points.

8) **Attentive Potion:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 16 points.

9) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 210 Active Points; total cost 21 points.

POTION OF THE OWL'S EYES

Effect: Nightvision
Target/Area Affected: One character (usually self)
Quaffing Time: Half Phase
Casting Procedures: None
Duration: Constant (1d6 hours)
Range: Self
Magic Roll Penalty: -1
Charges: 4

Description: This potion grants a character the ability to see in the dark as easily as an owl. Even the tiniest light is enough to let the character see.

Game Information: Nightvision, Delayed Effect (may have available a number of potions equal to character's INT; +½) (7 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 1d6 Hours each (-0). Total cost: 1 point.

OPTIONS:

- 1) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 1 point.
- 2) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 1 point.
- 3) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 1 point.
- 4) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 1 point.
- 5) **Lengthy Potion:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 1 point.
- 6) **Attentive Potion:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 1 point.
- 7) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 10 Active Points; total cost 1 point.

POTION OF STAMINA

Effect: +40 END**Target/Area Affected:** One character (usually self)**Quaffing Time:** Half Phase**Casting Procedures:** None**Duration:** See text**Range:** Self**Magic Roll Penalty:** -3**Charges:** 1

Description: This potion overcomes fatigue and gives a character an added boost of energy. It provides +40 END. The END lasts until used or until the character goes to sleep (this does not include being Knocked Out).

Game Information: +40 END, Delayed Effect (may have available a number of potions equal to character's INT; +½) (30 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½), 1 Continuing Charge lasting 1 Day (ends when imbiber uses up all the END or goes to sleep; -0). Total cost: 4 points.

OPTIONS:

- 1) **Strong Potion:** Increase to +60 END. 45 Active Points; total cost 6 points.
- 2) **Weak Potion:** Decrease to +30 END. 22 Active Points; total cost 3 points.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 4 points.
- 4) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 5) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.
- 6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 4 points.
- 7) **Lengthy Potion:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 4 points.
- 8) **Attentive Potion:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 4 points.
- 9) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 40 Active Points; total cost 5 points.

POTION OF ELEMENTAL RESILIENCE

Effect: Armor (6 PD/6 ED), Only Versus Fire/Heat And Ice/Cold Damage**Target/Area Affected:** One character (usually self)**Quaffing Time:** Half Phase**Casting Procedures:** None**Duration:** Constant (1 hour)**Range:** Self**Magic Roll Penalty:** -3**Charges:** 4

Description: This potion heightens the character's resistance to damage caused by fire, ice, or related phenomena. It doesn't make him more comfortable in hot or cold conditions, but it protects him from burns and frostbite.

Game Information: Armor (6 PD/6 ED), Delayed Effect (may have available a number of potions equal to character's INT; +½) (27 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½), Only Versus Fire/Heat And Ice/Cold Damage (-¼), 4 Continuing Charges lasting 1 Hour each (-0). Total cost: 4 points.

OPTIONS:

- 1) **Strong Potion:** Increase to Armor (8 PD/8 ED). 36 Active Points; total cost 5 points.
- 2) **Weak Potion:** Decrease to Armor (4 PD/4 ED). 18 Active Points; total cost 2 points.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 3 points.
- 4) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 5) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.
- 6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 4 points.
- 7) **Lengthy Potion:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 3 points.
- 8) **Attentive Potion:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 3 points.
- 9) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 36 Active Points; total cost 5 points.



POTION OF SWIFTNESS

Effect: +3 SPD

Target/Area Affected: One character (usually self)

Quaffing Time: Half Phase

Casting Procedures: None

Duration: Constant (1 minute)

Range: Self

Magic Roll Penalty: -4

Charges: 4

Description: A character who imbibes this potion finds his reactions and reflexes heightened to incredible degrees. For the next minute, he can act much quickly (and thus more often) than normal.

Game Information: +3 SPD, Delayed Effect (may have available a number of potions equal to character's INT; +½) (45 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 1 Minute each (-¼). Total cost: 6 points.

OPTIONS:

1) Strong Potion: Increase to +4 SPD. 60 Active Points; total cost 8 points.

2) Weak Potion: Decrease to +2 SPD. 30 Active Points; total cost 4 points.

3) Apprentice's Version: Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 6 points.

4) Difficult-To-Brew Potion: Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 6 points.

5) Easy-To-Brew Potion: Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.

6) Master's Version: Remove Requires An Alchemy Roll (-½). Total cost: 6 points.

7) Lengthy Potion: Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 6 points.

8) Attentive Potion: Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 6 points.

9) More Potions: Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 60 Active Points; total cost 8 points.

POTION OF SYLPHEN AGILITY

Effect: +10 DEX

Target/Area Affected: One character (usually self)

Quaffing Time: Half Phase

Casting Procedures: None

Duration: Constant (1 minute)

Range: Self

Magic Roll Penalty: -4

Charges: 4

Description: A character who imbibes this potion suddenly has the grace and agility of a sylph. For the next minute, he can move more deftly, strike more accurately, and dodge more easily.

Game Information: +10 DEX, Delayed Effect (may have available a number of potions equal to character's INT; +½) (45 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to

brew; -½), 4 Continuing Charges lasting 1 Minute each (-¼). Total cost: 6 points.

OPTIONS:

- 1) **Strong Potion:** Increase to +15 DEX. 67 Active Points; total cost 9 points.
- 2) **Weak Potion:** Decrease to +5 DEX. 22 Active Points; total cost 3 points.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 6 points.
- 4) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 5) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 6 points.
- 7) **Lengthy Potion:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 6 points.
- 8) **Attentive Potion:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 6 points.
- 9) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 60 Active Points; total cost 8 points.

POTION OF TINY FORM

Effect: Shrinking
Target/Area Affected: One character (usually self)
Quaffing Time: Full Phase
Casting Procedures: None
Duration: Constant (5 minutes)
Range: Self
Magic Roll Penalty: -6
Charges: 4

Description: After quaffing this potion, the imbiber shrinks to become a mere four inches tall. Not only does this make it easy for him to slip into or through places he ordinarily could not fit, it also makes him harder to hit and to see.

Game Information: *Shrinking (.125m tall [about 4 inches], .025 kg mass, -8 to PER Rolls to perceive character, +8 DCV, +12" KB), Delayed Effect (may have available a number of potions equal to character's INT; +½) (60 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (Full Phase to quaff potion and shrink; -½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 5 Minutes each (-0). Total cost: 8 points.*

OPTIONS:

- 1) **Strong Potion:** Increase to Shrinking (60 points' worth). 90 Active Points; total cost 12 points.
- 2) **Weak Potion:** Decrease to Shrinking (30 points' worth). 45 Active Points; total cost 6 points.

3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 7 points.

4) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 7 points.

5) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.

6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 8 points.

7) **Attentive Potion:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 7 points.

8) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 80 Active Points; total cost 10 points.

POTION OF TRANSMUTATION

Effect: Multiform (defined type of animal of up to 250 points)

Target/Area Affected: One character (usually self)

Quaffing Time: Full Phase

Casting Procedures: None

Duration: Constant (1 hour)

Range: Self

Magic Roll Penalty: -7

Charges: 4

Description: This potion allows the imbiber to change his form to that of one specific type of animal. The alchemist must specify the type of animal when he creates the potion, and it cannot be built on more than 250 Character Points (the GM may, if he wishes, recalculate the cost of this potion for animals built on more or fewer points). While in animal form he has all the abilities of that animal — if it has wings, he can fly; if it can breathe water, so can he; if it has fearsome claws, so does he. However, he retains his own intelligence, memories, and ability to think. The change wears off after one hour. If the imbiber changes back before that time, the potion's power ends; it does not allow a character to change shape multiple times.

Game Information: *Multiform (defined type of animal of up to 250 points), Delayed Effect (may have available a number of potions equal to character's INT; +½) (75 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (Full Phase to quaff potion and change; -½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 1 Hour each (-0). Total cost: 10 points.*

OPTIONS:

- 1) **Strong Potion:** Increase to Multiform (defined type of animal of up to 350 points). 105 Active Points; total cost 13 points.
- 2) **Weak Potion:** Decrease to Multiform (defined type of animal of up to 150 points). 45 Active Points; total cost 6 points.

3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 9 points.

4) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 9 points.

5) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.

6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 10 points.

7) **Attentive Potion:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 9 points.

8) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 100 Active Points; total cost 13 points.

POTION OF UNDERWATER COMFORT

Effect: Life Support (Expanded Breathing: Breathe Underwater)

Target/Area Affected: One character (usually self)

Quaffing Time: Half Phase

Casting Procedures: None

Duration: Constant (6 hours)

Range: Self

Magic Roll Penalty: -1

Charges: 4

Description: Quaffing this potion grants a character the ability to breathe underwater for a period of six hours.

Game Information: *Life Support (Expanded Breathing: Breathe Underwater), Delayed Effect (may have available a number of potions equal to character's INT; +½) (7 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 6 Hours each (-0). Total cost: 1 point.*

OPTIONS:

1) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 1 point.

2) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 1 point.

3) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 1 point.

4) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 1 point.

5) **Lengthy Potion:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 1 point.

6) **Attentive Potion:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 1 point.

7) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 10 Active Points; total cost 1 point.

POTION OF WIZARD'S SIGHT

Effect: N-Ray Perception (Sight Group)

Target/Area Affected: One character (usually self)

Quaffing Time: Half Phase

Casting Procedures: None

Duration: Constant (1 hour)

Range: Self

Magic Roll Penalty: -1

Charges: 4

Description: Under the influence of this potion, a character's eyes become magically charged, able to see through walls and other obstacles. Only magical barriers can block the character's sight.

Game Information: *N-Ray Perception (Sight Group) (stopped by magical barriers and fields), Delayed Effect (may have available a number of potions equal to character's INT; +½) (15 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 1 Hour each (-0). Total cost: 2 points.*

OPTIONS:

1) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 2 points.

2) **Difficult-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 2 points.

3) **Easy-To-Brew Potion:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.

4) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 2 points.

5) **Lengthy Potion:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 2 points.

6) **Attentive Potion:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 2 points.

7) **More Potions:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 20 Active Points; total cost 3 points.

OINTMENTS, SALVES, AND UNGUENTS

Salves, ointments, and the like function similarly to potions, but usually must be rubbed on the user instead of imbibed, which takes time.

OINTMENT OF ARMOR ENHANCEMENT

Effect: Armor (+3 PD/+3 ED), Only Adds To Armor
Target/Area Affected: One suit of armor
Application Time: 1 Minute
Casting Procedures: None
Duration: Constant (1 hour)
Range: Self
Magic Roll Penalty: -1
Charges: 4

Description: When applied to a suit of any type of armor, this ointment makes that armor tougher and sturdier, thus increasing its ability to protect the wearer. If applied directly to a character's skin, or to an object other than armor, it has no effect.

Game Information: *Armor (+3 PD/+3 ED), Delayed Effect (may have available a number of potions equal to character's INT; +½) (13 Active Points); OAF Fragile (-1¼), Only Applies To Armor (-½), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (1 Minute to apply to armor; -1½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 1 Hour each (-0). Total cost: 1 point.*

OPTIONS:

- 1) **Strong Ointment:** Increase to Armor (+5 PD/+5 ED). 22 Active Points; total cost 2 points.
- 2) **Weak Ointment:** Decrease to Armor (+1 PD/+1 ED). 4 Active Points; total cost 1 point.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 1 point.
- 4) **Difficult-To-Brew Ointment:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 1 point.
- 5) **Easy-To-Brew Ointment:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 1 point.
- 6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 1 point.
- 7) **Attentive Ointment:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 1 point.
- 8) **More Ointments:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 18 Active Points; total cost 2 points.

STONYSKIN SALVE

Effect: Armor (5 PD/3 ED)
Target/Area Affected: One character (usually self)
Application Time: 1 Minute
Casting Procedures: None
Duration: Constant (1 hour)
Range: Self
Magic Roll Penalty: -2
Charges: 4

Description: When rubbed into a character's skin (it has no effect on nonliving beings or objects), this salve makes the skin stony hard, allowing him to resist damage easily. It provides slightly more protection against physical attacks than fire or other forms of energy.

It takes one minute to apply the Salve to a human-sized person. The GM may, in his discretion, decrease or increase this time for smaller or taller beings.

Game Information: *Armor (5 PD/3 ED), Delayed Effect (may have available a number of potions equal to character's INT; +½) (18 Active Points); OAF Fragile (-1¼), Only Works On Living Skin (-0), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (1 Minute to apply to character; -1½), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 1 Hour each (-0). Total cost: 2 points.*

OPTIONS:

- 1) **Strong Salve:** Increase to Armor (7 PD/5 ED). 24 Active Points; total cost 3 points.
- 2) **Weak Salve:** Decrease to Armor (3 PD/1 ED). 9 Active Points; total cost 1 point.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 2 points.
- 4) **Difficult-To-Brew Salve:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 5) **Easy-To-Brew Salve:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 2 points.
- 7) **Attentive Salve:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 2 points.
- 8) **More Salves:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 24 Active Points; total cost 3 points.

SALVE OF WOUND-KNITTING

Effect: Simplified Healing 6d6**Target/Area Affected:** One character**Application Time:** 1 Minute**Casting Procedures:** None**Duration:** Instant**Range:** Self**Magic Roll Penalty:** -9**Charges:** 4

Description: Similar to a Potion Of Healing, but more efficacious, this sweet-smelling salve instantly knits together wounds and restores injured persons to good health.

Game Information: *Simplified Healing 6d6, Delayed Effect (may have available a number of potions equal to character's INT; +½) (90 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Extra Time (1 Minute to apply to character; -1½), Requires An Alchemy Roll (to brew; -½), 4 Charges (-1). Total cost: 9 points.*

OPTIONS:

- 1) **Strong Salve:** Increase to Simplified Healing 8d6. 120 Active Points; total cost 12 points.
- 2) **Weak Salve:** Decrease to Simplified Healing 4d6. 60 Active Points; total cost 6 points.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 9 points.
- 4) **Difficult-To-Brew Salve:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 5) **Easy-To-Brew Salve:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 10 points.
- 7) **Attentive Salve:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 9 points.
- 8) **More Salves:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 120 Active Points; total cost 12 points.

DUSTS

Dusts are small packets, flasks, or jars of enchanted powders. The character typically throws them at the target. If the powder is in a container that shatters upon impact, it has a normal Range based on the character's STR; if the powder is loose and the character has to throw handfuls of it, it has a maximum range of 3".

DUST OF ILLUSION

Effect: Sight Group Images, -3 PER Rolls**Target/Area Affected:** 4" Radius**Casting Time:** Half Phase**Casting Procedures:** None**Duration:** Constant (1 Turn)**Range:** RBS**Magic Roll Penalty:** -4**Charges:** 4

Description: When thrown or sprinkled over an area, this dust creates a visual illusion of the user's choice. Since the illusion is only visual, scenes or events that require sound or odor will quickly be revealed as false.

Game Information: *Sight Group Images, -3 to PER Rolls, Increased Size (4" radius; +½), Delayed Effect (may have available a number of potions equal to character's INT; +½) (38 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Range Based On STR (-¼), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 1 Turn each (-½). Total cost: 5 points.*

OPTIONS:

- 1) **Strong Dust:** Add Hearing Group and increase to -4 PER Rolls. 54 Active Points; total cost 7 points.
- 2) **Weak Dust:** Decrease to no PER Roll penalty. 20 Active Points; total cost 2 points.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 4 points.
- 4) **Difficult-To-Brew Dust:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 5) **Easy-To-Brew Dust:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 5 points.
- 7) **Lengthy Dust:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 4 points.
- 8) **Attentive Dust:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 5 points.
- 9) **More Dusts:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 47 Active Points; total cost 6 points.

DUST OF IMPRISONMENT

Effect: Entangle 5d6, 5 DEF, Takes No Damage From Attacks

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: None

Duration: Instant

Range: RBS

Magic Roll Penalty: -10

Charges: 4

Description: When thrown at a person or creature, this dust surrounds and paralyzes him. Only the strongest victims break free before being slain by their attackers.

Game Information: *Entangle 5d6, 5 DEF, Takes No Damage From Attacks (+½), Delayed Effect (may have available a number of potions equal to character's INT; +½) (100 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Range Based On STR (-¼), Requires An Alchemy Roll (to brew; -½), 4 Charges (-1). Total cost: 12 points.*

OPTIONS:

- 1) **Strong Dust:** Increase to Entangle 6d6, 6 DEF. 120 Active Points; total cost 14 points.
- 2) **Weak Dust:** Decrease to Entangle 4d6, 4 DEF. 80 Active Points; total cost 9 points.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 11 points.
- 4) **Difficult-To-Brew Dust:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 11 points.
- 5) **Easy-To-Brew Dust:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.
- 6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 12 points.
- 7) **Lengthy Dust:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 11 points.
- 8) **Attentive Dust:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 11 points.
- 9) **More Dusts:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 125 Active Points; total cost 15 points.

MORPHEAN DUST

Effect: Energy Blast 8d6, NND

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: None

Duration: Instant

Range: RBS

Magic Roll Penalty: -10

Charges: 4

Description: When someone breathes this potent dust, the silken grasp of the gods of sleep takes hold of them and casts them gently down to slumber. The victim's enemies often take steps to ensure he never wakes up.

Game Information: *Energy Blast 8d6, NND (defense is Life Support [Self-Contained Breathing]; +1), Delayed Effect (may have available a number of potions equal to character's INT; +½) (100 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Range Based On STR (-¼), Requires An Alchemy Roll (to brew; -½), 4 Charges (-1). Total cost: 12 points.*

OPTIONS:

- 1) **Strong Dust:** Increase to Energy Blast 10d6. 125 Active Points; total cost 15 points.
- 2) **Weak Dust:** Decrease to Energy Blast 6d6. 75 Active Points; total cost 9 points.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 11 points.
- 4) **Difficult-To-Brew Dust:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 11 points.
- 5) **Easy-To-Brew Dust:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.
- 6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 12 points.
- 7) **Lengthy Dust:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 11 points.
- 8) **Attentive Dust:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 11 points.
- 9) **More Dusts:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 120 Active Points; total cost 14 points.

DUST OF OBSCUREMENT

Effect: Change Environment, -4 to Sight Group PER Rolls

Target/Area Affected: 8" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: None

Duration: Constant (1 Turn)

Range: RBS

Magic Roll Penalty: -4

Charges: 4

Description: When thrown, this dust turns into a thick, cloying cloud that's almost impossible to see into or through.

Game Information: *Change Environment* 8" radius, -4 to Sight Group PER Rolls, Delayed Effect (may have available a number of potions equal to character's INT; +½) (43 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Range Based On STR (-¼), Requires An Alchemy Roll (to brew; -½), 4 Continuing Charges lasting 1 Turn each (-½). Total cost: 5 points.

OPTIONS:

- 1) **Strong Dust:** Increase to -6 Sight Group PER Rolls. 52 Active Points; total cost 6 points.
- 2) **Weak Dust:** Decrease to -2 Sight Group PER Rolls. 34 Active Points; total cost 4 points.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 5 points.
- 4) **Difficult-To-Brew Dust:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 5) **Easy-To-Brew Dust:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 6) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 6 points.
- 7) **Lengthy Dust:** Add Extra Time (Full Phase; -½) as a Release Limitation. Total cost: 5 points.
- 8) **Attentive Dust:** Add Concentration (½ DCV; -¼) as a Release Limitation. Total cost: 5 points.
- 9) **More Dusts:** Increase to Delayed Effect (may have available a number of potions equal to character's INT x 4; +1). 58 Active Points; total cost 7 points.

CONSTRUCTS

Constructs are man-made objects animated by magic — golems and the like, though they can come in many different shapes than humanoid. The *HERO System Bestiary* has some example golems on pages 77-80, though clever alchemists could build many other types, or give the standard types additional powers. (Other types of spellcasters can often create golems as well; for example, priests can construct golems of clay.)

CREATE METAL GOLEM

Effect: Summon one 445-point metal golem

Target/Area Affected: One golem

Casting Time: 1 Month

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -18

END Cost: 18

Description: With this alchemical process, an alchemist can take a supply of metal (typically iron or steel), form and shape it into the semblance of a man (or the like), and then bring it to life with the help of certain formulae-inscribed amulets and invocations. The alchemist can only have one of these loyal, indefatigable servants in existence at a time.

Creating a metal golem requires a month of labor in forge, laboratory, and workroom, with breaks only to eat and sleep. Any significant interruption requires the caster to buy new amulets and begin the work all over again.

Game Information: *Summon one 445-point metal golem, Slavishly Loyal* (+1) (178 Active Points); OAF Expendable (metals necessary to form golem, including formulae-inscribed amulets, Very Difficult to obtain; -1½), Concentration (0 DCV throughout casting; -1), Extra Time (1 Month; -5), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires An Alchemy Roll (-½). Total cost: 18 points.

OPTIONS:

- 1) **Apprentice's Version:** Add Side Effects (GM's discretion [creates flawed golem that attacks alchemist, causes lab explosion, or the like]; -½). Total cost: 17 points.
- 2) **Difficult-To-Craft Golem:** Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 17 points.
- 3) **Easy-To-Craft Golem:** Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 18 points.
- 4) **Master's Version:** Remove Requires An Alchemy Roll (-½). Total cost: 19 points.
- 5) **More Golems:** Increase to four 445-point metal golems. 198 Active Points; total cost 20 points.
- 6) **Independent Golem:** To keep alchemists from creating too many golems, the GM may require them to make golems Independent, as if they were



enchanted items. Add Independent (-2). Total cost: 15 points.

7) Create Metal Dragon: This metal golem takes the form of a greater dragon; it has most of the same abilities (draconic wings and weapons, fiery breath), but lacks the Hypnotic Gaze, Tough Body, Protection From Fire, and Skills; it's an Automaton. Change to Summon one 1,000-point metal dragon golem. 400 Active Points; total cost 40 points.

CREATE HOMONCULUS

Effect: Summon one 110-point homonculus

Target/Area Affected: One homonculus

Casting Time: 1 Week

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -4

END Cost: 4

Description: Alchemists who don't wish to expend the time, expense, and effort to create a metal construct can instead grow a homonculus — a tiny, perfectly-formed man — in their labs. The homonculus makes a useful servant, companion, and spy.

Game Information: *Summon one 110-point homonculus, Slavishly Loyal (+1) (44 Active Points); OAF Expendable (materials necessary to form homonculus, including formulae-inscribed parchments, Very Difficult to obtain; -1½), Concentration (0 DCV throughout casting; -1), Extra Time (1 Week; -4½), Gestures (throughout; -½), Incantations (throughout; -½), Requires An Alchemy Roll (-½). Total cost: 5 points.*

OPTIONS:

1) Apprentice's Version: Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 4 points.

2) Difficult-To-Craft Homonculus: Change to Requires An Alchemy Roll (-1 per 5 Active Points; -1). Total cost: 4 points.

3) Easy-To-Craft Homonculus: Change to Requires An Alchemy Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.

4) Master's Version: Remove Requires An Alchemy Roll (-½). Total cost: 5 points.

5) More Homonculi: Increase to four 110-point homonculi. 64 Active Points; total cost 7 points.

CONJURATION



Conjuration is the art of summoning beings from this and other planes of existence, and of controlling and banishing them. In some campaign settings, the concept of “conjuration” extends even further, to allow the conjuror to “summon” or “create” just about any physical substance or object — such as weather phenomena (fog, wind, and the like) or buildings — and even forms of energy such as lightning or fire. *To My Hand*, below, is an example of an object-summoning spell; you could easily expand upon it, or adapt spells from other arcana, if you want to broaden the conjuror’s art.

Similarly, you can vastly expand Conjunction by devising spells with the special effect “summoned being performs a particular task for the spellcaster.” *Tharagoth’s Spell Of The Conjuror’s Ease*, below, represents a simple form of this — a spell that allows a conjuror to quickly and easily clean house and perform other chores with the aid of summoned demonlings and like beings. If you wanted to (and the GM allowed), you could use this special effect to supply conjurors with all sorts of attack and defense spells.

Conjunction, once a somewhat confused and uncertain art, was systematically studied and organized late in the First Epoch by the wizard Vashtori, and thus many of this arcana’s spells bear his name. Legend has it that conjured imps and demons followed Vashtori invisibly, protecting him from harm and whispering arcane wisdom in his ears.

BASIC SPELLS

Conjunction’s most fundamental spells are all built with the Power *Summon*. By longstanding tradition, the hierarchy of summoning power is as follows: animals; monsters; elementals; demons (“demon” in this case meaning almost any extra-planar entity). Even though an animal-summoning spell might conjure a creature more powerful than an imp, in the minds of Turakian conjurors, an imp-summoning spell is “better,” because it’s harder and more dangerous to cast.

VASHTORI’S FIRST SPELL OF BEAST-CALLING

Effect: Summon one animal of up to 100 points
Target/Area Affected: One animal
Casting Time: Full Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -3
END Cost: 3

Description: With this spell, a conjuror can Summon any normal animal built on up to 100 Character Points. This would include any small animal or bird, a small bear, a chimpanzee, a pony, a wolf, or some serpents. The animal appears instantly when the caster completes the spell.

Game Information: *Summon one animal built on up to 100 Character Points, Expanded Class (animals; +½) (30 Active Points); OAF Expendable (food the animal would like, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Conjunction Roll (-½). Total cost: 8 points.*

OPTIONS:

- 1) **Many Beasts:** Increase to four animals of up to 100 Character Points. 45 Active Points; total cost 12 points.
- 2) **Many, Many Beasts:** Increase to 32 animals of up to 100 Character Points. 67 Active Points; total cost 18 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 12 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 9 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 9 points.
- 6) **Apprentice’s Version:** Add Side Effects (Drain END 3d6 or animal attacks caster; -½). Total cost: 7 points.
- 7) **Difficult Spell:** Change to Requires A Conjunction Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) **Easy Spell:** Change to Requires A Conjunction Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 9) **Master’s Version:** Remove Requires A Conjunction Roll (-½). Total cost: 9 points.



10) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 7 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 40 Active Points; total cost 11 points.

12) Friendly Animal: Add Friendly ($+\frac{1}{4}$). 35 Active Points; total cost 9 points.

13) Loyal Animal: Add Loyal ($+\frac{1}{2}$). 40 Active Points; total cost 11 points.

14) Devoted Animal: Add Devoted ($+\frac{3}{4}$). 45 Active Points; total cost 12 points.

15) Slavishly Loyal Animal: Add Slavishly Loyal (+1). 50 Active Points; total cost 13 points.

16) Restricted Animal Type: This version of the spell only Summons one type of animal; you should adjust the cost as necessary to reflect the total cost of the specific animal desired. Change to Summon one 100-point animal of defined type. 20 Active Points; total cost 5 points.

17) Local Animals: The conjuror's spell doesn't instantly transport the animal to the conjuror; it must live in the area and come under its own power. Add Arrives Under Own Power ($-\frac{1}{2}$) and Summoned Being Must Inhabit Locale ($-\frac{1}{2}$). Total cost: 6 points.

VASHTORI'S SECOND SPELL OF BEAST-CALLING

Effect: Summon one animal of up to 200 points

Target/Area Affected: One animal

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -6

END Cost: 6

Description: This spell is similar to the First Spell Of Beast-Calling, but conjures a larger, more powerful animal, such as a bear, a bird of prey, a buffalo, some types of hunting cats, a warhorse, or the like.

Game Information: *Summon one animal built on up to 200 Character Points, Expanded Class (animals; $+\frac{1}{2}$) (60 Active Points); OAF Expendable (food the animal would like, Difficult to obtain; $-1\frac{1}{4}$), Extra Time (Full Phase; $-\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Conjunction Roll ($-\frac{1}{2}$). Total cost: 16 points.*

OPTIONS:

1) Many Beasts: Increase to four animals of up to 200 Character Points. 75 Active Points; total cost 20 points.

2) Many, Many Beasts: Increase to 32 animals of up to 200 Character Points. 97 Active Points; total cost 26 points.

3) Free Spell: Remove OAF ($-1\frac{1}{4}$). Total cost: 24 points.

4) Stilled Spell: Remove Gestures ($-\frac{1}{4}$). Total cost: 17 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 17 points.

6) Apprentice's Version: Add Side Effects (Drain END and CON 4d6 or animal attacks caster; -½). Total cost: 14 points.

7) Difficult Spell: Change to Requires A Conjunction Roll (-1 per 5 Active Points; -1). Total cost: 14 points.

8) Easy Spell: Change to Requires A Conjunction Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.

9) Master's Version: Remove Requires A Conjunction Roll (-½). Total cost: 18 points.

10) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 15 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 80 Active Points; total cost 21 points.

12) Friendly Animal: Add Friendly (+¼). 70 Active Points; total cost 19 points.

13) Loyal Animal: Add Loyal (+½). 80 Active Points; total cost 21 points.

14) Devoted Animal: Add Devoted (+¾). 90 Active Points; total cost 24 points.

15) Slavishly Loyal Animal: Add Slavishly Loyal (+1). 100 Active Points; total cost 27 points.

16) Restricted Animal Type: This version of the spell only Summons one type of animal; you should adjust the cost as necessary to reflect the total cost of the specific animal desired. Change to Summon one 200-point animal of defined type. 40 Active Points; total cost 11 points.

17) Local Animals: The conjuror's spell doesn't instantly transport the animal to the conjuror; it must live in the area and come under its own power. Add Arrives Under Own Power (-½) and Summoned Being Must Inhabit Locale (-½). Total cost: 13 points.

18) Vashtori's First Spell Of Monster Summoning: This spell is identical to Vashtori's Second Spell Of Beast-Calling, but it conjures *monsters*, not animals. For purposes of this spell, a "monster" is any being commonly associated with that term in the campaign, but not an animal, elemental, demon, or undead being; it would include "fantastic beasts" such as amphisbaenae or griffons. The GM decides whether humanoids such as orcs and trolls do or do not qualify as "monsters"; usually they should.

VASHTORI'S THIRD SPELL OF BEAST-CALLING

Effect: Summon one animal of up to 300 points

Target/Area Affected: One animal

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -9

END Cost: 9

Description: This spell is similar to the Second Spell Of Beast-Calling, but conjures an even larger, more powerful animal, such as the whales, largest hunting cats, sharks, and the like.

Game Information: *Summon one animal built on up to 300 Character Points, Expanded Class (animals; +½) (90 Active Points); OAF Expendable (food the animal would like, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Conjunction Roll (-½). Total cost: 24 points.*

OPTIONS:

1) Many Beasts: Increase to four animals of up to 300 Character Points. 105 Active Points; total cost 28 points.

2) Many, Many Beasts: Increase to 32 animals of up to 300 Character Points. 127 Active Points; total cost 34 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 36 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 26 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 26 points.

6) Apprentice's Version: Add Side Effects (animal attacks caster; -½). Total cost: 21 points.

7) Difficult Spell: Change to Requires A Conjunction Roll (-1 per 5 Active Points; -1). Total cost: 21 points.

8) Easy Spell: Change to Requires A Conjunction Roll (-1 per 20 Active Points; -¼). Total cost: 26 points.

9) Master's Version: Remove Requires A Conjunction Roll (-½). Total cost: 28 points.

10) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 22 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 120 Active Points; total cost 32 points.

12) Friendly Animal: Add Friendly (+¼). 105 Active Points; total cost 28 points.

13) Loyal Animal: Add Loyal (+½). 120 Active Points; total cost 32 points.

14) Devoted Animal: Add Devoted (+¾). 135 Active Points; total cost 36 points.

15) Slavishly Loyal Animal: Add Slavishly Loyal (+1). 150 Active Points; total cost 40 points.

16) Restricted Animal Type: This version of the spell only Summons one type of animal; you should adjust the cost as necessary to reflect the total cost of the specific animal desired. Change to Summon one 300-point animal of defined type. 60 Active Points; total cost 16 points.

17) Local Animals: The conjuror's spell doesn't instantly transport the animal to the conjuror; it must live in the area and come under its own power. Add Arrives Under Own Power (-½) and Summoned Being Must Inhabit Locale (-½). Total cost: 19 points.

18) Vashtori's Second Spell Of Monster Summoning: This spell is identical to Vashtori's Third Spell Of Beast-Calling, but it conjures monsters, not animals; see above.

VASHTORI'S THIRD SPELL OF MONSTER SUMMONING

Effect: Summon one monster of up to 400 points

Target/Area Affected: One monster

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -12

END Cost: 12

Description: This spell is similar to the Second Spell Of Monster Summoning, but conjures an even larger, more powerful monster, such as a kraken, many types of lycanthropes, a giant scorpion or spider, a hydra, or the like.

Game Information: *Summon one monster built on up to 400 Character Points, Expanded Class (monsters; +½) (120 Active Points); OAF Expendable (rune-carved silver flute, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Conjunction Roll (-½). Total cost: 32 points.*

OPTIONS:

1) Many Monsters: Increase to four monsters of up to 400 Character Points. 135 Active Points; total cost 36 points.

2) Many, Many Monsters: Increase to 32 monsters of up to 400 Character Points. 157 Active Points; total cost 42 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 48 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 34 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 34 points.

6) Apprentice's Version: Add Side Effects (monster attacks caster; -½). Total cost: 28 points.

7) Difficult Spell: Change to Requires A Conjunction Roll (-1 per 5 Active Points; -1). Total cost: 28 points.

8) Easy Spell: Change to Requires A Conjunction Roll (-1 per 20 Active Points; -¼). Total cost: 34 points.

9) Master's Version: Remove Requires A Conjunction Roll (-½). Total cost: 37 points.

10) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 30 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 160 Active Points; total cost 43 points.

12) Friendly Monster: Add Friendly (+¼). 140 Active Points; total cost 37 points.

13) Loyal Monster: Add Loyal (+½). 160 Active Points; total cost 43 points.

14) Devoted Monster: Add Devoted (+¾). 180 Active Points; total cost 48 points.

15) Slavishly Loyal Monster: Add Slavishly Loyal (+1). 200 Active Points; total cost 53 points.

16) Restricted Monster Type: This version of the spell only Summons one type of monster; you should adjust the cost as necessary to reflect the total cost of the specific monster desired. Change to Summon one 400-point monster of defined type. 80 Active Points; total cost 21 points.

17) Local Monsters: The conjuror's spell doesn't instantly transport the monster to the conjuror; it must live in the area and come under its own power. Add Arrives Under Own Power (-½) and Summoned Being Must Inhabit Locale (-½). Total cost: 25 points.

18) Kithara's Invocation Of Fang And Fire: The powerful conjuror Kithara, once the court wizard to the kings of Szarvasia, developed this powerful incantation to summon a single greater dragon to aid the Lords of the Golden Throne in their wars against the Drakine Lands. Only a conjuror as strong-willed as Kithara herself dares attempt it, for bargaining with a dragon is dangerous business indeed. Change to Summon one 918-point greater dragon (184 Active Points); OAF Expendable (dragon statuette made of gold and rubies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Conjunction Roll (-½). Total cost: 22 points.

19) The Szarvasian Ritual: After Kithara's death at the hands of the Sunscale drakine, several other conjurors of Szarvasia adapted her spell, making it a ritual so that they might as a group have more power to compel the dragon to do their bidding. In conjurors' circles, this has come to be known as "the Szarvasian Ritual." As the Invocation Of Fang And Fire, but add Ritual (4 casters; -½) and increase the Extra Time to (6 Hours; -3½). Total cost: 19 points.

THE CALL TO THE ELEMENTAL REALMS

Effect: Summon one elemental of up to 485 points

Target/Area Affected: One elemental

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -14

END Cost: 14

Description: Developed, in various crude forms, millennia ago during the early days of the First Epoch, the Call To The Elemental Realms has undergone many revisions, refinements, and permutations over the centuries. This version represents the one most commonly used by conjurors and elemental mages as of the year 5000 of the Second Epoch. (Elemental mages have better, more specific spells to summon elementals.)

Game Information: *Summon one elemental built on up to 485 Character Points, Expanded Class (elementals; +½) (145 Active Points); OAF Expendable (elemental amulet plus at least a handful of the element associated with the type of elemental to be summoned, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Conjunction Roll (-½). Total cost: 39 points.*

OPTIONS:

1) Many Elementals: Increase to four elementals of up to 485 Character Points. 160 Active Points; total cost 43 points.

2) Many, Many Elementals: Increase to 32 elementals of up to 485 Character Points. 183 Active Points; total cost 49 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 58 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 41 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 41 points.

6) Apprentice's Version: Add Side Effects (elemental attacks caster; -1). Total cost: 30 points.

7) Difficult Spell: Change to Requires A Conjunction Roll (-1 per 5 Active Points; -1). Total cost: 34 points.

8) Easy Spell: Change to Requires A Conjunction Roll (-1 per 20 Active Points; -¼). Total cost: 41 points.

9) Master's Version: Remove Requires A Conjunction Roll (-½). Total cost: 45 points.

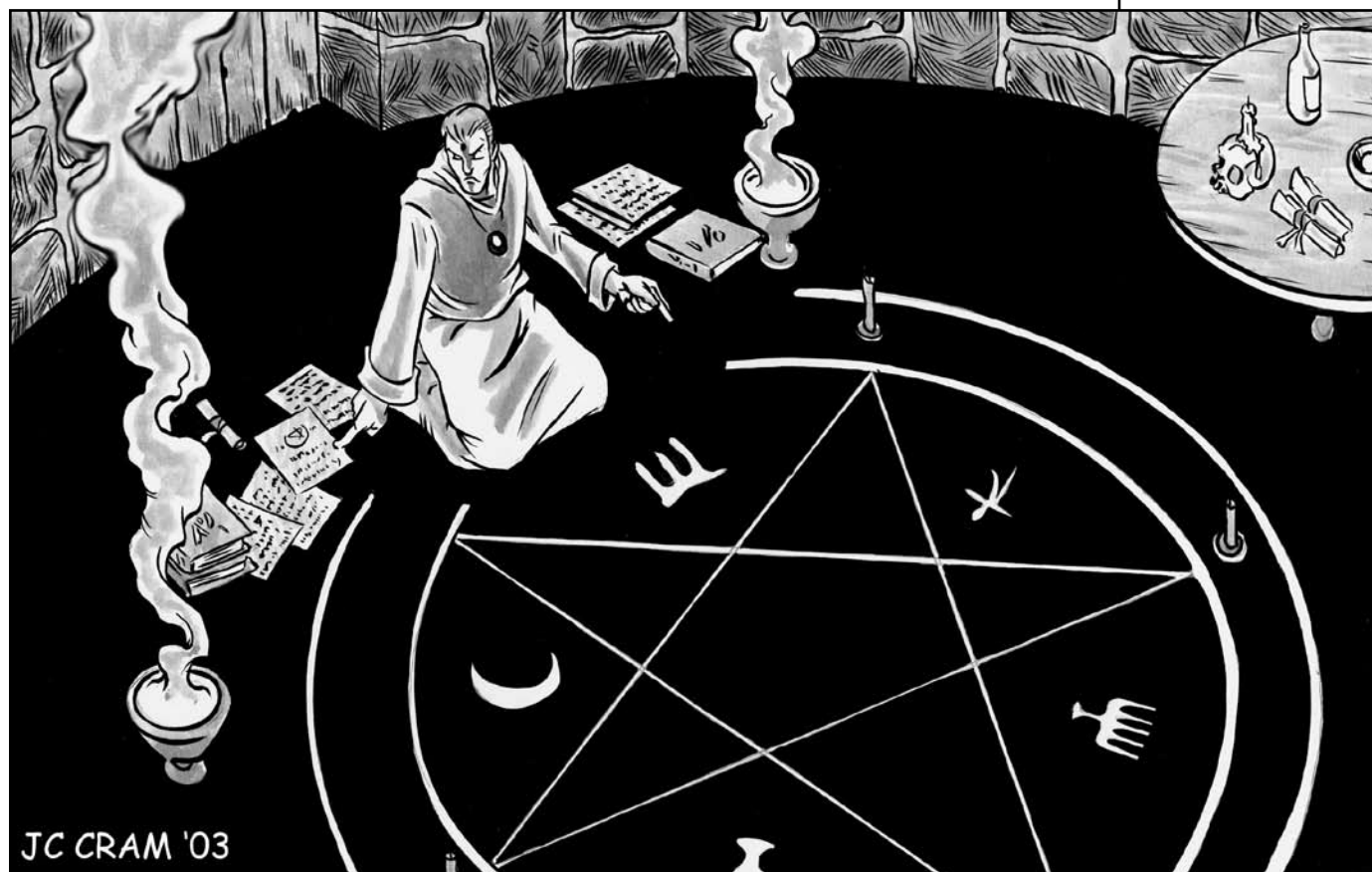
10) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 36 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 194 Active Points; total cost 52 points.

12) Friendly Elemental: Add Friendly (+¼). 170 Active Points; total cost 45 points.

13) Loyal Elemental: Add Loyal (+½). 194 Active Points; total cost 52 points.

14) Devoted Elemental: Add Devoted (+¾). 218 Active Points; total cost 58 points.



JC CRAM '03

15) Slavishly Loyal Elemental: Add Slavishly Loyal (+1). 242 Active Points; total cost 64 points.

16) Restricted Elemental Type: While conjurors usually want to summon any type of elemental that catches their fancy, some prefer to restrict themselves to a single type of elemental, and thus learn the following spells instead:

The Call To The Wind: *Summon one 473-point air elemental. 95 Active Points; total cost 25 points.*

The Call To Stone: *Summon one 377-point earth elemental. 75 Active Points; total cost 20 points.*

The Call To Flame: *Summon one 485-point fire elemental. 97 Active Points; total cost 26 points.*

The Call To Wave: *Summon one 445-point water elemental. 89 Active Points; total cost 24 points.*

VASHTORI'S INFERNAL INVOCATION

Effect: Summon one demon built on 500 Character Points or less

Target/Area Affected: One demon

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -15

END Cost: 15

Description: The height of the conjuror's art is the power to summon demons, devils, and other creatures of power who dwell on planes of existence other than the material world. This spell is dangerous, since infernal beings are extremely hard to control... but they offer the promise of great power to he who can master them.

Game Information: *Summon one demon built on 500 Character Points or less, Expanded Class (demons; +½) (150 Active Points); OAF Expendable (sulphur burned in a specially-worked iron brazier, Very Difficult to obtain; -1½), Concentration (0 DCV throughout; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Conjunction Roll (-½). Total cost: 24 points.*

OPTIONS:

1) Vashtori's Greater Infernal Invocation: Increase to Summon one demon built on 1,000 Character Points or less. 300 Active Points; total cost 48 points.

2) Vashtori's Lesser Infernal Invocation: Decrease to Summon one demon built on 250 Character Points or less. 75 Active Points; total cost 12 points.

3) Vashtori's Invocation Of The Demon Horde: Increase to Summon four demons built on 500 Character Points or less. 165 Active Points; total cost 26 points.

4) Vashtori's First Invocation Of The Demon Army: Increase to Summon 32 demons built on 500 Character Points or less. 187 Active Points; total cost 30 points.

5) Free Spell: Remove OAF (-1½). Total cost: 32 points.

6) Stilled Spell: Remove Gestures (-½). Total cost: 26 points.

7) Silenced Spell: Remove Incantations (-½). Total cost: 26 points.

8) Apprentice's Version: Add Side Effects (demon attacks caster; -½). Total cost: 22 points.

9) Difficult Spell: Change to Requires A Conjunction Roll (-1 per 5 Active Points; -1). Total cost: 22 points.

10) Easy Spell: Change to Requires A Conjunction Roll (-1 per 20 Active Points; -¼). Total cost: 25 points.

11) Master's Version: Remove Requires A Conjunction Roll (-½). Total cost: 26 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 200 Active Points; total cost 32 points.

13) Torwald's Ritual Of Calling The Prince: This ritual, developed by the early Second Epoch conjuror Torwald, allows a group of spellcasters to summon one specific demon prince (defined when the spell is bought). Of course, unless the casters have the power or persuasiveness to win the prince to their cause, they're likely to find themselves at the demon-lord's mercy unless they've drawn their pentagram *very* well.... Change to Summon one specific demon prince built on 1,500 Character Points or less, Specific Being (+1) (600 Active Points); OAF Expendable (gemstones burned in a specially-worked golden brazier, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (6 Hours; -3½), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Conjunction Roll (-½), Ritual (13 casters; -1), Window Of Opportunity (5 Years; -5). Total cost: 40 points.

VASHTORI'S SPELL OF MASTERFUL CONJURATION

Effect: Summon any one being built on up to 400 Character Points

Target/Area Affected: One being

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -16

END Cost: 16

Description: The epitome of Vashtori's work cataloging and harmonizing the vast body of conjuration spells and lore developed by the wizards of the First Epoch, and since refined and expanded by other conjurors, this spell allows the caster to summon virtually any type of being he can think of. While it won't suffice to conjure some very powerful extraplanar entities or some of the largest and mightiest monsters, most beings cannot resist its call.

Game Information: *Summon any one being built on up to 400 Character Points, Expanded Class (any being; +1) (160 Active Points); OAF (conjuror's staff or the like; defined by character when spell is purchased; -1), Concentration (0 DCV; -½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Conjunction Roll (-½). Total cost: 40 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Summon any one being built on up to 600 Character Points. 240 Active Points; total cost 60 points.
- 2) **Weak Spell:** Decrease to Summon any one being built on up to 300 Character Points. 120 Active Points; total cost 30 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 53 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 43 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 43 points.
- 6) **Apprentice's Version:** Add Side Effects (being attacks caster; -½). Total cost: 35 points.
- 7) **Difficult Spell:** Change to Requires A Conjunction Roll (-1 per 5 Active Points; -1). Total cost: 35 points.
- 8) **Easy Spell:** Change to Requires A Conjunction Roll (-1 per 20 Active Points; -¼). Total cost: 43 points.
- 9) **Master's Version:** Remove Requires A Conjunction Roll (-½). Total cost: 46 points.
- 10) **Lengthy Spell:** Increase to Extra Time (1 Turn; -1¼). Total cost: 34 points.
- 11) **Simple Spell:** Remove Concentration (-½). Total cost: 46 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 200 Active Points; total cost 50 points.

OFFENSIVE SPELLS

BANISHMENT

Effect: Dispel Summon 20d6

Target/Area Affected: One Summoned creature

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 300"

Magic Roll Penalty: -6

END Cost: 6

Description: Also known more poetically as *Severing The Bindings*, this spell is one of the most important in the conjuror's repertoire. What a summoner calls up, he must be able to put down — or maybe he just needs a way to put down rival conjurors' creatures. This spell breaks the magical "ties" that connect a Summoned being to its current location and plane, thus sending it back to wherever it was when first Summoned. (See page 122 of *Fantasy Hero* for more information about banishing.)

Since some spells of Conjunction involve calling up enormously powerful beings, some versions of this spell must be equally powerful to banish them. One permutation, developed by the wizard Perezal, creates a small force of banishment, then builds it up slowly until it's strong enough to sever the bindings; of course, this works best when the conjured being cannot flee or attack the caster.

Game Information: *Dispel Summon 20d6 (60 Active Points); OAF Expendable (special incense, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Conjunction Roll (-½), Spell (-½). Total cost: 16 points.*

OPTIONS:

- 1) **Greater Banishment:** Increase to Dispel Summon 40d6. 120 Active Points; total cost 32 points.
- 2) **Lesser Banishment:** Decrease to Dispel Summon 12d6. 36 Active Points; total cost 10 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 24 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 17 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 17 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 14 points.
- 7) **Difficult Spell:** Change to Requires A Conjunction Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 8) **Easy Spell:** Change to Requires A Conjunction Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) **Master's Version:** Remove Requires A Conjunction Roll (-½). Total cost: 18 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 14 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 15 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 90 Active Points; total cost 24 points.

13) Perezal's Spell Of The Slow Banishment: Decrease to Dispel Summon 8d6 and add Continuous (+1) and Cumulative (384 points; $+\frac{1}{4}$). 78 Active Points; total cost 21 points.

CONJUROR'S CHAINS

Effect: Mind Control 12d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -6

END Cost: 6

Description: Rather than negotiate, bargain, or bribe Summoned beings, some conjurors prefer to compel their obedience with magic. While the Conjuror's Chains may not be powerful enough force a Summoned being to do anything the caster wants (particularly if the being is already inimical toward the caster), in the hands of a clever conjuror it can influence the being's behavior enough for the conjuror to accomplish his aims... or at least keep himself safe from the creature's vengeance.

This spell uses a slight variation of the "classes of minds" rules from page 117 of the *HERO System 5th Edition, Revised* rulebook. It defines "all summoned beings" as a "class of minds" so that the spell works in the most common-sense, dramatic-

sense fashion. Gamemasters who prefer to stick to the classes of minds rules more closely can have characters rebuild the spell with the "Human" and "Alien" classes of minds (the latter covers demons and other extra-planar entities).

Game Information: *Mind Control 12d6 (Summoned class of minds) (60 Active Points); OAF (beruned gold chains; -1), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Conjunction Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 17 points.*

OPTIONS:

1) Strong Spell: Increase to Mind Control 15d6. 75 Active Points; total cost 21 points.

2) Weak Spell: Decrease to Mind Control 10d6. 50 Active Points; total cost 14 points.

3) Free Spell: Remove OAF (-1). Total cost: 24 points.

4) Stilled Spell: Remove Gestures ($-\frac{1}{4}$). Total cost: 18 points.

5) Silenced Spell: Remove Incantations ($-\frac{1}{4}$). Total cost: 18 points.

6) Apprentice's Version: Add Side Effects (-4 on all INT Rolls for the next 1d6 hours; $-\frac{1}{4}$). Total cost: 16 points.

7) Difficult Spell: Change to Requires A Conjunction Roll (-1 per 5 Active Points; -1). Total cost: 15 points.

8) Easy Spell: Change to Requires A Conjunction Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 18 points.



- 9) Master's Version:** Remove Requires A Conjunction Roll (-½). Total cost: 20 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 15 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 16 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 26 points.

TOWER OF THE WILL

Effect: Aid EGO 4d6, Only For EGO Roll Contests With Summoned Beings

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -4

END Cost: 4

Description: Since compelling the obedience of a Summoned being normally requires a contest of willpower, a wise conjuror equips himself with this spell, which enhances his EGO for purposes of such contests.

Game Information: Aid EGO 4d6 (40 Active Points); OAF Expendable (small statuette of a tower, Very Difficult to obtain; -1½), Only For EGO Roll Contests With Summoned Beings (-1), Gestures (-¼), Incantations (-¼), Requires A Conjunction Roll (-½), Self Only (-½), Spell (-½). Total cost: 7 points.

OPTIONS:

- 1) Strong Spell:** Increase to Aid EGO 6d6. 60 Active Points; total cost 11 points.
- 2) Weak Spell:** Decrease to Aid EGO 3d6. 30 Active Points; total cost 5 points.
- 3) Free Spell:** Remove OAF (-1½). Total cost: 10 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 8 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 8 points.
- 6) Apprentice's Version:** Add Side Effects (-3 on all EGO Rolls for the next 1d6 hours; -¼). Total cost: 7 points.
- 7) Difficult Spell:** Change to Requires A Conjunction Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) Easy Spell:** Change to Requires A Conjunction Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.
- 9) Master's Version:** Remove Requires A Conjunction Roll (-½). Total cost: 8 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 7 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.

- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 11 points.

- 13) Sturdier Tower:** Add Delayed Fade Rate (points fade at the rate of 5 per Minute; +¼). 50 Active Points; total cost 9 points.

DEFENSIVE SPELLS

THE LESSER WARDINGS

Effect: Force Wall (14 PD/14 ED, 2" long)

Target/Area Affected: One Summoned being

Casting Time: 1 Hour

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (until magic circle is disturbed)

Range: No Range

Magic Roll Penalty: -29

END Cost: 0

Description: While demons are magically unable to leave, or affect anyone outside of, a pentagram of any sort (a Physical Limitation; see *The HERO System Bestiary*, pages 49-62), not all Summoned beings suffer from that restriction. A wise conjuror learns warding spells to protect himself from that which he calls up until he pacts with it. This spell, the lesser of the warding spells used by spellcasters, creates a basic "fence" of mystic force around the boundaries of the summoning-circle (pentagram, magic triangle...) to keep Summoned beings from leaving it. But the magic works both ways; those outside the circle cannot harm the Summoned being without breaking the ward.

Drawing a magic circle requires great care and precision. The least little slip creates a gap or error that invalidates the ward, allowing the Summoned being to go free (and, usually, attack the spellcaster).

Game Information: Force Wall (14 PD/14 ED, 2" long), Reduced Endurance (0 END; +½), Uncontrolled (lasts until circle is broken or disturbed; +½) (144 Active Points); OAF Fragile Expendable (magic circle or the like drawn on the floor with easily-disturbed enchanted paints, inks, or powders, Very Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (two hands throughout; -1), Incantations (throughout; -½), No Range (-½), Requires A Conjunction Roll (-1 per 5 Active Points; -1), Restricted Shape (follows the outline of the magic circle; -¼), Side Effects (Summoned being attacks caster; -1), Spell (-½). Total cost: 12 points.

OPTIONS:

- 1) Easy Spell:** Change to Requires A Conjunction Roll (-1 per 10 Active Points; -½). Total cost: 13 points.
- 2) Easier Spell:** Change to Requires A Conjunction Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.

3) **Master's Version:** Remove Requires A Conjunction Roll (-1). Total cost: 14 points.

4) **Standing Circle:** This form of warding-circle is permanently built into the floor of a conjuror's tower or the like. As such, it's perfectly made, cannot easily be disturbed, and cannot be moved. Invoking the mystic barrier still takes time and effort, however. Change Limitations to OAF Immobile (-2), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (two hands throughout; -1), Incantations (throughout; -½), No Range (-½), Requires A Conjunction Roll (-½), Restricted Shape (follows the outline of the magic circle; -¼), Side Effects (Summoned being attacks caster; -1), Spell (-½). Total cost: 13 points.

THE GREATER WARDINGS

Effect: Force Wall (18 PD/18 ED/18 Mental Defense/18 Power Defense, 2" long)

Target/Area Affected: One Summoned being

Casting Time: 1 Hour

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (until magic circle is disturbed)

Range: No Range

Magic Roll Penalty: -36

END Cost: 0

Description: This spell is identical to The Lesser Wardings, except that it's much stronger and provides more forms of protection.

Game Information: *Force Wall (18 PD/18 ED/18 Mental Defense/18 Power Defense, 2" long), Reduced Endurance (0 END; +½), Uncontrolled (lasts until circle is broken or disturbed; +½) (364 Active Points); OAF Fragile Expendable (magic circle or the like drawn on the floor with easily-disturbed enchanted paints, inks, or powders, Very Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (two hands throughout; -1), Incantations (throughout; -½), No Range (-½), Requires A Conjunction Roll (-½), Restricted Shape (follows the outline of the magic circle; -¼), Side Effects (Summoned being attacks caster; -1), Spell (-½). Total cost: 33 points.*

OPTIONS:

1) **Difficult Spell:** Change to Requires A Conjunction Roll (-1 per 5 Active Points; -1). Total cost: 32 points.

2) **Easy Spell:** Change to Requires A Conjunction Roll (-1 per 20 Active Points; -¼). Total cost: 34 points.

3) **Master's Version:** Remove Requires A Conjunction Roll (-½). Total cost: 35 points.

4) **Standing Circle:** Change Limitations to OAF Immobile (-2), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (two hands throughout; -1), Incantations (throughout; -½), No Range (-½), Requires A Conjunction Roll (-½), Restricted Shape (follows the outline of the magic circle; -¼), Side Effects (Summoned being attacks caster; -1), Spell (-½). Total cost: 32 points.

MISCELLANEOUS SPELLS

THARAGOTH'S SPELL OF THE CONJUROR'S EASE

Effect: Change Environment (clean area)

Target/Area Affected: 4" Radius

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -5

END Cost: 0

Description: According to conjurors' legends, Tharagoth was an apprentice of singular talent... but also singular laziness. Seeking any way to avoid the copious tasks heaped upon him by his master, he developed this spell, which summons several implings to clean and perform related chores. People who try to walk through the area find the implings flittering about and constantly getting in the way (a -1 to DEX Rolls effect, but this only lasts until the implings are done cleaning, not for the duration of the power). The Long-Lasting Adder signifies that the changes are permanent — at least until someone makes another mess.

Game Information: *Change Environment 4" radius (clean the area), Long-Lasting, Reduced Endurance (0 END; +½) (52 Active Points); OAF Expendable (inscribed scroll; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Conjunction Roll (-½). Total cost: 9 points.*

OPTIONS:

1) **Tharagoth's Porter:** Tharagoth also developed a spell that conjures imps to carry things for him and perform similar tasks. Change to: Telekinesis (20 STR), Reduced Endurance (0 END; +½) (45 Active Points); OAF Expendable (inscribed scroll; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Conjunction Roll (-½). Total cost: 8 points.

TO MY HAND

Effect: Teleportation 10", Usable As Attack
Target/Area Affected: One pre-designated object
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 300" MegaScaled
Magic Roll Penalty: -7
END Cost: 7

Description: With this spell, a conjuror need but speak a mystic word and make a mystic gesture, and an object — one prepared in advance — appears instantly in his hand. The object must be small and light enough that the character could hold it in one hand without difficulty; examples include a weapon, a pouch of coins, or a book.

You must have the GM's permission to buy this spell, since it uses the rules for Fixed Locations in an unusual way. In this case, the "Location" is actually the *object*, which the caster designates in advance (but can switch during the game by speaking the spell's incantation repeatedly over another object; this takes 1 Turn).

Game Information: Teleportation 10", MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1), Usable As Attack (+1), Ranged (+½), (70 Active Points); OAF Expendable (tiny silver horn, Difficult to obtain; -¼), Gestures (-¼), Incantations (-¼), Only Works On Hand-Held Objects (-½), Requires A Conjunction Roll (-½), Spell (-½) (total cost: 16 points) **plus** one Floating Fixed "Location" (total cost: 5 points). Total cost: 21 points.

OPTIONS:

- 1) **Master's Version:** Remove Requires A Conjunction Roll (-½). 70 + 5 = 75 Active Points; total cost 19 + 5 = 24 points.
- 2) **Lengthy Spell:** Add Extra Time (Full Phase; -½). 70 + 5 = 75 Active Points; total cost 15 + 5 = 20 points.
- 3) **Attentive Spell:** Add Concentration (½ DCV; -¼). 70 + 5 = 75 Active Points; total cost 15 + 5 = 20 points.
- 4) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 80 + 5 = 85 Active Points; total cost 19 + 5 = 24 points.



DIVINATION



Divination is the art of finding and foretelling. Its practitioners, known as oracles, diviners, seers, soothsayers, or prophets, possess powers that draw on senses denied to ordinary men. Not only can they foresee the future (sometimes with great accuracy, sometimes not), but they can view the past as well, and perceive things hidden from the senses of normal folk.

Many Divination spells have an OAF defined as “caster’s Focus of choice.” Different diviners prefer different methods of discerning things. Some read cards, some gaze into mirrors or pools of water, some use crystal balls, and so forth. The Options include a variant to change this to an OIF, if appropriate (such as “any mirror of opportunity” rather than a specific mirror the character keeps with him).

To many spellcasters, Divination is an arcana of little depth. But while it’s true that Divination possesses few spells compared to other arcana, those it does contain are often of great utility. Many a general has won a battle because a soothsayer showed him the size and strength of the enemy, and many a king has chosen the right road to greatness based on the words of an oracle.

In addition to the spells listed here, Divination includes “Detect” spells listed elsewhere, such as Detect Magic (page 221) or Sense The Unholy (page 257).

DEFENSIVE SPELLS

PREMONITION

Effect: Danger Sense

Target/Area Affected: The general area around the character

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Special

Magic Roll Penalty: -4

END Cost: 4

Description: This spell grants the caster the ability to sense anything dangerous in the general area around him — even if it’s something he cannot perceive the danger with his normal senses (such as an invisible attacker or a well-hidden trap).

Game Information: *Danger Sense (any danger, general area) (INT Roll +5) (40 Active Points); OAF (caster’s Focus of choice; -1), Costs Endurance (-½), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Divination Roll (-½). Total cost: 8 points.*

OPTIONS:

1) Stronger Premonitions: The character can determine the nature of the danger precisely. Add Discriminatory and Analyze. 50 Active Points; total cost 10 points.

2) Weak Spell: The character can only perceive dangers that directly affect him, not those in the general area. Remove “general area.” 30 Active Points; total cost 6 points.

3) Free Spell: Remove OAF (-1). Total cost: 11 points.

4) Different Focus: Change to OIF (-½). Total cost: 9 points.

5) Mystic Ability: Many diviners buy Premonition as a mystic ability rather than a true spell. Remove all Limitations. Total cost: 40 points.

6) Stilled Spell: Remove Gestures (-¼). Total cost: 9 points.

7) Silenced Spell: Remove Incantations (-¼). Total cost: 9 points.

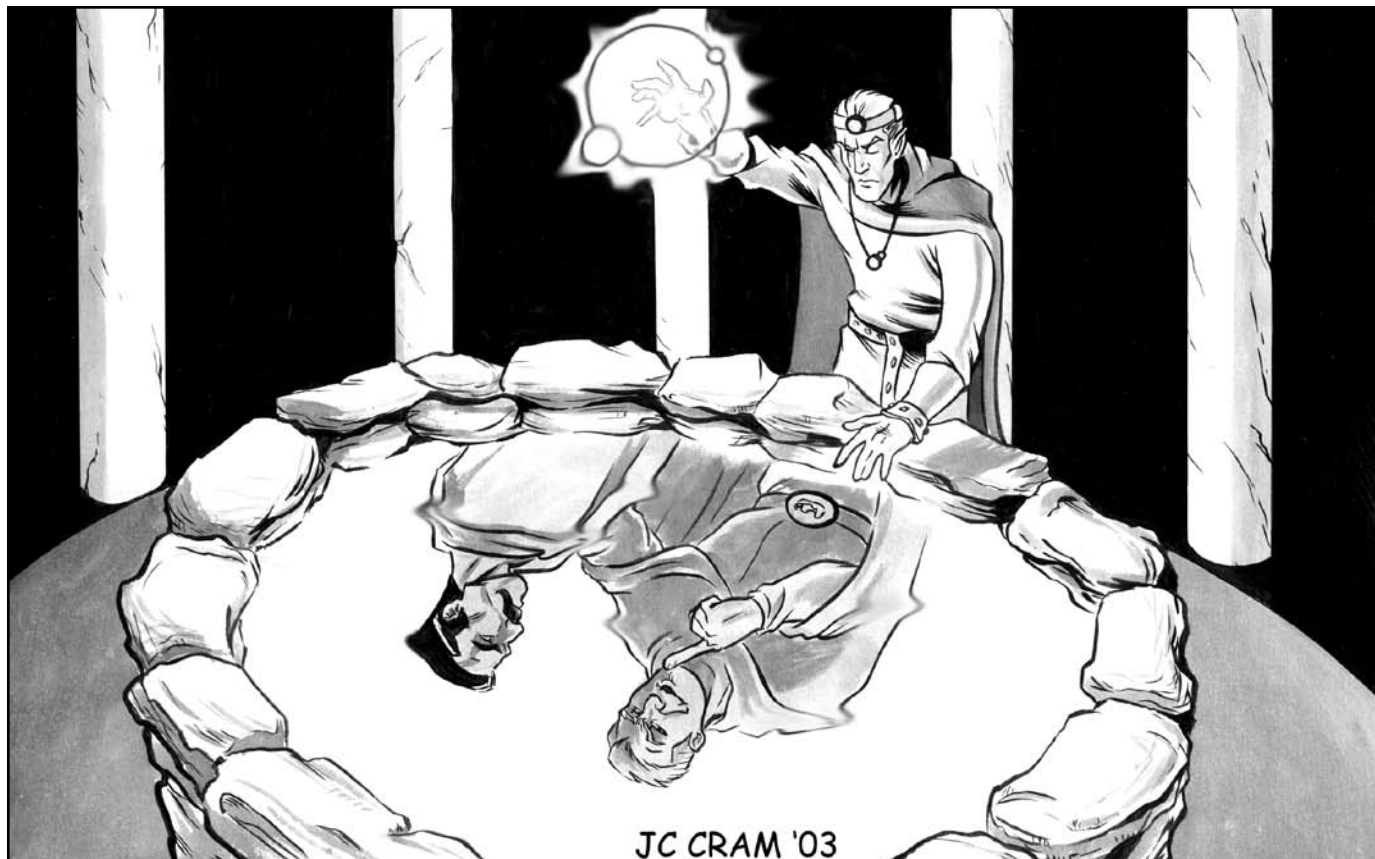
8) Difficult Spell: Change to Requires A Divination Roll (-1 per 5 Active Points; -1). Total cost: 8 points.

9) Easy Spell: Change to Requires A Divination Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.

10) Master’s Version: Remove Requires A Divination Roll (-½). Total cost: 9 points.

11) Attentive Spell: Add Concentration (½ DCV throughout; -½). Total cost: 8 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 13 points.



SENSORY SPELLS

BENTHARA'S SPELL OF REVELATION

Effect: Retrocognition (Sight Group)

Target/Area Affected: See text

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -4

END Cost: 4

Description: Developed, so legend says, by the sorceress Benthara so she could determine whether her husband was being unfaithful to her, this spell allows a diviner to gaze back in time to find out what took place at his current location. The further back in time the diviner looks, the harder it becomes to see accurately.

Game Information: *Clairsentience* (Sight Group), *Retrocognition* (40 Active Points); *OAF Expendable* (a small, specially-ground lens, *Difficult to obtain*; -1¼), *Concentration* (½ DCV throughout; -½), *Extra Time* (1 Turn; -1¼), *Gestures* (throughout; -½), *Incantations* (throughout; -½), *No Range* (-½), *Requires A Divination Roll* (-½), *Retrocognition Only* (-1), *Time Modifiers* (-½). Total cost: 5 points.

OPTIONS:

1) **D'ansif's Spell Of Revelation:** This version of the Spell Of Revelation allows the caster to hear as well as see past events. Add Hearing Group. 50 Active Points; total cost 7 points.

2) **Clear Revelation:** The caster can see any point in the past with equal clarity. Remove Time Modifiers (-½). Total cost: 6 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 6 points.

4) **Stilled Spell:** Remove Gestures (-½). Total cost: 6 points.

5) **Silenced Spell:** Remove Incantations (-½). Total cost: 6 points.

6) **Apprentice's Version:** Add Side Effects (-3 Sight PER Rolls for 1d6 hours; -¼). Total cost: 5 points.

7) **Difficult Spell:** Change to Requires A Divination Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

8) **Easy Spell:** Change to Requires A Divination Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.

9) **Master's Version:** Remove Requires A Divination Roll (-½). Total cost: 6 points.

10) **Quick Spell:** Remove Extra Time (-1¼). Total cost: 6 points.

11) **Inattentive Spell:** Remove Concentration (-½). Total cost: 6 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 8 points.

D'ANSIF'S SPELL OF FAR SIGHT

Effect: Clairsentience (Sight Group)
Target/Area Affected: Self
Casting Time: Full Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 1,600"
Magic Roll Penalty: -4
END Cost: 4

Description: Although named for the wizardess D'ansif, who refined and revised it in recent centuries, this spell dates back to the First Epoch (when it was most often known simply as Scrying). It allows a diviner to see what transpires at a place far from his current location. The caster needs some sort of reflective surface in which to view the distant events (a mirror, a pool of water, or a crystal ball, for example), but the preferred Focus varies from caster to caster.

Game Information: *Clairsentience (Sight Group), 16x Range (1,600") (40 Active Points); OAF (caster's Focus of choice; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Divination Roll (-½). Total cost: 11 points.*

OPTIONS:

- 1) **Long Sight:** Increase to 64x Range (6,400"). 50 Active Points; total cost 14 points.
- 2) **Longer Sight:** The character can view scenes miles away. Change to a Multipower, 40-point reserve, one slot as described above, one slot with MegaRange (1" = 100 km, can scale down to 1" = 1

km; +1) for Clairsentience (Sight Group), reserve and both slots with Limitations described above. Total cost: 13 points.

3) **Short Sight:** Remove increased Range. 20 Active Points; total cost 6 points.

4) **Far Hearing:** The character can hear as well as see distant events. Add Hearing Group. 50 Active Points; total cost 14 points.

5) **D'ansif's Spell Of The Moving Eye:** A variation of this spell also credited to D'ansif allows the caster to move his perception point at the rate of 6" per Phase as a Half Phase Action. Add Mobile Perception Point and change Extra Time to casting Only (-¼). 45 Active Points; total cost 14 points.

6) **Behold Distant Events:** Some diviners can cause visions of distant events to appear so strongly in their Focus that other persons can see them. Add Usable Simultaneously (up to eight people at once; +1). 80 Active Points; total cost 23 points.

7) **Free Spell:** Remove OAF (-1). Total cost: 16 points.

8) **Stilled Spell:** Remove Gestures (-¼). Total cost: 12 points.

9) **Silenced Spell:** Remove Incantations (-¼). Total cost: 12 points.

10) **Apprentice's Version:** Add Side Effects (-3 Sight PER Rolls for 1d6 hours; -¼). Total cost: 11 points.

11) **Difficult Spell:** Change to Requires A Divination Roll (-1 per 5 Active Points; -1). Total cost: 10 points.

12) **Easy Spell:** Change to Requires A Divination Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.



13) Master's Version: Remove Requires A Divination Roll (-½). Total cost: 13 points.

14) Quick Spell: Remove Extra Time (Full Phase; -½). Total cost: 13 points.

15) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 11 points.

16) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 17 points.

DETECT SCRYING

Effect: Detect Scrying

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -1

END Cost: 1

Description: This spell allows a diviner to determine if someone is scrying him — following his actions with magic spells such as D'ansif's Spell Of Far Sight. It does not tell him who is scrying him, or why, but just knowing that his actions are being observed often proves quite helpful.

This spell is built as a Detect of a single object or phenomenon. You can use it as a template to create similar spells, such as:

Detect Dwarves (or any other one race): detects the presence of dwarves

Detect Gold: detects the presence of gold

Detect Necromancy (or any other one arcana): detects the presence of necromantic magic

Game Information: *Detect Scrying* (INT +3) (no Sense Group) (6 Active Points); OAF Expendable (a small colored glass bead, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Instant (-½), Nonpersistent (-¼), Requires A Divination Roll (-½). Total cost: 1 point.

OPTIONS:

1) Strong Spell: Increase to INT +6. 9 Active Points; total cost 2 points.

2) Weak Spell: Decrease to INT +0. 3 Active Points; total cost 1 point.

3) Free Spell: Remove OAF (-1¼). Total cost: 2 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 1 point.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 1 point.

6) Apprentice's Version: Add Side Effects (-4 to all Divination rolls to cast scrying spells for the next 2d6 hours; -¼). Total cost: 1 point.

7) Difficult Spell: Change to Requires A Divination Roll (-1 per 5 Active Points; -1). Total cost: 1 point.

8) Easy Spell: Change to Requires A Divination Roll (-1 per 20 Active Points; -¼). Total cost: 1 point.

9) Master's Version: Remove Requires A Divination Roll (-½). Total cost: 2 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 1 point.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 1 point.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 9 Active Points; total cost 2 points.

13) Lasting Detection: The character can maintain his ability to sense scrying as long as he keeps paying END. Remove Instant (-½). Total cost: 2 points.

DETECT SECRET DOORS

Effect: Detect Secret And Concealed Doors

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -1

END Cost: 1

Description: With this spell, a diviner can discern the presence of secret or concealed doors, compartments, and the like.

This spell is built as a Detect of a class of objects or phenomena. You can use it as a template to create similar spells, such as:

Detect Animals: detects the presence of any type of animal

Detect Lies (Hearing Group): reveals when someone speaks a falsehood

Detect Magic (see page 221)

Detect Metals: detects the presence of any type of metal

Detect Monsters: detects the presence of monsters

Detect Non-Humans: detects the presence of non-human humanoid races

Detect Plants: reveals the presence of plants or plant matter

Detect Poison: detects poison in food, on a blade, or the like

Detect Traps: detects traps (such as the ones describe on pages 360-63 of *Fantasy Hero*)

Detect Undead: detects the presence of undead creatures

Game Information: *Detect Secret And Concealed Doors* (INT +3) (Sight Group) (8 Active Points); OAF Expendable (a small silver hammer, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Instant (-½), Nonpersistent (-¼), Requires A Divination Roll (-½). Total cost: 2 points.

DETECTION SPELLS

Spells like *Detect Secret Doors* may cause problems in some campaigns. Because characters can use them repeatedly, they may make it impossible for the GM to keep any significant object or phenomenon secret from the characters (though of course, even if the spell works, the caster may fail his PER Roll).

If this is a problem in your game, the GM should restrict the use of such spells. Possible solutions include: increasing the Magic roll penalties for these spells; requiring high levels of Extra Time for all such spells; imposing a maximum on the PER Roll a spell can provide; and imposing a *Charges Limitation* on any such spells.

OPTIONS:

- 1) **Strong Spell:** Increase to INT +6. 11 Active Points; total cost 3 points.
- 2) **Weak Spell:** Decrease to INT +0. 5 Active Points; total cost 1 point.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 3 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 2 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 2 points.
- 6) **Apprentice's Version:** Add Side Effects (-3 to all Divination rolls to cast "detection" spells for the next 1d6 hours; -¼). Total cost: 2 points.
- 7) **Difficult Spell:** Change to Requires A Divination Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 8) **Easy Spell:** Change to Requires A Divination Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 9) **Master's Version:** Remove Requires A Divination Roll (-½). Total cost: 2 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 2 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 2 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 12 Active Points; total cost 3 points.
- 13) **Lasting Detection:** The character can maintain his ability to sense secret or concealed doors as long as he keeps paying END. Remove Instant (-½). Total cost: 2 points.
- 14) **Precise Detection:** Not only can the diviner perceive secret or concealed doors, he can perceive how they work and how to open them (assuming this information is available to visual inspection — the spell won't reveal magical command words or the like, nor does it confer Lockpicking abilities). Add Discriminatory and Analyze. 18 Active Points; total cost 4 points.

DETECT TREASURE

Effect: Detect Treasure
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: This spell allows the caster to sense the presence of "treasure" — objects generally considered valuable by people and associated with the term, such as coins, golden statues, gems, enchanted items, and the like.

This spell is built as a Detect of a large class of objects or phenomena. You can use it as a template to create similar spells, such as:

Detect Enemies: detects the presence of enemies and persons hostile to the character

Detect Life Force: detects the presence of living beings or the "energy" that makes life possible.

Detect Lost Objects: detects a specific lost object (requires Range)

Game Information: *Detect Treasure (INT +3) (no Sense Group) (13 Active Points); OAF Expendable (a small silver hammer, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Instant (-½), Nonpersistent (-¼), Requires A Divination Roll (-½). Total cost: 3 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to INT +6. 16 Active Points; total cost 4 points.
- 2) **Weak Spell:** Decrease to INT +0. 10 Active Points; total cost 2 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 4 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 3 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 3 points.
- 6) **Apprentice's Version:** Add Side Effects (-3 to all Divination rolls to cast "detection" spells for the next 1d6 hours; -¼). Total cost: 3 points.
- 7) **Difficult Spell:** Change to Requires A Divination Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) **Easy Spell:** Change to Requires A Divination Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 9) **Master's Version:** Remove Requires A Divination Roll (-½). Total cost: 3 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 3 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 3 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 19 Active Points; total cost 4 points.



PARTING THE VEIL

Effect: Precognition (Sight Group)

Target/Area Affected: See text

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -4

END Cost: 4

Description: Oracles are renowned for their power to see into the future using various means (such as catoptromancy, cartomancy, crystallo-mancy, geomancy, haruspicy, oneiromancy, or dozens more). While a diviner's visions are usually vague and subject to multiple possible interpretations, a supplicant who can discern the true meaning of a soothsayer's words benefits greatly from them. Unfortunately, the further into the future the diviner looks, the harder it becomes to see accurately.

Technically, this spell only allows a diviner to perceive the future of the area he's currently in. But at the GM's option, if a specific person asks a diviner a question about his future, this spell reveals that future, regardless of where the future events perceived take place.

Game Information: *Clairsentience* (Sight Group), *Precognition* (40 Active Points); OAF (caster's Focus of choice; -1), *Concentration* (½ DCV throughout; -½), *Extra Time* (1 Turn; -1¼), *Gestures* (throughout; -½), *Incantations* (throughout; -½), *No Range* (-½), *Requires A Divination Roll* (-½), *Precognition Only* (-1), *Time Modifiers* (-½), *Vague And Unclear* (-½). *Total cost:* 5 points.

OPTIONS:

1) Expanded Perception: This version of Parting The Veil allows the caster to hear as well as see future events. Add Hearing Group. 50 Active Points; total cost 6 points.

2) Clear Revelation: The caster can see any point in the future with equal clarity. Remove Time Modifiers (-½). Total cost: 5 points.

3) Clear Vision: The diviner can see the future without any doubt. Remove Time Modifiers (-½) and Vague And Unclear (-½). Total cost: 6 points.

4) Free Spell: Remove OAF (-1). Total cost: 6 points.

5) Stilled Spell: Remove Gestures (-½). Total cost: 5 points.

6) Silenced Spell: Remove Incantations (-½). Total cost: 5 points.

7) Apprentice's Version: Add Side Effects (-3 Sight PER Rolls for 1d6 hours; -¼). Total cost: 5 points.

8) Difficult Spell: Change to Requires A Divination Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

9) Easy Spell: Change to Requires A Divination Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.

10) Master's Version: Remove Requires A Divination Roll (-½). Total cost: 5 points.

11) Quick Spell: Remove Extra Time (-1¼). Total cost: 6 points.

12) Inattentive Spell: Remove Concentration (-½). Total cost: 5 points.

13) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 8 points.

DRUIDRY



Druidry is the Turakian term for spells relating to, using, or affecting animals, plants, and nature in general. It's a form of magic practiced both by wizards and by a special type of priest known as a *druid*. Druids simply buy these spells with *Requires A Faith Roll* instead of *Requires A Druidry Roll*.

In addition to the spells listed here, Divination "detect" spells focused on natural phenomena (such as Detect Animals, Detect Plants, or the like) are also considered part of Druidry; see page 35. At the GM's option, characters who can cast Druidry spells can also treat Elemental Magic spells invoking specific natural phenomena (such as Hailstorm, page 108) and Thaumaturgy spells involving changing shape into animal forms (such as Jezric's Spell Of True Seeming, page 190) as part of Druidry. Some Witchcraft spells (page 203) might also be appropriate for characters who know Druidry, and vice-versa.

OFFENSIVE SPELLS

ANIMAL COMPANION

Effect: Major Transform 3d6 (wild animal into animal friend), BOECV

Target/Area Affected: One animal

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 40"

Magic Roll Penalty: -10

END Cost: 10

Description: This spell turns a ferocious wild beast into a companion and helper of the spellcaster. The larger and fiercer the animal, the longer it takes for this spell to affect it (*i.e.*, the more times the character has to cast it to achieve the Transform effect). The animal gradually returns to its normal state (though the character can cast the spell again to maintain the state of friendliness).

This spell is not intended to let a character acquire a menagerie of pet animals quickly and easily. If that's what a character wants, he should buy the animals as Followers (perhaps with the special effect that the effects of this spell are permanent).

Game Information: *Major Transform 3d6 (wild animal into animal with the Psychological Limitation Devoted Friend Of Spellcaster (Common, Strong), heals back normally), BOECV (+1), Works Against EGO, Not BODY (-¼) (101 Active Points); OAF Expendable (bit of food, Easy to obtain; -1), Gestures (-¼), Incantations*

(-¼), Limited Normal Range (40"; -½), Limited Target (animals; -¼), Requires A Druidry Roll (-½), Spell (-½). Total cost: 25 points.

OPTIONS:

1) Strong Spell: Increase to Major Transform 4d6. 135 Active Points; total cost 24 points.

2) Weak Spell: Decrease to Major Transform 2d6. 67 Active Points; total cost 16 points.

3) Free Spell: Remove OAF (-1). Total cost: 31 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 25 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 25 points.

6) Apprentice's Version: Add Side Effects (-4 on all Interaction Skill rolls involving animals for 2d6 hours; -¼). Total cost: 22 points.

7) Difficult Spell: Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 21 points.

8) Easy Spell: Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 25 points.

9) Master's Version: Remove Requires A Druidry Roll (-½). Total cost: 27 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 21 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 22 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 124 Active Points; total cost 29 points.

BEAST'S WEAPONS

Effect: HKA 1d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant (Lingering)

Range: Touch

Magic Roll Penalty: -3

END Cost: 3

Description: When cast on the spellcaster (or another person of his choosing), this spell grants the ability to grow claws. The spell remains in effect for one minute, during which the recipient can choose whether or not to use the claws in any given Phase.

Game Information: *HKA 1d6 (plus STR), Lingering (1 Minute; +¾), Usable By Other (+¼) (30 Active Points); OAF Expendable (claw from a carnivorous animal, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Druidry Roll (-½), Spell (-½). Total cost: 8 points.*

**OPTIONS:**

- 1) **Strong Spell:** Increase to HKA 2d6. 60 Active Points; total cost 16 points.
- 2) **Weak Spell:** Decrease to HKA ½d6. 20 Active Points; total cost 5 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 12 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 9 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 9 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 on all DEX Rolls and DEX-Based Rolls for 1d6 hours; -¼). Total cost: 7 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 9 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 7 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 37 Active Points; total cost 10 points.

CALL TO THE WILDERNESS DENIZENS

Effect: Summon up to four animals built on up to 300 Character Points each

Target/Area Affected: Up to four animals

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -10

END Cost: 10

Description: This spell allows the caster to call forth up to four animals. He must be in their native habitat (or otherwise near them), and they come to him under their own power. Once they arrive, the caster must compel or persuade them to obedience; they are not inherently disposed to like him.

Game Information: *Summon up to four animals built on up to 300 Character Points each, Expanded Class (animals; +½) (105 Active Points); OAF Expendable (food the animal would like, Difficult to obtain; -1¼), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Druidry Roll (-½), Arrives Under Own Power (-½), Summoned Being Must Inhabit Locale (-½). Total cost: 17 points.*

OPTIONS:

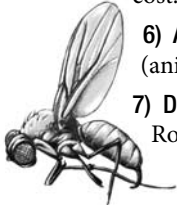
- 1) **Many Beasts:** Increase to 32 animals of up to 300 Character Points. 127 Active Points; total cost 21 points.

2) **Weaker Beasts:** Decrease to up to four animals of up to 200 Character Points. 75 Active Points; total cost 12 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 22 points.

4) **Stilled Spell:** Remove Gestures (-½). Total cost: 19 points.

5) **Silenced Spell:** Remove Incantations (-½). Total cost: 19 points.



6) **Apprentice's Version:** Add Side Effects (animal attacks caster; -½). Total cost: 16 points.

7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 16 points.

8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 18 points.

9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 19 points.

10) **Lengthy Spell:** Change to Extra Time (1 Minute; -1½). Total cost: 17 points.

11) **Attentive Spell:** Add Concentration (½ DCV throughout; -½). Total cost: 16 points.

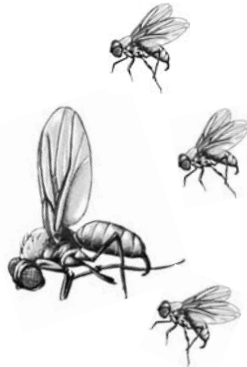
12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 140 Active Points; total cost 23 points.

13) **Friendly Animal:** Add Friendly (+¼). 122 Active Points; total cost 20 points.

14) **Loyal Animal:** Add Loyal (+½). 140 Active Points; total cost 23 points.

15) **Devoted Animal:** Add Devoted (+¾). 157 Active Points; total cost 26 points.

16) **Slavishly Loyal Animal:** Add Slavishly Loyal (+1). 175 Active Points; total cost 29 points.



CORWM'S SPELL OF THE STINGING SWARM

Effect: RKA 1 point, NND, Does BODY

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 40"

Magic Roll Penalty: -2

END Cost: 6



Description: This spell calls up a large swarm of stinging, biting insects and sets them on a hapless victim. Even the strongest plate mail offers no protection against these deadly pests; only a form of defense that completely shields the body (such as some mystic protection spells) can keep the insects away.

Although not invented by the mage Corwm of Umbr, this spell has been associated with him for decades, since he used it to disrupt a ball in Besruhan. When a noble belittled him and his accomplishments because of his somewhat scruffy appearance, Corwm taught the man a lesson in humility with the Stinging Swarm. When the nobleman's friends tried to intervene, Corwm used the Swarm on them as well. Panicking, the partygoers fled, leaving the ballroom in a shambles and Corwm's name indelibly attached to the spell.

Game Information: RKA 1 point, NND (defenses is airtight rPD surrounding target's body; +1), Does BODY (+1), Continuous (+1) (20 Active Points); OAF Expendable (a pinch of sugar, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Increased Endurance Cost (x3 END; -1), Limited Range (40"; -¼), Requires A Druidry Roll (-½), Spell (-½). Total cost: 4 points.

OPTIONS:

1) **Strong Spell:** Increase to RKA ½d6. 40 Active Points; total cost 8 points.

2) **Large Swarm:** This version of the spell creates a Swarm so large that it attacks everyone in a given area, though it always leaves the spellcaster himself alone. Add Area Of Effect (4" Radius; +1¼) and Personal Immunity (+¼). 27 Active Points; total cost 5 points.

3) **Moving Swarm:** This form of the spell, the one actually used by Corwm in the incident recounted above, allows the caster to vary the target of the Swarm each Phase. When switching to a new target, the caster must make a new Attack Roll (this constitutes an Attack Action), but a miss does not end the spell — he can try the same target or another target next Phase, as long as he keeps paying the END cost of the spell. Change to Continuous (varying targets; +1¼). 21 Active Points; total cost 4 points.

4) **Free Spell:** Remove OAF (-1¼). Total cost: 5 points.

5) **Stilled Spell:** Remove Gestures (-¼). Total cost: 4 points.





6) Silenced Spell: Remove Incantations (-¼). Total cost: 4 points.

7) Apprentice's Version: With this version of the spell, the insects attack the caster, biting him not enough to cause harm, but enough to ruin his good looks for a while. Add Side Effects (Drain COM 1d6, Delayed Return Rate [5 points per 1 Week; -¼]). Total cost: 4 points.

8) Difficult Spell: Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 4 points.

9) Easy Spell: Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.

10) Master's Version: Remove Requires A Druidry Roll (-½). Total cost: 4 points.

11) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 4 points.

12) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 4 points.

13) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 4 points.



CULLAIN'S SPELL OF THE GREATER FORM

Effect: Growth, Usable As Attack, Only Works On Animals

Target/Area Affected: One animal

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (1 hour plus 10 minutes per point by which the caster makes his Druidry roll)

Range: Touch

Magic Roll Penalty: -9

END Cost: 0

Description: With this spell, taken from the now-lost workbooks of the wizard Cullain after he was slain by drakine raiders during the Drakine Wars of the First Epoch, allows the caster to make an animal four times as tall and wide as normal (which also means the animal becomes stronger and tougher). The caster must spend END to cast the spell, but thereafter it remains in effect for at least an hour (and sometimes longer) without further expenditure of END.

Game Information: Growth (+30 STR, +6 BODY, +6 STUN, -6" KB, 64 times mass, -4 DCV, +4 PER Rolls to perceive character, four times as tall and wide), Reduced Endurance (0 END; +½), Uncontrolled (duration of 1 hour plus 10 minutes per point by which the caster makes his Druidry roll; +½), Usable As Attack (+1) (90 Active Points); OAF Expendable (two statuettes of an animal, one small, one larger, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Works On Animals (-1), Requires A Druidry Roll (-½), Spell (-½). Total cost: 19 points.



OPTIONS:

- 1) **Strong Spell:** Increase to Growth (+45 STR, +9 BODY, +9 STUN, -9" KB, 500 times mass, -6 DCV, +6 PER Rolls to perceive character, eight times as tall and wide). 135 Active Points; total cost 28 points.
- 2) **Weak Spell:** Decrease to Growth (+15 STR, +3 BODY, +3 STUN, -3" KB, 8 times mass, -2 DCV, +2 PER Rolls to perceive character, two times as tall and wide). 45 Active Points; total cost 9 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 26 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 20 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 20 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 1d6, Delayed Return Rate [5 points per 5 Minutes]; -¼). Total cost: 18 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 17 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 20 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 21 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 17 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 18 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 105 Active Points; total cost 22 points.
- 13) **Longer Spell:** Change to Uncontrolled (1 day plus 1 day per point by which the caster makes his Druidry roll; +½). Total cost: 19 points.
- 14) **Spell Of The Greater Form Variant:** This version of the spell works on plants rather than animals, allowing the caster to turn a tiny sapling into a mighty oak. Change Only Works On Animals (-1) to Only Works On Plants (-2). Total cost: 16 points.

CULLAIN'S SPELL OF THE LESSER FORM

Effect: Shrinking, Usable As Attack, Only Works On Animals

Target/Area Affected: One animal

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 Hour, +10 minutes per point by which the caster makes his Druidry roll)

Range: Touch

Magic Roll Penalty: -12

END Cost: 0

Description: Another creation of the wizard Cullain, this spell reduces animals in size instead of making them gigantic.

Game Information: *Shrinking (one-sixteenth size, 1/135 mass, -8 to PER Rolls to perceive character, +8 DCV, takes +12" KB), Reduced Endurance (0 END; +½), Uncontrolled ((duration of 1 Hour, +10 minutes per point by which the caster makes his Druidry roll; +½), Usable As Attack (+1) (120 Active Points); OAF Expendable (two statuettes of an animal, one small, one larger, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Works On Animals (-1), Requires A Druidry Roll (-½), Spell (-½). Total cost: 25 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Shrinking (one sixty-fourth size, 1/8640 mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB). 180 Active Points; total cost 38 points.
- 2) **Weak Spell:** Decrease to Shrinking (one-fourth size, 1/64 mass, -4 to PER Rolls to perceive character, +4 DCV, takes +6" KB). 60 Active Points; total cost 13 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 34 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 27 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 27 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 1d6, Delayed Return Rate [5 points per 5 Minutes]; -¼). Total cost: 24 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 23 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 27 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 28 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 23 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 24 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 140 Active Points; total cost 29 points.

13) Longer Spell: Change to Uncontrolled (1 day plus 1 day per point by which the caster makes his Druidry roll; +½). Total cost: 25 points.

14) Spell Of The Lesser Form Variant: This version of the spell works on plants rather than animals, allowing the caster to turn a might oak into a tiny sapling. Change Only Works On Animals (-1) to Only Works On Plants (-2). Total cost: 21 points.

LEASHING-SPELL

Effect: Mind Control 6d6

Target/Area Affected: One animal

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -3

END Cost: 3

Description: More commonly used by wizards than by druids (the latter prefer Animal Companion or the use of the *Animal Handler* Skill), this spell allows the caster to take control of the mind of a single animal. While it's often cast to stop animals from attacking or the like, it has more unusual uses. For example, some years ago Mavril Elveneyes cast the Leashing-Spell to take control of the pet dog of Princess Nadyth of the Sirrenic Empire and forced it to report to him periodically so he could use Meldana's Charm Of The Dragon's Heart to make it reveal to him secrets of the Sirrenic court.

Game Information: *Mind Control 6d6 (Animal class of minds) (30 Active Points); OAF Expendable (a small piece of a leash or halter, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Druidry Roll (-½), Spell (-½). Total cost: 9 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Mind Control 8d6. 40 Active Points; total cost 11 points.
- 2) Weak Spell:** Decrease to Mind Control 4d6. 20 Active Points; total cost 6 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 12 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 9 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 9 points.
- 6) Apprentice's Version:** Add Side Effects (-4 on all Interaction Skill rolls involving animals for 2d6 hours; -¼). Total cost: 8 points.
- 7) Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 9) Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 10 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 7 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 8 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 13 points.

13) Plant Domination: This rare spell, first noted by the scholar Harthuvian in his catalog of books and scrolls recovered from the ruins of the ancient library of the wizard (and later lich) Ulgar, allows the caster to take control of the mind of a single plant. Since plants rarely have "minds" of sufficient strength to be subject to Mental Powers, the spell really only works on monstrous plants and plant-creatures. Substitute "Plant class of minds" for Animal minds in any version of the Leashing-Spell.

LIGHTNING STRIKE

Effect: RKA 3d6, Indirect

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 280"

Magic Roll Penalty: -6

END Cost: 6

Description: This spell calls down from the sky a tremendous bolt of lightning to strike the caster's foes. If the target is inside, the bolt must first blast through the roof or other obstacles, diminishing its effect considerably.

Game Information: *RKA 3d6, Indirect (always comes from the sky; +¼) (56 Active Points); OAF Expendable (chip of wood from a lightning-struck tree, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Druidry Roll (-½), Spell (-½). Total cost: 15 points.*

OPTIONS:

- 1) Strong Spell:** Increase to RKA 4d6. 75 Active Points; total cost 20 points.
- 2) Weak Spell:** Decrease to RKA 2d6. 37 Active Points; total cost 10 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 22 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 16 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 16 points.
- 6) Apprentice's Version:** Add Side Effects (RKA 2d6; -½). Total cost: 13 points.
- 7) Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 8) Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.
- 9) Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 17 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 13 points.



11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 14 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 79 Active Points; total cost 21 points.

13) Spear Of The Storm: This form of the spell only works when the local weather conditions are right for lightning. Add Only Works During Storms (-1). Total cost: 12 points.

PRISONING THE BEAST

Effect: Entangle 5d6, 5 DEF, Takes No Damage From Attacks, Only Versus Animals

Target/Area Affected: One animal

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 375"

Magic Roll Penalty: -7

END Cost: 7

Description: This spell paralyzes an animal, making it impossible for him to move unless he's strong enough to break the bonds of magical force. Many adventurers and hunters rely on it to render their prey helpless before they deliver the killing blow, but others think it a cowardly and dishonorable way to slay a noble foe deserving of respect.

Game Information: *Entangle 5d6, 5 DEF, Takes No Damage From Attacks (+ $\frac{1}{2}$) (75 Active Points); OAF Expendable (animal fur and claws bound together with glue, Difficult to obtain; $-1\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Only Versus Animals (-1), Requires A Druidry Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 16 points.*

OPTIONS:

1) Strong Spell: Increase to Entangle 6d6, 6 DEF. 90 Active Points; total cost 19 points.

2) Weak Spell: Decrease to Entangle 4d6, 4 DEF. 60 Active Points; total cost 13 points.

3) Free Spell: Remove OAF ($-1\frac{1}{4}$). Total cost: 21 points.

4) Stilled Spell: Remove Gestures ($-\frac{1}{4}$). Total cost: 17 points.

5) Silenced Spell: Remove Incantations ($-\frac{1}{4}$). Total cost: 17 points.

6) Apprentice's Version: Add Side Effects (character suffers -1 SPD for 1d6 minutes; $-\frac{1}{4}$). Total cost: 15 points.

7) Difficult Spell: Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 14 points.

8) Easy Spell: Change to Requires A Druidry Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 17 points.

9) Master's Version: Remove Requires A Druidry Roll ($-\frac{1}{2}$). Total cost: 18 points.

10) Lengthy Spell: Add Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 14 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 15 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 100 Active Points; total cost 21 points.

SELGAR'S SPELL OF THE DEADLY VINES**Effect:** Summon one 250-point Giant Carnivorous Plant**Target/Area Affected:** One plant**Casting Time:** Full Phase**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Instant**Range:** No Range**Magic Roll Penalty:** -5**END Cost:** 5

Description: The mad mage Selgar, who lived over a thousand years ago in Thûn and the wilds north of the lands of what is now the Tornathian League, devoted his considerable intellect and magical skill to many bizarre experiments. Several of these involved ways to “quicken” plants, bringing them to life for various purposes. Perhaps the most horrifying of those spells is this one, which transforms any sufficiently large plant (a medium-sized bush or larger) into a fearsome carnivorous version of itself! These plants often possess other strange abilities, such as dangerous spores or the ability to shoot thorns.

Adventurers' tales claim that Selgar's stronghold north of Tornathia, abandoned for a thousand years and now long lost, is guarded by dozens of sentinel plants the mad mage created with this spell. If so, they have undoubtedly bred and cross-bred since then, creating even more monstrous man-eating vegetation.

Game Information: *Summon one 250-point Giant Carnivorous Plant* (The HERO System Bestiary, page 198) (50 Active Points); *OAF Expendable* (ball of human blood and monster manure, Difficult to obtain; -1¼), *Extra Time* (Full Phase; -½), *Gestures* (-¼), *Incantations* (-¼), *Requires A Druidry Roll* (-½), *Summoned Being Must Inhabit Locale* (-½). *Total cost:* 12 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Summon one 300-point Giant Carnivorous Plant. 60 Active Points; total cost 14 points.
- 2) **Weak Spell:** Decrease to Summon one 175-point Giant Carnivorous Plant. 35 Active Points; total cost 8 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 17 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 12 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 12 points.
- 6) **Apprentice's Version:** Add Side Effects (Major Transform 4d6 [human into human-plant cross-breed]; -1). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 13 points.

10) **Lengthy Spell:** Increase to Extra Time (1 Turn; -1¼). Total cost: 10 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 11 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 18 points.

13) **Friendly Plant:** Add Friendly (+¼). 62 Active Points; total cost 15 points.

14) **Loyal Plant:** Add Loyal (+½). 75 Active Points; total cost 18 points.

15) **Devoted Plant:** Add Devoted (+¾). 87 Active Points; total cost 20 points.

16) **Slavishly Loyal Plant:** Add Slavishly Loyal (+1). 100 Active Points; total cost 23 points.

17) **Distant Plant:** The character can create a Giant Carnivorous Plant far from himself — perhaps right in front of an approaching attacker. Add Ranged (+½). 75 Active Points; total cost 18 points.

SELGAR'S SPELL OF THE LEAFY SHACKLES**Effect:** Entangle 5d6, 5 DEF**Target/Area Affected:** One character**Casting Time:** Half Phase (Attack Action)**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Instant**Range:** 250"**Magic Roll Penalty:** -5**END Cost:** 5

Description: Another product of the mad mind of Selgar, this spell refines and improves upon a spell of ancient lineage, usually known as *Tangling Vines* or *The Spell Of The Grasping Branches*. It causes the plants and trees around the target to suddenly move, twist, and grow so as to grab and hold him. It only works if the target is near a sufficient amount of plant matter — at least one medium-sized bush. If sufficient plant material exists, a spellcaster can use this spell to form a strong barrier instead of imprisoning a target.

Game Information: *Entangle 5d6, 5 DEF* (50 Active Points); *OAF Expendable* (a bit of vine twisted into a complicated knot, Easy to obtain; -1), *Gestures* (-¼), *Incantations* (-¼), *Requires A Druidry Roll* (-½), *Requires Sufficient Plants* (-½), *Spell* (-½), *Vulnerable* (bladed weapons; -1), *Vulnerable* (fire; -1). *Total cost:* 8 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Entangle 6d6, 6 DEF. 60 Active Points; total cost 10 points.
- 2) **Tangling Vines:** Decrease to Entangle 4d6, 3 DEF. 35 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 10 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 9 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 9 points.

- 6) Apprentice's Version:** Add Side Effects (character trapped in Entangle 3d6, 3 DEF; -½). Total cost: 8 points.
- 7) Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 9) Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 9 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 8 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 8 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 12 points.
- 13) Grasping Garden:** This form of the spell affects everyone in a 4" radius area. Decrease to Entangle 4d6, 4 DEF and add Area Of Effect (4" Radius; +1). 80 Active Points; total cost 13 points.
- 14) Limited Range:** Add Limited Range (30"; -¼). Total cost: 8 points.

SELGAR'S UNFRIENDLY TERRAIN

Effect: Change Environment, -5" of Running/Ground Movement

Target/Area Affected: 250" radius

Casting Time: 1 hour

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 week plus 1 day per point by which the caster makes his Druidry roll)

Range: No Range

Magic Roll Penalty: -13

END Cost: 0

Description: Selgar designed this spell to protect himself from his many enemies (real and imagined). While intended for use in the area surrounding a castle or other sanctum, it could also be used to safeguard a mountain pass or other such areas.

Within the area affected by the spell, overland travel becomes much harder. To everyone but the caster, thickets are denser and harder to push through, mud is deeper and grips more strongly, the stones become larger and sharper, and so forth. The Unfriendly Terrain turns what could be a simple, pleasant journey into a slow and aggravating effort. However, it has no effect in cities, or on non-natural surfaces such as paved roads.

Game Information: *Change Environment 250" radius, -5" of Running/Ground Movement, Personal Immunity (+¼), Reduced Endurance (0 END; +½), Uncontrolled (duration of 1 week plus 1 day per point by which the caster makes his Druidry roll; +½) (128 Active Points); OAF Expendable (a twist of plant matter tied around a pebble in a complex knot, Easy to obtain; -1), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (two hands throughout; -1), Incantations (throughout; -½), No Range (-½), Only Works In Natural Environments (-1), Requires A Druidry Roll (-½), Spell (-½). Total cost: 13 points.*

OPTIONS:

- 1) Strong Spell:** Increase to 1,000" radius. 151 Active Points; total cost 15 points.
- 2) Weak Spell:** Decrease to 64" radius. 106 Active Points; total cost 11 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 14 points.
- 4) Stilled Spell:** Remove Gestures (-1). Total cost: 14 points.
- 5) Silenced Spell:** Remove Incantations (-½). Total cost: 13 points.
- 6) Apprentice's Version:** Add Side Effects (spell's effects only affect caster, for a period of 2d6 hours; -1). Total cost: 12 points.
- 7) Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 8) Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 9) Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 13 points.
- 10) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 157 Active Points; total cost 16 points.

THE SPELL OF OAKEN DESTRUCTION

Effect: RKA 3d6, Only Versus Wood

Target/Area Affected: One wooden object

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 225"

Magic Roll Penalty: -4

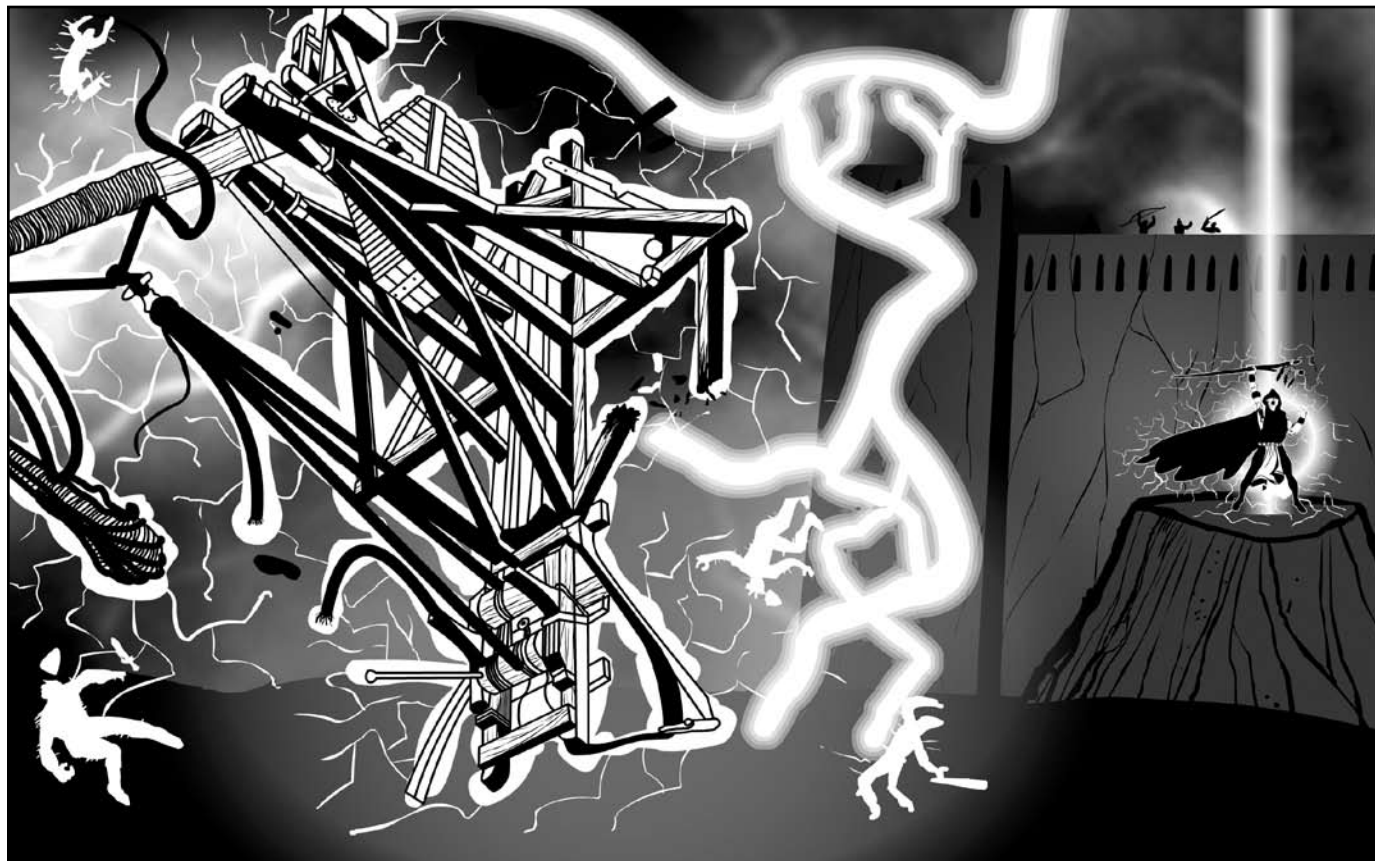
END Cost: 4

Description: Druidry spells can harm things of nature as well as heal or use them. This spell, for example, destroys wooden objects, causing them to rot and fall apart in the space of a second. A clever spellcaster can use it to ruin a wooden-hafted weapon, destroy a door without much noise or difficulty, or kill a tree.

Game Information: *RKA 3d6 (45 Active Points); OAF Expendable (tiny silver axe, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Versus Wood (-1), Requires A Druidry Roll (-½), Spell (-½). Total cost: 9 points.*

OPTIONS:

- 1) Strong Spell:** Increase to RKA 4d6. 60 Active Points; total cost 13 points.
- 2) Weak Spell:** Decrease to RKA 2d6. 30 Active Points; total cost 6 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 13 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 10 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 10 points.



6) **Apprentice's Version:** Add Side Effects (spell affects one wooden object on the caster's person, or if he has no such object caster suffers a -1 DEX for $\frac{1}{2}$ d6 hours; $-\frac{1}{4}$). Total cost: 9 points.

7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 9 points.

8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 10 points.

9) **Master's Version:** Remove Requires A Druidry Roll ($-\frac{1}{2}$). Total cost: 11 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 9 points.

11) **Attentive Spell:** Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 9 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 67 Active Points; total cost 14 points.

THE SPELL OF THE SUDDEN FOG

Effect: Change Environment, -4 Sight Group PER Rolls

Target/Area Affected: 8" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (1d6+1 minutes, +1 minute per point by which the caster makes his Druidry roll)

Range: 50"

Magic Roll Penalty: -6

END Cost: 0

Description: This spell instantly fills an 8" radius area with fog so thick that it obscures vision.

Game Information: *Change Environment 8" radius, -4 Sight Group PER Rolls, Reduced Endurance (0 END; $+\frac{1}{2}$), Uncontrolled (1d6+1 minutes, +1 minute per point by which the caster makes his Druidry roll; $+\frac{1}{2}$) (58 Active Points); OAF Expendable (wisp of cotton, Easy to obtain; -1), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Limited Range (50"; $-\frac{1}{4}$), Requires A Druidry Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 15 points.*

OPTIONS:

1) **Strong Spell:** Increase to -6 Sight Group PER Rolls. 70 Active Points; total cost 19 points.

2) **Weak Spell:** Decrease to -2 Sight Group PER Rolls. 46 Active Points; total cost 12 points.

3) **Free Spell:** Remove OAF (-1). Total cost: 21 points.

4) **Stilled Spell:** Remove Gestures ($-\frac{1}{4}$). Total cost: 17 points.

- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 17 points.
- 6) **Apprentice's Version:** Add Side Effects (Sight Group Flash 6d6; -½). Total cost: 14 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 18 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 14 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 14 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 72 Active Points; total cost 19 points.

TAMING-SPELL

Effect: Mind Control 12d6, Set Effect (calm animal)
Target/Area Affected: One animal
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 30"
Magic Roll Penalty: -6
END Cost: 6

Description: This spell calms angry, ferocious, frightened, or vicious beasts, making it easy for the character to cope with them. It does not make the animal friendly toward the caster, or willing to obey his commands without question, but it's likely to keep him from attacking or threatening anyone. In many cases, animals affected by the Taming-Spell simply wander away and leave the caster and his companions alone.

If a spellcaster uses the Taming-Spell on an animal who's Enraged or Berserk, the target number for the Effect Roll is EGO +30 (in other cases it's EGO +20 at most, and often less). If the Effect Roll succeeds, the animal automatically gets to make a roll to recover with a bonus of +1, with an additional +1 for every 5 points by which the Effect Roll exceeded the target number. Even if the Effect Roll fails, the animal still gets a normal roll to recover.

Game Information: *Mind Control 12d6 (Animal class of minds) (60 Active Points); OAF Expendable (miniature bronze flute, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Normal Range (30"; -½), Requires A Druidry Roll (-½), Set Effect (calmness; -1), Spell (-½). Total cost: 11 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Mind Control 15d6. 75 Active Points; total cost 14 points.
- 2) **Weak Spell:** Decrease to Mind Control 10d6. 50 Active Points; total cost 9 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 15 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 12 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 12 points.
- 6) **Apprentice's Version:** Add Side Effects (focuses animal's violent intentions solely on the caster; -¼). Total cost: 11 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 13 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 10 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 11 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 17 points.
- 13) **Distant Taming:** This form of the spell works at a much greater range than the standard one. Remove Limited Normal Range (-½). Total cost: 13 points.
- 14) **Terror Of The Wilds:** This spell has the opposite effect of the Taming-Spell — it terrifies animals. Sometimes this causes them to flee, but in the case of some types of beasts (including ferocious predators) may make them more likely to attack or become Enraged/Berserk. Change Set Effect to (create fear; -1); any version of the spell has the same cost as the corresponding version of the Taming-Spell.

TRENDEL'S SPELL OF ARBOREAL AWAKENING

Effect: Summon one 300-point Treeman

Target/Area Affected: One tree

Casting Time: 1 Hour

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -6

END Cost: 18

Description: This spell turns an ordinary large tree into a treeman (*The HERO System Bestiary*, page 119). The treeman is not necessarily kindly disposed toward the caster, who must negotiate with it or coerce it to obtain services from it.

Game Information: *Summon one 300-point Treeman (60 Active Points); OAF Expendable (carved wooden statuette of a treeman, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Increased Endurance Cost (x3 END; -1), Requires A Druidry Roll (-½), Requires Appropriate Tree (-½). Total cost: 6 points.*

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 7 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 7 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 7 points.
- 4) **Apprentice's Version:** Add Side Effects (treeman attacks character; -1). Total cost: 6 points.
- 5) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 6) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 7) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 7 points.
- 8) **Quick Spell:** Change to Extra Time (1 Turn; -1¼). Total cost: 8 points.
- 9) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 10 points.
- 10) **Friendly Treeman:** Add Friendly (+¼). 75 Active Points; total cost 8 points.
- 11) **Loyal Treeman:** Add Loyal (+½). 90 Active Points; total cost 10 points.
- 12) **Devoted Treeman:** Add Devoted (+¾). 105 Active Points; total cost 11 points.
- 13) **Slavishly Loyal Treeman:** Add Slavishly Loyal (+1). 120 Active Points; total cost 13 points.

WORD OF WARPING

Effect: Minor Transform 4d6 (wooden object into useless wooden object)

Target/Area Affected: One wooden object

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 200"

Magic Roll Penalty: -4

END Cost: 4

Description: This spell, regarded by some spell-casters as a lesser version of the Spell Of Oaken Destruction, warps and deforms wood. With it a caster can deform a door to make it easy to open (or change its shape so that it's firmly wedged shut), bend a bow or spear so that it's useless, or cause a tree to grow in an unusual or pleasing shape.

At the GM's option, if a character uses this spell against a being made of wood, such as a wood golem or treeman, you can treat it as an RKA 2½d6, NND (defense is Power Defense), Does BODY. Stories say the wizard Ghelvarius Groth used the spell this way to disable the "living tree" guardians of the druid Talarwyn when he invaded Talarwyn's grove in search of certain items of great magical power.

Game Information: *Minor Transform 4d6 (wooden object into useless wooden object) (40 Active Points); OAF Expendable (small piece of warped wood, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Target (wooden objects; -½), Requires A Druidry Roll (-½), Spell (-½). Total cost: 10 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Minor Transform 6d6. 60 Active Points; total cost 15 points.
- 2) **Weak Spell:** Decrease to Minor Transform 3d6. 30 Active Points; total cost 7 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 13 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.
- 6) **Apprentice's Version:** Add Side Effects (spell affects one wooden object on the caster's person, or if he has no such object caster suffers a -2" Running for ½d6 hours; -¼). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 11 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 9 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 15 points.

13) Warping Touch: This form of the spell only works if the caster can touch the wooden object he wants to warp. Add No Range (-½). Total cost: 9 points.

YARETH'S SPELL OF THE SPIDERY PRISON

Effect: Entangle 3d6, 3 DEF

Target/Area Affected: 9" Radius

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 10 minutes, +1 minute by which the caster makes his Druidry roll)

Range: 600"

Magic Roll Penalty: -12

END Cost: 0

Description: Created by the spider demon-worshipping mage Yareth nearly a thousand years ago, this spell entered the general catalog of Druidry after the thief Tesper stole one of Yareth's grimoires and sold it to a wizard's guild in Aarn. The guild not only made the spell available to its members, but sold copies to many other spellcasters. The guild's destruction by a horde of seemingly intelligent giant spiders several years later undoubtedly had nothing to do with the peddling of the Spidery Prison.

In *HERO System* terms, the webs created by this spell are Area Of Effect Entangles that must be created as vertical walls (see the *HERO System 5th Edition, Revised*, page 168). The caster needs appropriate large objects to attach the web to, such as corridor walls, trees, statues, or the like. Unlike normal Area Of Effect Entangle walls, the webs are not 2" "thick," but ½" thick. Also unlike normal Area Of Effect Entangles used to create walls, which do not Entangle targets in the Area Of Effect, a web *does* Entangle any creature that blunders into it. (For this reason, the value of the *Only To Form Barriers* Limitation is reduced.)

The web created by this spell lasts (and remains able to Entangle victims) until completely destroyed. When a web suffers damage sufficient to break it, the damage creates a "hole" in it. The hole is equal in size to the creature who escaped from the Entangle (the GM may alter this to reflect other considerations, of course). Once half or more of the hexes in a web are damaged or destroyed, it collapses.

Game Information: *Entangle* 3d6, 3 DEF, Area Of Effect (9" Radius; +1), Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (duration of 10 minutes, +1 minute by which the caster makes his Druidry roll; +½) (120 Active Points); OAF Expendable (dead spider wrapped in a bit of webbing, Easy to obtain; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only To Form Barriers (-½), Requires A Druidry Roll (-½), Spell (-½). Total cost: 27 points.

OPTIONS:

- 1) Strong Spell:** Increase to Entangle 4d6, 4 DEF. 160 Active Points; total cost 35 points.
- 2) Weak Spell:** Decrease to Entangle 2d6, 2 DEF. 80 Active Points; total cost 18 points.
- 3) Free Spell:** Remove OAF (-1). Total cost: 34 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 28 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 28 points.
- 6) Apprentice's Version:** Add Side Effects (web forms around and Entangles caster; -1). Total cost: 22 points.
- 7) Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 24 points.
- 8) Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 28 points.
- 9) Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 30 points.
- 10) Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 30 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 25 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 135 Active Points; total cost 30 points.

DEFENSIVE SPELLS

BARKSKIN

Effect: Armor (5 PD/5 ED)
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: This spell transforms the caster's skin into thick, tough bark. The bark protects him from attacks; it doesn't hinder his movement or restrict his agility.

Game Information: *Armor (5 PD/5 ED) (15 Active Points); OAF Expendable (piece of bark tied to a piece of metal from a used suit of armor, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Druidry Roll (-½). Total cost: 4 points.*

OPTIONS:

- 1) **Oakenskin:** Increase to Armor (7 PD/7 ED). 21 Active Points; total cost 6 points.
- 2) **Willowskin:** Decrease to Armor (3 PD/3 ED). 9 Active Points; total cost 2 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 6 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 4 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 4 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 on all DEX-Based Rolls for 1d6 x 10 minutes; -¼). Total cost: 4 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 5 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 4 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 4 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 6 points.
- 13) **Shared Spell:** This form of the *Barkskin* spell works either on the caster, or one other person whom he touches. Add Usable By Other (+¼). 19 Active Points; total cost 5 points.
- 14) **Limited Duration Spell:** This form of *Barkskin* has a limited duration, but remains in effect if the caster gets Knocked Out. Add Uncontrolled (duration of 5 minutes, +1 minute per point by which the caster makes his Druidry roll; +½) and remove Costs Endurance (-½). 22 Active Points; total cost 7 points.

CULLAIN'S SPELL OF THE QUIET PATHWAY

Effect: +5 with Concealment, Stealth, and Tracking, Only In Natural Environments
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -1
END Cost: 1

Description: This spell heightens a character's ability to hide and move stealthfully in woodlands and other wilderness environments. It provides a +5 bonus to Stealth, Concealment, and Tracking in natural areas. The character may only use the Concealment bonus when trying to hide himself or traces of himself, and may only use the Tracking bonus to hide his tracks.

Game Information: *+5 with Concealment, Stealth, and Tracking (15 Active Points); OAF Expendable (small brush made of twigs wrapped in green cloth, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only In Natural Environments (-1), Requires A Druidry Roll (-½). Total cost: 3 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to +7 with Concealment, Stealth, and Tracking. 21 Active Points; total cost 4 points.
- 2) **Weak Spell:** Decrease to +3 with Concealment, Stealth, and Tracking. 9 Active Points; total cost 2 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 4 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 3 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 3 points.
- 6) **Apprentice's Version:** Add Side Effects (+5 bonus to others' PER Rolls to detect character in natural environments when he uses Concealment, Stealth, or Tracking for 1d6 hours; -1). Total cost: 3 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 3 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 3 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 3 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 5 points.
- 13) **Shared Spell I:** This form of the Quiet Pathways works either on the caster, or one other person whom he touches. Add Usable By Other (+¼). 19 Active Points; total cost 4 points.

14) Shared Spell II: As with the first variant, but this form applies to up to eight persons, allowing the caster to make his entire party stealthy. Add Usable Simultaneously (up to eight people at once; +1). 30 Active Points; total cost 6 points.

15) Limited Duration Spell: This form of Quiet Pathways has a limited duration, but remains in effect if the caster gets Knocked Out. Add Uncontrolled (duration of 5 minutes, +1 minute per point by which the caster makes his Druidry roll; +½) and remove Costs Endurance (-½). 22 Active Points; total cost 5 points.

THE SPELL OF THE THORNY WALL

Effect: Force Wall (6 PD/6 ED, 5" long and 2" tall) plus RKA 1d6, Armor Piercing, Damage Shield

Target/Area Affected: 4" long

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (lasts until hacked down or dies)

Range: 30"

Magic Roll Penalty: -14

END Cost: 0

Description: This spell creates a 2" tall, 4" long wall of thick brambles with large, sharp thorns. Anyone who touches the wall or tries to move through it suffers injury from the thorns. The wall remains in place until someone cuts it down, it dies and collapses (which takes just a few days, since it's not rooted in the ground), or someone Dispel's it.

Game Information: Force Wall (6 PD/6 ED, 5" long and 2" tall), Reduced Endurance (0 END; +½), Uncontrolled (lasts until hacked down or dies; +½) (80 Active Points); OAF Expendable (chip of metal from a bladed weapon wrapped with a strand of thorny vine, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (30"; -¼), Requires A Druidry Roll (-½), Spell (-½) (total cost: 18 points) **plus** RKA 1d6, Armor Piercing (+½), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Uncontrolled (lasts until hacked down or dies; +½) (60 Active Points); OAF Expendable (as above; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Linked (-½), Requires A Druidry Roll (-½), Spell (-½) (total cost: 13 points). Total cost: 31 points.

OPTIONS:

1) Strong Spell: Increase to Force Wall (8 PD/8 ED) and RKA 1½d6. 100 + 100 = 200 Active Points; total cost 22 + 22 = 44 points.

2) Weak Spell: Decrease to Force Wall (4 PD/4 ED) and RKA ½d6. 60 + 40 = 100 Active Points; total cost 13 + 9 = 22 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 25 + 18 = 43 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 19 + 14 = 33 points.



5) Silenced Spell: Remove Incantations (-¼). Total cost: 19 + 14 = 33 points.

6) Apprentice's Version: Add Side Effects (-3 to Druidry rolls for 1d6 hours; -¼). Total cost: 17 + 13 = 30 points.

7) Difficult Spell: Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 16 + 12 = 28 points.

8) Easy Spell: Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 19 + 14 = 33 points.

9) Master's Version: Remove Requires A Druidry Roll (-½). Total cost: 20 + 15 = 35 points.

10) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 17 + 13 = 30 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 100 + 67 = 167 Active Points; total cost 22 + 15 = 37 points.

WILDERNESS COMFORT

Effect: Life Support (Safe Environments: Intense Cold, Intense Heat)

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (3 hours, +1 hour per point by which the caster makes his Druidry roll)

Range: Self

Magic Roll Penalty: -1

END Cost: 0

Description: This spell keeps the caster comfortable no matter what the temperature is. In the hottest desert or the coldest blizzard, he remains perfectly at ease — though he still suffers damage from spells based on fire, ice, or the like.

Game Information: *Life Support (Safe Environments: Intense Cold, Intense Heat), Uncontrolled (3 hours, +1 hour per point by which the caster makes his Druidry roll; +½) (6 Active Points); OAF Expendable (a cooled ember, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Druidry Roll (-½). Total cost: 2 points.*

OPTIONS:

1) Free Spell: Remove OAF (-1). Total cost: 3 points.

2) Stilled Spell: Remove Gestures (-¼). Total cost: 2 points.

3) Silenced Spell: Remove Incantations (-¼). Total cost: 2 points.

4) Apprentice's Version: Add Side Effects (makes character take double damage from sunburn and frostbite for 1d6 hours; -1). Total cost: 1 point.

5) Difficult Spell: Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 2 points.

6) Easy Spell: Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.

7) Master's Version: Remove Requires A Druidry Roll (-½). Total cost: 2 points.

8) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 2 points.

9) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 2 points.

10) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 8 Active Points; total cost 3 points.

11) Shared Spell I: This form of the Wilderness Comfort works either on the caster, or one other person whom he touches. Add Usable By Other (+¼). 7 Active Points; total cost 2 points.

12) Shared Spell II: As with the first variant, but this form applies to up to eight persons, allowing the caster to make his entire party comfortable. Add Usable Simultaneously (up to eight people at once; +1). 10 Active Points; total cost 3 points.

MOVEMENT SPELLS

CYTHARA'S SPELL OF THE SWIFTER STEED

Effect: Aid Running 3d6, Others Only, Animals Only

Target/Area Affected: One animal

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -3

END Cost: 3

Description: With this spell, a caster can make an animal (typically one he's riding) run much faster than normal. Its creator, the beautiful witch Cythara, often used it to escape from towns after people discovered she was responsible for the various "tricks" she so enjoyed.

Game Information: *Aid Running 3d6 (30 Active Points); OAF Expendable (rune-incised chip of metal from a used horseshoe, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Others Only (-½), Only Works On Animals (-1), Requires A Druidry Roll (-½). Total cost: 6 points.*

OPTIONS:

1) Strong Spell: Increase to Aid Running 4d6. 40 Active Points; total cost 8 points.

2) Weak Spell: Decrease to Aid Running 2d6. 20 Active Points; total cost 4 points.

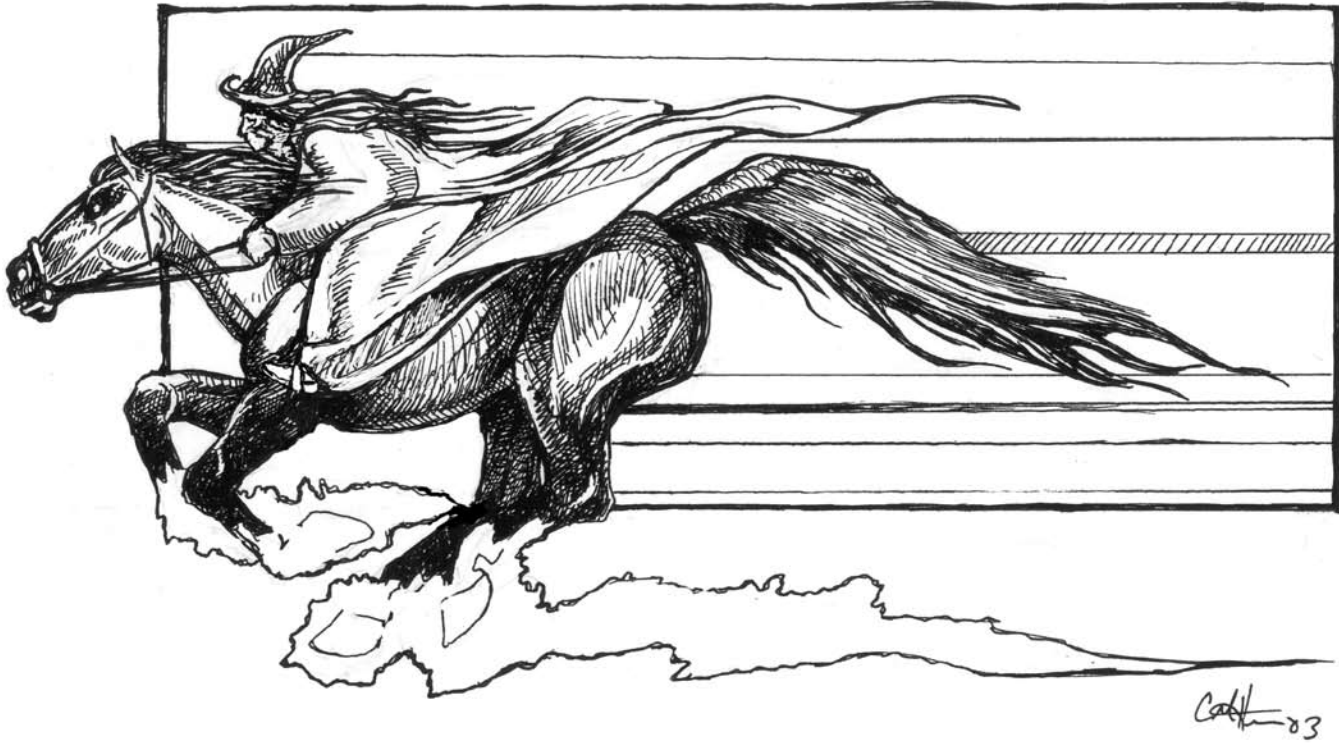
3) Free Spell: Remove OAF (-1¼). Total cost: 7 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 6 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 6 points.

6) Apprentice's Version: Add Side Effects (caster suffers -2" Running for 1d6 hours; -¼). Total cost: 5 points.

7) Difficult Spell: Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 5 points.



8) Easy Spell: Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.

9) Master's Version: Remove Requires A Druidry Roll (-½). Total cost: 6 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 5 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 5 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 9 points.

13) Long-Lasting Spell: Add Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½). 45 Active Points; total cost 9 points.

14) Swifter Steed Variant: This form of Cythara's spell lasts as long as the caster keeps paying END. Change to Succor Running 6d6. 30 Active Points; total cost 6 points.

GORBADEL'S SPELL OF THE UNSEEN STEPS

Effect: Gliding 6"

Target/Area Affected: Self

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 hour, +1 hour per point by which the caster makes his Druidry roll)

Range: Self

Magic Roll Penalty: -1

END Cost: 0

Description: This spell, a favorite of bandits and thieves, prevents the caster from leaving tracks when he walks. No matter how muddy the ground, or how soft the snow, where the caster walks he leaves no tracks. (He could still leave behind scraps of cloth or the like, though.) It takes its name from Gorbadel Ravensson, a ranger as accomplished in the arts of Druidry and Elemental Magic as he was in the arts of war. Tavern tales from Vesterhall and Sarkovy tell how he used this spell to slip past bands of trolls to penetrate deep into trollish territory in the Snowthorn Mountains and slay trollish chieftains and shamans.

As built, this spell assumes the caster has Running 6". If he has more or less, adjust the spell's cost accordingly.

Game Information: *Gliding 6", Uncontrolled (duration of 1 hour, +1 hour per point by which the caster makes his Druidry roll; +½) (9 Active Points); OAF Expendable (a feather, Easy to obtain; -1), Extra Time (Full Phase; -½), Gestures (-¼), Ground Gliding (-¼), Incantations (-¼), Requires A Druidry Roll (-½). Total cost: 2 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Gliding 9". 13 Active Points; total cost 3 points.
- 2) **Weak Spell:** Decrease to Gliding 4". 6 Active Points; total cost 2 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 3 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 3 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 3 points.
- 6) **Apprentice's Version:** Add Side Effects (+3 to others' attempts to use Tracking to follow the character for 1 hour, +1 hour per point by which the caster missed his roll; -¼). Total cost: 2 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 3 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 3 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 2 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 12 Active Points; total cost 3 points.
- 13) **Shared Spell I:** This version of the spell works for the caster or any one person whom he touches. Add Usable By Other (+¼). 10 Active Points; total cost 3 points.
- 14) **Shared Spell II:** This variant allows a caster to shield the steps of himself and up to seven companions from detection. Add Usable Simultaneously (up to eight people at once; +1). 15 Active Points; total cost 4 points.

THE SPELL OF EASY PASSAGE

Effect: Tunneling 6" through DEF 6 material, Fill In, Only Versus Thickets
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: When this spell is cast, thickets, undergrowth, brambles, and the like part in front of the spellcaster, allowing him (and his companions, if any) to pass through effortlessly. After passage is complete, the plants return to their normal shape.

In game terms, this spell uses Tunneling to create "safe passage" through undergrowth (including things like a Thorny Wall). Most natural undergrowth has DEF 1-3 for purposes of this spell. After the character passes through, the Fill In effect occurs automatically; the character cannot leave an open "tunnel" through the wilderness behind him without GM's permission. Spellcasters cannot use this spell to "pass through" or cause damage to plant-based monsters.

Game Information: *Tunneling 6" through DEF 6 material, Fill In (40 Active Points); OAF Expendable (tiny steel scythe-blade, Difficult to obtain; -1¼), Fill In Occurs Automatically (-0), Gestures (-¼), Incantations (-¼), Limited Medium (thickets, undergrowth, and the like; -1), Requires A Druidry Roll (-½). Total cost: 9 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Tunneling 8" through DEF 8 material. 50 Active Points; total cost 12 points.
- 2) **Weak Spell:** Decrease to Tunneling 3" through DEF 3 material. 25 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 13 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 10 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 10 points.
- 6) **Apprentice's Version:** Add Side Effects (-3" Running in wilderness areas for the next 1d6 hours; -¼). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 11 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 9 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 14 points.

SPIDER'S PATH

Effect: Clinging (normal STR)**Target/Area Affected:** Self**Casting Time:** Half Phase**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Uncontrolled (duration of 10 minutes, +1 minute by which the caster makes his Druidry roll)**Range:** Self**Magic Roll Penalty:** -1**END Cost:** 0

Description: This spell allows the caster to walk up walls and along ceilings as if he were a spider. However, he must take care to reach the ground before the spell's duration expires, lest he suffer a long fall.

Game Information: *Clinging (normal STR), Uncontrolled (duration of 10 minutes, +1 minute by which the caster makes his Druidry roll; +½) (15 Active Points); OAF Expendable (two spider's legs, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Druidry Roll (-½). Total cost: 5 points.*

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1). Total cost: 7 points.
- 2) **Stilled Spell:** Remove Gestures (-¼). Total cost: 5 points.
- 3) **Silenced Spell:** Remove Incantations (-¼). Total cost: 5 points.
- 4) **Apprentice's Version:** Add Side Effects (-2 to all DEX-Based rolls for the next 1d6 x 10 minutes; -¼). Total cost: 5 points.
- 5) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 6) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 7) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 6 points.
- 8) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 4 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 5 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 20 Active Points; total cost 7 points.
- 11) **Shared Spell I:** This version of the spell works for the caster or any one person whom he touches. Add Usable By Other (+¼). 17 Active Points; total cost 6 points.
- 12) **Shared Spell II:** This variant allows a caster to grant the spider-walking ability to himself and up to seven companions. Add Usable Simultaneously (up to eight people at once; +1). 25 Active Points; total cost 8 points.

SENSORY SPELLS

ANIMAL EYES

Effect: Clairsentience (Sight Group), Only Through The Senses Of Others**Target/Area Affected:** Self**Casting Time:** Full Phase**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Constant**Range:** 500"**Magic Roll Penalty:** -3**END Cost:** 3

Description: This spell allows the caster to see through the eyes of any animal within 500" of him. While casting the spell, he reaches out with his mystic senses to determine if there's an animal at or near his desired perception point. If not, he has to choose another perception point or stop casting the spell. If so, he selects the animal and can see out of its eyes. If the animal moves, so does the spell's perception point. If the caster wishes to shift the perception point to another animal, he must stop the spell and re-cast it.

Game Information: *Clairsentience (Sight Group), Mobile Perception Point, 4x Range (500") (35 Active Points); OAF Expendable (an eye from a predatory mammal, Difficult to obtain; -1¼), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Only Through The Senses Of Others (local animals; -½), Requires A Druidry Roll (-½). Total cost: 9 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to 8x Range (1,000"). 40 Active Points; total cost 10 points.
- 2) **Weak Spell:** Decrease to 2x Range (250"). 30 Active Points; total cost 7 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 13 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 9 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 9 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 Sight Group PER Rolls for 1d6 hours; -¼). Total cost: 8 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 10 points.
- 10) **Quick Spell:** Remove Extra Time (-¼). Total cost: 9 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 8 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 52 Active Points; total cost 13 points.



KNOWLEDGE OF THE FOUR

Effect: Bump Of Direction

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -1

END Cost: 1

Description: This spell grants the caster an unerring sense of direction. Even in a maze in the darkest night, he knows which way is north.

Game Information: *Bump Of Direction* (3 Active Points); *OAF Expendable* (piece of moss, Easy to obtain; -1), *Costs Endurance* (-½), *Gestures* (-¼), *Incantations* (-¼), *Requires A Druidry Roll* (-½). Total cost: 1 point.

OPTIONS:

1) **Free Spell:** Remove OAF (-1). Total cost: 1 point.

2) **Stilled Spell:** Remove Gestures (-¼). Total cost: 1 point.

3) **Silenced Spell:** Remove Incantations (-¼). Total cost: 1 point.

4) **Apprentice's Version:** Add Side Effects (-2 to PER rolls for 1d6 minutes; -¼). Total cost: 1 point.

5) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 1 point.

6) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 1 point.

7) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 1 point.

8) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 4 Active Points; total cost 1 point.

9) **Shared Spell:** This version of the spell works for the caster or any one person whom he touches. Add Usable By Other (+¼). 4 Active Points; total cost 1 point.

SPIRITS OF THE STONES

Effect: Retrocognition (Sight and Hearing Groups)

Target/Area Affected: See text

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -5

END Cost: 5

Description: This spell awakens the spirits in stones that they might tell the caster what has transpired near them in the past. The spirits have trouble remembering things accurately the further back in time the caster asks them to remember, and sometimes have difficulty with human concepts (such as large numbers). Nevertheless, they usually provide valuable information.

For this spell to work, the caster must have access to a sufficient quantity of unworked stone — at least one large boulder's worth. Smaller stones, and worked stone of any size, have no spirits able to respond to the spell's call.

Game Information: *Clairsentience* (Sight and Hearing Groups), *Retrocognition* (50 Active

Points); OAF (wizard's staff or the like; -1), Concentration ($\frac{1}{2}$ DCV throughout; - $\frac{1}{2}$), Extra Time (1 Turn; -1 $\frac{1}{4}$), Gestures (throughout; - $\frac{1}{2}$), Incantations (throughout; - $\frac{1}{2}$), No Range (- $\frac{1}{2}$), Requires Sufficient Unworked Stone (- $\frac{1}{2}$), Requires A Druidry Roll (- $\frac{1}{2}$), Retrocognition Only (-1), Time Modifiers (- $\frac{1}{2}$). Total cost: 6 points.

OPTIONS:

- 1) **Clear Revelation:** The spirits can remember any point in the past with equal clarity. Remove Time Modifiers (- $\frac{1}{2}$). Total cost: 7 points.
- 2) **Free Spell:** Remove OAF (-1). Total cost: 7 points.
- 3) **Stilled Spell:** Remove Gestures (- $\frac{1}{2}$). Total cost: 7 points.
- 4) **Silenced Spell:** Remove Incantations (- $\frac{1}{2}$). Total cost: 7 points.
- 5) **Apprentice's Version:** Add Side Effects (-3 Sight PER Rolls for 1d6 hours; - $\frac{1}{4}$). Total cost: 6 points.
- 6) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 7) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; - $\frac{1}{4}$). Total cost: 7 points.
- 8) **Master's Version:** Remove Requires A Druidry Roll (- $\frac{1}{2}$). Total cost: 7 points.
- 9) **Quick Spell:** Remove Extra Time (-1 $\frac{1}{4}$). Total cost: 8 points.
- 10) **Inattentive Spell:** Remove Concentration (- $\frac{1}{2}$). Total cost: 7 points.
- 11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; + $\frac{1}{2}$). 75 Active Points; total cost 10 points.

TERRAIN SENSE

Effect: Detect Terrain

Target/Area Affected: Self

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: See text

Magic Roll Penalty: -1

END Cost: 1

Description: When he casts this spell, the caster gains knowledge of the terrain all around him for as far as his eye could see if nothing blocked its sight. He knows where streams and bodies of water are, whether the ground becomes easier or rougher beyond the edge of the mountains, how much undergrowth chokes the nearby forest, and so forth.

Game Information: *Detect Terrain* (INT Roll +3) (no Sense Group) (13 Active Points); OAF Expendable (a tiny pouch filled with a splinter of wood, a pebble, some sand, some leaves, and some drops of water, Easy to obtain; -1), Concentration ($\frac{1}{2}$ DCV throughout; - $\frac{1}{2}$), Costs Endurance (- $\frac{1}{2}$), Extra Time (1 Turn; -1 $\frac{1}{4}$), Gestures (throughout; - $\frac{1}{2}$), Incantations (throughout; - $\frac{1}{2}$), Instant (- $\frac{1}{2}$), Nonpersistent (- $\frac{1}{4}$), Requires A Druidry Roll (- $\frac{1}{2}$). Total cost: 2 points.

OPTIONS:

- 1) **Strong Spell:** Increase to INT Roll +6. 16 Active Points; total cost 3 points.
- 2) **Weak Spell:** Decrease to INT Roll +0. 10 Active Points; total cost 2 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 2 points.
- 4) **Stilled Spell:** Remove Gestures (- $\frac{1}{4}$). Total cost: 2 points.
- 5) **Silenced Spell:** Remove Incantations (- $\frac{1}{4}$). Total cost: 2 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 Sight Group PER Rolls for 1d6 hours; - $\frac{1}{4}$). Total cost: 2 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; - $\frac{1}{4}$). Total cost: 2 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (- $\frac{1}{2}$). Total cost: 2 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; + $\frac{1}{2}$). 19 Active Points; total cost 3 points.

MISCELLANEOUS SPELLS

CORDARION'S SPELL OF WEATHERWORKING

Effect: Change Environment (alter the weather), +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect

Target/Area Affected: 4 km Radius

Casting Time: 5 minutes

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -16

END Cost: 32 per hour

Description: This spell, one of several refined or invented by the wind-wizard Cordarion Cloud-weaver, gives a spellcaster the power to alter the weather over a four kilometer radius around him. The effects, being artificial, disperse fairly quickly once the caster stops paying END.

Game Information: *Change Environment (alter the weather) 4" radius, +/-10 Temperature Levels, Multiple Combat Effects, Varying Combat Effects, Varying Effect (+1), MegaArea (1" = 1 km broad and wide; +¼), Delayed Endurance Cost (once per Hour; +½) (157 Active Points); OAF Expendable (several small gems, Very Difficult to obtain; -1½), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -1), Gestures (two hands throughout casting; -1), Incantations (throughout casting; -½), Increased Endurance Cost (x2 END; -½), No Range (-½), Noisy (-¼), Requires A Druidry Roll (-½), Spell (-½). Total cost: 19 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to 8" radius. 170 Active Points; total cost 21 points.
- 2) **Weak Spell:** Decrease to 2" radius. 143 Active Points; total cost 17 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 23 points.
- 4) **Stilled Spell:** Remove Gestures (-1). Total cost: 22 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 20 points.
- 6) **Apprentice's Version:** Add Side Effects (RKA 2d6; -¼). Total cost: 18 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 18 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 20 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 20 points.
- 10) **Quick Spell:** Change to Extra Time (1 Turn to cast; -¾). Total cost: 20 points.
- 11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 185 Active Points; total cost 22 points.

12) **Lasting Weather:** Instead of maintaining the change in the weather by paying END, the caster simply makes the change, and then the weather reverts to its normal patterns at its usual speed (usually this takes at least a day, and sometimes longer). Add Long-Lasting (+20 Character Points) and remove Delayed Endurance Cost (+½). 173 Active Points; total cost 21 points.

DRUID'S TOUCH

Effect: Simplified Healing 4d6, Animals Only

Target/Area Affected: One animal

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -4

END Cost: 4

Description: With this spell, a caster can heal injuries suffered by animals, be they in battle or from more natural causes.

Game Information: *Simplified Healing 4d6 (40 Active Points); OAF Expendable (a small piece of specially-cut cloth soaked in the animal's blood, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Others Only (-½), Only Works On Animals (-1), Requires A Druidry Roll (-½). Total cost: 9 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Simplified Healing 6d6. 60 Active Points; total cost 13 points.
- 2) **Weak Spell:** Decrease to Simplified Healing 3d6. 30 Active Points; total cost 7 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 11 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 9 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 9 points.
- 6) **Apprentice's Version:** Add Side Effects (animal suffers an RKA 2d6; -¼). Total cost: 8 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 10 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 8 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 8 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 13 points.
- 13) **Gardener's Hand:** This spell heals damage to trees and other plants instead of animals. Change Only Works On Animals (-1) to Only Works On Plants (-2). Total cost: 7 points.

NEW ADDERS: MULTIPLE COMBAT EFFECTS, VARYING COMBAT EFFECTS

Ordinarily, a character with Change Environment can only buy one type of combat effect for it; he can't buy more than one type of combat effect, or switch between effects.

For a +5 Character Point Adder, *Multiple Combat Effects*, a character can buy more than one type of combat effect for a single Change Environment power. He could, for example, buy -2 to DEX Rolls and -2 to STR Rolls, or -3 Sight Group PER and 2 points of damage. The character can choose which of the combat effects to use whenever he activates the power; he can use one, some, or all of them as he chooses.

For a +10 Character Point Adder, *Varying Combat Effects*, the character may switch between different combat effects. He buys the most expensive type of combat effect he wants to create, and whenever he activates the power can choose to substitute any effect of equal or lesser value for the one he purchased, provided the GM approves and he can justify the change within the special effect of the Change Environment. He cannot increase the strength or effectiveness of the combat effect, but can choose to use a lesser-strength combat effect. For example, a character with a Change Environment that provided -3 to DEX Rolls (costs 3 points for each level of effect after the first) could substitute up to 3 Temperature Level changes, -3" movement, or -3 PER Rolls. He could choose -2 PER



Continued from last page

Rolls or -1 Temperature Level, but couldn't have more than -3 of any of these things. Nor could he affect, say, CV, since that costs more than 3 points per effect. When he chooses a combat effect, he cannot "split" the effect between two types (such as -2 Sight Group PER and -2 to DEX Rolls) unless the power also has Multiple Combat Effects.

Both of these Adders require the GM's approval.

MELDANA'S CHARM OF THE DRAGON'S HEART

Effect: Telepathy 5d6 (Animal class of minds)
Target/Area Affected: One animal
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range
Magic Roll Penalty: -2
END Cost: 2

Description: This spell grants a character the power to speak to animals. Its creator, Meldana Featherbright, was famous for using it to speak to just about any animal she encountered, and once used it to persuade a Talarshandi merchant's pet monkey to tell her where it had hidden a large gemstone it filched from the merchant's coffers.

When using this spell, the caster must actually speak out loud to the animal, and the animal "speaks" in return... but only the character can understand what the animal says. To people nearby, the communication sounds like so many grunts, growls, and howls. Meldana's Charm cannot compel an animal to speak with the caster, give him information, or do as he asks. The GM decides how any given animal reacts to a character's efforts to speak to him.

Game Information: Telepathy 5d6 (Animal class of minds) (25 Active Points); OAF Expendable (bit of flesh from a dragon's heart, Very Difficult to obtain; -1½), Communication Only (-¼), Gestures (-¼), Incantations (throughout; -½), No Range (-½), Requires A Druidry Roll (-½), Visible (-¼). Total cost: 5 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Telepathy 8d6. 40 Active Points; total cost 8 points.
- 2) **Weak Spell:** Decrease to Telepathy 3d6. 15 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 8 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 5 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 6 points.
- 6) **Apprentice's Version:** Add Side Effects (makes animal antagonistic to character for at least 1d6 hours; -¼). Total cost: 5 points.
- 7) **Difficult Spell:** Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 8) **Easy Spell:** Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 9) **Master's Version:** Remove Requires A Druidry Roll (-½). Total cost: 6 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 5 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 5 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 37 Active Points; total cost 8 points.

OAKENFORM

Effect: Shape Shift into tree form

Target/Area Affected: Self

Casting Time: 20 Minutes

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -10

END Cost: 0

Description: This spell grants the character the power to change his shape to that of any tree. The tree-form must be at least the caster's size, but can be any size up to eight times the caster's normal size.

Game Information: *Shape Shift (Sight and Touch Groups; any tree shape), Reduced Endurance (0 END; +½) (34 Active Points); OAF Expendable (a bundle of twigs and leaves wrapped together with scarlet thread, Easy to obtain; -1), Concentration (0 DCV throughout casting; -1), Extra Time (20 Minutes to cast; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Druidry Roll (-½) (total cost: 6 points) plus Growth (+45 STR, +9 BODY, +9 STUN, -9" KB, 50,000 kg mass, -6 DCV, +6 PER Rolls to perceive character, 8" tall, 4" wide), Reduced Endurance (0 END; +½) (67 Active Points); OAF Expendable (a bundle of twigs and leaves wrapped together with scarlet thread, Easy to obtain; -1), Concentration (0 DCV throughout casting; -1), Extra Time (20 Minutes to cast; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Linked (-¼), Requires A Druidry Roll (-½) (total cost: 11 points). Total cost: 17 points.*

OPTIONS:

1) Strong Spell: Increase to Growth (+60 STR, +12 BODY, +12 STUN, -12" KB, 400,000 kg, -8 DCV, +8 PER Rolls to perceive character, 32 m tall, 16 m wide). 34 + 90 = 124 Active Points; total cost 6 + 15 = 21 points.

2) Weak Spell: Decrease to Growth (+30 STR, +6 BODY, +6 STUN, -6" KB, 6,400 kg mass, -4 DCV, +4 PER Rolls to perceive character, 4" tall, 2" wide). 34 + 45 = 79 Active Points; total cost 6 + 7 = 13 points.

3) Free Spell: Remove OAF (-1). Total cost: 7 + 13 = 20 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 6 + 12 = 18 points.

5) Silenced Spell: Remove Incantations (-½). Total cost: 6 + 12 = 18 points.

6) Apprentice's Version: Add Side Effects (Drain DEX 2d6, points return at the rate of 5 per Hour; -½). Total cost: 5 + 10 = 15 points.

7) Difficult Spell: Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 5 + 10 = 15 points.

8) Easy Spell: Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 6 + 12 = 18 points.

9) Master's Version: Remove Requires A Druidry Roll (-½). Total cost: 6 + 12 = 18 points.

10) Quick Spell: Remove Extra Time (-1¼). Total cost: 7 + 14 = 21 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: 7 + 13 = 20 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 46 + 90 = 136 Active Points; total cost 8 + 15 = 23 points.

TRACKER'S EYE

Effect: Tracking (INT +8)

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -2

END Cost: 2

Description: Upon casting this spell, the caster becomes a master tracker, able to follow spoor over the roughest, hardest ground.

Game Information: *Tracking (INT +8) (19 Active Points); OAF Expendable (dried paw of a mammalian predator, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Druidry Roll (-½). Total cost: 5 points.*

OPTIONS:

1) Strong Spell: Increase to INT +10. 23 Active Points; total cost 6 points.

2) Weak Spell: Decrease to INT +5. 13 Active Points; total cost 3 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 8 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 5 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 5 points.

6) Apprentice's Version: Add Side Effects (+3 to others' attempts to use Tracking to follow the character for 1 hour, +1 hour per point by which the caster missed his roll; -¼). Total cost: 5 points.

7) Difficult Spell: Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 4 points.

8) Easy Spell: Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.

9) Master's Version: Remove Requires A Druidry Roll (-½). Total cost: 6 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 5 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 5 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 28 Active Points; total cost 7 points.

13) Shared Spell: The character can cast this spell on himself or one other willing subject. Add Usable

SKILL-BASED SPELLS

Spells like Tracker's Eye, which grant the character a Skill (often at a high level) may cause problems in some campaigns. While they often work well for games in which none of the characters have the Skill, they may allow the spellcaster to overshadow a character who pays Character Points to buy the Skill himself. If this is a problem in your game, the GM should restrict the use of such spells, either by adding Limitations (Extra Time, Increased Endurance Cost, and so on) or by applying the *Charges Limitation* so characters cannot cast them frequently.



By Other (+¼). 24 Active Points; total cost 6 points.

14) Wilderness Lore: This spell is similar to Tracker's Eye, but gives the character the Survival Skill (6 points' worth of environments, INT +5 roll). 18 Active Points; total cost 5 points.

TRENDEL'S SPELL OF BOUNTY

Effect: Minor Transform 2d6 (young/small plants into older/larger plants)

Target/Area Affected: 8" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 50"

Magic Roll Penalty: -5

END Cost: 5

Description: With this spell, a caster can cause a field of young plants to grow and bloom instantly, or a group of small plants to become larger. Its creator, the druid Trendel, created it to ease his home region in Tornathia through a period of drought, and it has since saved many other lands from lack of water as well... and many good folk from starvation.

Game Information: *Minor Transform 2d6 (young/small plants into older/larger plants), Area Of Effect (8" Radius; +1½) (50 Active Points); OAF Expendable (handful of seeds from the plants to be enlarged, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Range (50"; -¼), Limited Target (plants; -¼), Requires A Druidry Roll (-½), Spell (-½). Total cost: 12 points.*

OPTIONS:

1) Strong Spell: Increase to Minor Transform 3d6. 75 Active Points; total cost 19 points.

2) Weak Spell: Decrease to Minor Transform 1d6. 25 Active Points; total cost 6 points.

3) Free Spell: Remove OAF (-1). Total cost: 17 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 13 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 13 points.

6) Apprentice's Version: Add Side Effects (RKA 1d6 on the plants; -0). Total cost: 12 points.

7) Difficult Spell: Change to Requires A Druidry Roll (-1 per 5 Active Points; -1). Total cost: 11 points.

8) Easy Spell: Change to Requires A Druidry Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.

9) Master's Version: Remove Requires A Druidry Roll (-½). Total cost: 14 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 11 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 12 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 15 points.

ELEMENTAL MAGIC



Elemental Magic refers to spells related to the four Greater Elements — Air, Earth, Fire, and Water — as well as the Lesser Elements (such as Ice and Light/Shadow). Most practitioners of Elemental Magic pick one element or another to specialize in; Fire Magic is perhaps the most popular. Other wizards prefer to be general elementalists, mixing and matching spells from different Elements to achieve the best results.

Compared to many other arcana, Elemental Magic tends to be spectacular, even “flashy.” Powerful, impressive effects are common, and spells sometimes take the Limitation *Noisy* because they attract so much mystical attention. Many combat-oriented spellcasters focus on this arcana because it has so many attack spells.

In the Turakian magic system, each of the types of Elemental Magic described below requires its own Magic Skill. Other systems and settings may have different rules.

In addition to the spells listed here, some of the spells of Druidry (page 38) could qualify as Elemental Magic, and vice-versa.

AIR MAGIC

Air Magic spells relate to or use winds, clouds, mists, and related phenomena (such as lightning). Air wizards can learn some similar spells from Druidry (such as Cordarion's Spell Of Weather-working) as part of their arcana, and often learn some Ice Magic (page 108) as well.

Offensive Air Spells

BLAITHELOCK'S CALL TO THE WIND

Effect: Summon one 473-point air elemental, Friendly

Target/Area Affected: One elemental

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -12

END Cost: 12

Description: Vastori's apprentice and later lover, the elemental mage and sorceress Wyndara Blaithe-lock, built on and expanded his work in the field of Conjunction after he died. She applied his principles to the summoning of elementals and crafted improved versions of his Call To The Elemental Realms spell.

Game Information: *Summon one 473-point air elemental, Friendly (+¼) (119 Active Points); OAF Expendable (amulet of elemental air, plus some air, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires An Air Magic Roll (-½). Total cost: 32 points.*

OPTIONS:

- 1) **Many Air Elementals:** Increase to four air elementals. 131 Active Points; total cost 35 points.
- 2) **Many, Many Air Elementals:** Increase to 32 air elementals. 150 Active Points; total cost 40 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 48 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 34 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 34 points.
- 6) **Apprentice's Version:** Add Side Effects (elemental attacks caster; -1). Total cost: 25 points.
- 7) **Difficult Spell:** Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 28 points.
- 8) **Easy Spell:** Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 34 points.
- 9) **Master's Version:** Remove Requires An Air Magic Roll (-½). Total cost: 37 points.
- 10) **Lengthy Spell:** Change to Extra Time (20 Minutes; -2½). Total cost: 21 points
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 30 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 166 Active Points; total cost 44 points.
- 13) **Loyal Elemental:** Change to Loyal (+½). 142 Active Points; total cost 38 points.
- 14) **Devoted Elemental:** Change to Devoted (+¾). 166 Active Points; total cost 44 points.
- 15) **Slavishly Loyal Elemental:** Change to Slavishly Loyal (+1). 190 Active Points; total cost 51 points.
- 16) **Alternate Elemental Type:** Substitute a Cloud Elemental or Storm Elemental (each costing 523 points) for a standard air elemental. 131 Active Points; total cost 35 points.

WIND STRENGTH

The following chart provides suggested Telekinesis STR ratings for various types of wind, solely for purposes of applying Calm The Winds

Wind	STR
Very Light	0-2
Light	3-9
Moderate	10-19
Heavy	20-29
Very Heavy	30-39
Storm Force	40-50

CALM THE WINDS

Effect: Suppress Air Powers 4d6
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 300"
Magic Roll Penalty: -6
END Cost: 6

Description: Using this spell, an air wizard can deprive a rival of his powers, or simply negate the effect of natural winds. For the latter effect, the GM should rate natural breezes, winds, and other “air powers” in game terms (typically as Telekinesis), then apply the Suppress normally (see the accompanying sidebar for suggested ratings).

Game Information: *Suppress Air Powers 4d6, all Air Powers simultaneously (+2) (60 Active Points); OAF Expendable (a miniature fan made of fine vellum and inked with mystic runes, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires An Air Magic Roll (-½), Spell (-½). Total cost: 16 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Suppress Air Powers 6d6. 90 Active Points; total cost 24 points.
- 2) **Weak Spell:** Decrease to Suppress Air Powers 2d6. 30 Active Points; total cost 8 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 24 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 17 points.

- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 17 points.
- 6) **Apprentice's Version:** Add Side Effects (caster suffers a Drain Air Powers 2d6; -1). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 8) **Easy Spell:** Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) **Master's Version:** Remove Requires An Air Magic Roll (-½). Total cost: 18 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 15 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 70 Active Points; total cost 19 points.
- 13) **Eye Of The Storm:** This form of Calm The Winds creates an area in which Air Powers do not work, or work at diminished strength. Add Area Of Effect (6" Radius; +1). 80 Active Points; total cost 21 points.
- 14) **Stealing The Wind:** This insidious spell doesn't just diminish another wizard's air magics — it temporarily steals his magical power and gives it to the caster! Change to Transfer 1d6 (target's Air Powers to character's Air Powers), affects all of target's Air Powers simultaneously (+2), affects all of character's Air Powers simultaneously (+2), Ranged (+½). 82 Active Points; total cost 22 points.



DONVEK'S WHIRLWIND

Effect: Energy Blast 5d6 plus Telekinesis (20 STR), Only To Lift Upward
Target/Area Affected: 5" Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 30"
Magic Roll Penalty: -13
END Cost: 13

Description: A creation of the Sarkovy air-mage Donvek, who used it to destroy a horde of Gorthundan raiders that attacked the city of Karzoi, this spell invokes a miniature whirlwind covering a 3" radius. Anyone in that area, or who enters it, gets sucked up in the whirlwind. The whirlwind holds him off the ground as high as 4" while it spins and batters him around. The whirlwind remains in effect until the caster stops paying END to maintain it.

Game Information: *Energy Blast 5d6, Area Of Effect (5" Radius; +1), Continuous (+1) (75 Active Points); OAF Expendable (a cone made of fine vellum and inked with mystic runes, Difficult to obtain; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Limited Range (30"; -¼), Requires An Air Magic Roll (-½), Spell (-½) (total cost: 17 points) plus Telekinesis (20 STR), Area Of Effect (3" Radius; +1) (60 Active Points); OAF Expendable (a cone made of fine vellum and inked with mystic runes, Difficult to obtain; -1¼), Affects Whole Object (-¼), Gestures (throughout; -½), Incantations (throughout; -½), Limited Range (30"; -¼), Linked (-½), Only To Lift Targets No More Than 4" Upward (-1), Requires An Air Magic Roll (-½), Spell (-½) (total cost: 10 points). Total cost: 27 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Energy Blast 8d6. 120 + 60 = 180 Active Points; total cost 27 + 10 = 37 points.
- 2) **Weak Spell:** Decrease to Energy Blast 4d6. 60 + 60 = 120 Active Points; total cost 13 + 10 = 23 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 23 + 12 = 35 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 19 + 10 = 29 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 19 + 10 = 29 points.
- 6) **Apprentice's Version:** Add Side Effects (Energy Blast 6d6; -¼). Total cost: 16 + 9 = 25 points.
- 7) **Difficult Spell:** Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 15 + 9 = 24 points.
- 8) **Easy Spell:** Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 18 + 10 = 28 points.
- 9) **Master's Version:** Remove Requires An Air Magic Roll (-½). Total cost: 19 + 10 = 29 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 16 + 9 = 25 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 16 + 9 = 25 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 87 + 75 = 162 Active Points; total cost 19 + 12 = 31 points.

FOGBREAKING

Effect: Dispel Mist Powers 16d6
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 300"
Magic Roll Penalty: -6
END Cost: 6

Description: This spell banishes and dispels any fog, mist, or fog-based effect, whether natural or magical. For spells such as Mistshaping or the Spell Of The Sudden Fog, use the spell's Active Point total to determine whether the Dispel works; for natural fogs, mists, and clouds, treat them as large Change Environments with a base -1 to Normal Sight.

Game Information: *Dispel Mist Powers 16d6, any one Mist Power (+¼) (60 Active Points); OAF Expendable (a miniature bellows made of fine wood and leather, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires An Air Magic Roll (-½), Spell (-½). Total cost: 16 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Dispel 20d6. 75 Active Points; total cost 20 points.
- 2) **Weak Spell:** Decrease to Dispel 12d6. 45 Active Points; total cost 12 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 24 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 17 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 17 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 Sight Group PER Rolls for 1d6 Turns; -¼). Total cost: 15 points.
- 7) **Difficult Spell:** Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 8) **Easy Spell:** Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) **Master's Version:** Remove Requires An Air Magic Roll (-½). Total cost: 18 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 14 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 84 Active Points; total cost 22 points.

LINKED POWERS AND SIDE EFFECTS

If a character takes the same *Side Effects* Limitation for both parts of the Linked power, determine the value of the Limitation based on the total Active Points of the power (i.e., of both powers added together). The character only suffers the Side Effect once if the roll fails. If he wants to take different Side Effects for each part of the power, calculate their values separately (based on the Active Points of each part), and he takes both Side Effects if the roll fails (assuming, of course, he uses both parts of the power).

LIGHTNING BOLT

Effect: RKA 4d6**Target/Area Affected:** One character**Casting Time:** Half Phase (Attack Action)**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Instant**Range:** 300"**Magic Roll Penalty:** -6**END Cost:** 6

Description: One of the most potent weapons in many wizards' arsenals, this spell has existed in one form or another since the earliest days of the First Epoch. The version most commonly learned by Turakian wizards as of the year 5000 has been developed and refined by many renowned spellcasters, including Narvez, Harthuvian, and Cordarion Cloudweaver. It allows a wizard to blast his enemies with a powerful bolt of lightning.

Game Information: RKA 4d6 (60 Active Points); OAF Expendable (a small piece of meteoric iron, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires An Air Magic Roll (-½), Spell (-½). Total cost: 16 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 5d6. 75 Active Points; total cost 20 points.
- 2) **Weak Spell:** Decrease to RKA 3d6. 45 Active Points; total cost 12 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 24 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 17 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 17 points.
- 6) **Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 15 points.
- 7) **Difficult Spell:** Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 8) **Easy Spell:** Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) **Master's Version:** Remove Requires An Air Magic Roll (-½). Total cost: 18 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 14 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 24 points.
- 13) **Cordarion's Forked Lightning:** This form of Lightning Bolt can fork, striking two targets (or one target twice). Add Autofire (2 shots; +¼). 75 Active Points; total cost 20 points.
- 14) **The Spell Of The Twisting Thunderbolt:** This form of Lightning Bolt can arc around obstacles to hit targets. Change to RKA 3d6, Indirect (always originates from caster, but can strike from any angle; +½). 67 Active Points; total cost 18 points.

15) **Selurel's Thunderbolt:** Change to RKA 3d6, Armor Piercing (+½). 67 Active Points; total cost 18 points.

16) **Storgrim's Lightning-Spell:** This form of Lightning Bolt can hit virtually any target with ease, provided the caster can see it. Change to RKA 2½d6, Area Of Effect (One Hex Accurate; +½), Line Of Sight (+½). 80 Active Points; total cost 21 points.

MAGE'S WIND

Effect: Telekinesis (20 STR), Affects Whole Object**Target/Area Affected:** One character**Casting Time:** Half Phase (Attack Action)**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Constant**Range:** 150"**Magic Roll Penalty:** -3**END Cost:** 3

Description: This spell creates a strong gust of wind that the caster can use for various effects. If cast at lower levels of power (1-5 STR), it can ruffle curtains or clothes, snuff out candles and torches, blow papers off desks, and so forth. At higher levels of power, it can even pick up and "throw" objects up to four times the weight of a man. Clever casters can find many other uses for it, such as blowing sand in attackers' eyes or extinguishing campfires.

Game Information: Telekinesis (20 STR) (30 Active Points); OAF Expendable (tiny leather bag stitched with scarlet thread and tied with golden thread, Difficult to obtain; -1¼), Affects Whole Object (-¼), Gestures (-¼), Incantations (-¼), Requires An Air Magic Roll (-½), Spell (-½). Total cost: 7 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Telekinesis (30 STR). 45 Active Points; total cost 11 points.
- 2) **Weak Spell:** Decrease to Telekinesis (10 STR). 15 Active Points; total cost 4 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total: 11 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 8 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 8 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain DEX 1d6, returns at the rate of 5 points per Minute; -¼). Total cost: 7 points.
- 7) **Difficult Spell:** Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) **Easy Spell:** Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.
- 9) **Master's Version:** Remove Requires An Air Magic Roll (-½). Total cost: 9 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 7 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 11 points.



THE SPELL OF THE DEADLY CLOUD

Effect: RKA 1d6, NND, Does BODY

Target/Area Affected: 6" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 30"

Magic Roll Penalty: -7

END Cost: 7

Description: This spell creates a 6" radius cloud of stinking, mephitic fog that poisons anyone who breathes it in. The fumes are heavy and thick, and remain in place once cast as long as the caster continues to pay END to maintain the spell.

Game Information: RKA 1d6, Area Of Effect (6" Radius; +1), Continuous (+1), NND (defense is Life Support [Immunity to any poison or Self-Contained Breathing]; +1), Does BODY (+1) (75 Active Points); OAF Expendable (a tuft of cotton soaked in lethal poison, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Limited Range (30"; -¼), Requires An Air Magic Roll (-½), Spell (-½). Total cost: 18 points.

OPTIONS:

1) Strong Spell: Increase to RKA 2d6. 150 Active Points; total cost 35 points.

2) Weak Spell: Decrease to RKA ½d6. 50 Active Points; total cost 12 points.

3) Free Spell: Remove OAF (-1½). Total cost: 27 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 19 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 19 points.

6) Apprentice's Version: Add Side Effects (RKA 1d6; -¼). Total cost: 17 points.

7) Difficult Spell: Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 16 points.

8) Easy Spell: Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 19 points.

9) Master's Version: Remove Requires An Air Magic Roll (-½). Total cost: 20 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 17 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 17 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 82 Active Points; total cost 19 points.

13) Arrakur's Spell Of The Moving Cloud: Created by Arrakur Mages-Bane, a cruel and heartless wizard who often kills other spellcasters to steal their grimoires and possessions, this permutation of the Deadly Cloud can be moved by the caster after he creates it. Add Mobile (+1) and change Limited Range (-¼) to Limited Range (+¼). 94 Active Points; total cost 23 points.

14) Moving Cloud Variant: This form of Arrakur's spell moves, but not at the caster's control. The cloud acts like a normal cloud of fog or mist — it moves as the wind moves, and it sinks to the lowest possible level available to it (*i.e.*, it goes down holes or staircases). Its rate of speed depends on the prevailing air conditions; when it sinks on its own it moves at about 1-2" per Phase (it moves on the caster's Phases even though he doesn't control it). Add the Limitation *Moves As A Normal Cloud* (-1).

94 Active Points; total cost 19 points.

15) Hasari's Spell Of The Deadly Cloud: This form of the Deadly Cloud requires the caster to gesture and incant to maintain it. Change to Gestures (throughout; -½) and Incantations (throughout; -½). Total cost: 16 points.

THE SPELL OF THE STINKING AIR

Effect: Change Environment, -4 to CON Rolls

Target/Area Affected: 8" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 30"

Magic Roll Penalty: -3

END Cost: 3

Description: This spell fills the air in an 8" radius with horrific odors. Anyone in (or who enters) the area of malodorous air must make a CON Roll at -4. Characters who fail lose one Phase retching, but can make further CON Rolls in later Phases. If the character fails the roll in later Phases, reduce his OCV by 1. As soon as the character makes one of his CON Rolls, this penalty ceases to apply.

Another spellcaster can cancel the effect of this spell by applying the spell Freshen Air to the affected area. On the other hand, casting Stinking Air into a Freshened area negates that spell.

Game Information: *Change Environment 8" radius, -4 to CON Rolls (29 Active Points); OAF Expendable (a ball of sulphur and dung, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (30"; -¼), Requires An Air Magic Roll (-½), Spell (-½). Total cost: 7 points.*

OPTIONS:

1) Strong Spell: Increase to -6 to CON Rolls. 35 Active Points; total cost 9 points.

2) Weak Spell: Decrease to -2 to CON Rolls. 23 Active Points; total cost 6 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 10 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 8 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 8 points.

6) Apprentice's Version: Add Side Effects (stench only affects character for one Phase; -1). Total cost: 6 points.

7) Difficult Spell: Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 6 points.

8) Easy Spell: Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.

9) Master's Version: Remove Requires An Air Magic Roll (-½). Total cost: 8 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 7 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 7 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 43 Active Points; total cost 11 points.

13) Yargeth's Curse Of The Stinking Air: Developed by the evil wizard Yargeth as a way to ruin his enemies' strongholds permanently, this permutation makes the stench last much, much longer. Add Reduced Endurance (0 END; +½) and Uncontrolled (duration of 25 years, +25 years for every point by which the caster makes his Air Magic roll; +½). 58 Active Points; total cost 14 points.

STELRANE'S FIRST SPELL OF THE SLUMBROUS VAPORS

Effect: Energy Blast 3d6, NND

Target/Area Affected: 5" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 30"

Magic Roll Penalty: -6

END Cost: 6

Description: Desiring the effectiveness of the Deadly Cloud, but not its lethal power, the wizard Stelrane created this cloud-spell, which only puts the victims to sleep. He later enhanced the spell's power in various ways, but all versions of it have seen widespread use among mages.

Game Information: *Energy Blast 3d6, Area Of Effect (5" Radius; +1), Continuous (+1), NND (defense is Life Support [Immunity to any poison or Self-Contained Breathing]; +1) (60 Active Points); OAF Expendable (a ball of silk made from a pillow someone slept on, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (30"; -¼), Requires An Air Magic Roll (-½), Spell (-½). Total cost: 15 points.*

OPTIONS:

1) Stelrane's Second Spell Of The Slumbrous Vapors: Increase to Energy Blast 5d6. 100 Active Points; total cost 25 points.

2) Stelrane's Third Spell Of The Slumbrous Vapors: Decrease to Energy Blast 2d6. 40 Active Points; total cost 10 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 22 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 16 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 16 points.

6) Apprentice's Version: Add Side Effects (Energy Blast 3d6; -¼). Total cost: 14 points.

7) Difficult Spell: Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 13 points.

8) Easy Spell: Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.

9) Master's Version: Remove Requires An Air Magic Roll (-½). Total cost: 17 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; $-\frac{1}{4}$). Total cost: 14 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 14 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 67 Active Points; total cost 17 points.

13) Stelrane's Fourth Spell Of The Slumbrous Vapors:

This permutation of the Slumbrous Vapors can be moved by the caster after he creates it. Add Mobile (+1) and change Limited Range ($-\frac{1}{4}$) to Limited Range ($+\frac{1}{4}$). 79 Active Points; total cost 21 points.

14) Stelrane's Fifth Spell Of The Slumbrous Vapors:

This form of the Slumbrous Vapors moves, but not at the caster's control. The cloud acts like a normal cloud of fog or mist — it moves as the wind moves, and it sinks to the lowest possible level available to it (*i.e.*, it goes down holes or staircases). Its rate of speed depends on the prevailing air conditions; when it sinks on its own it moves at about 1-2" per Phase (it moves on the caster's Phases even though he doesn't control it). Add the Limitation *Moves As A Normal Cloud* (-1) to the Fourth Spell. 79 Active Points; total cost 17 points.

15) Corwm's Spell Of The Slumbrous Vapors: Corwm's form of the Slumbrous Vapors requires the caster to gesture and incant to maintain it. Change to Gestures (throughout; $-\frac{1}{2}$) and Incantations (throughout; $-\frac{1}{2}$). Total cost: 13 points.

ULGAR'S SPELL OF DEADLY DEPRIVATION

Effect: Energy Blast 4d6, NND, Does BODY

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 20"

Magic Roll Penalty: -8

END Cost: 8

Description: The evil wizard Ulgar once observed the bodies of three of his servants who had died in a mine cave-in when the tunnel they were trapped in ran out of breathable air. Seeing in this a weapon he could use against his enemies, he developed a spell that removes the air from around a person and inside that person's lungs, causing the victim to quickly collapse and die.

Game Information: *Energy Blast 4d6, Continuous (+1), No Normal Defense (defense is Life Support [Self-Contained Breathing]; +1), Does BODY (+1) (80 Active Points); OAF Expendable (small empty corked bottle, Easy to obtain; -1), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Limited Range (20"; $-\frac{1}{4}$), Requires An Air Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 21 points.*

OPTIONS:

1) Strong Spell: Increase to Energy Blast 6d6. 120 Active Points; total cost 32 points.

2) Weak Spell: Decrease to Energy Blast 2d6. 40 Active Points; total cost 11 points.

3) Free Spell: Remove OAF (-1). Total cost: 29 points.

4) Stilled Spell: Remove Gestures ($-\frac{1}{4}$). Total cost: 23 points.

5) Silenced Spell: Remove Incantations ($-\frac{1}{4}$). Total cost: 23 points.

6) Apprentice's Version: Add Side Effects (Energy Blast 4d6; $-\frac{1}{4}$). Total cost: 20 points.

7) Difficult Spell: Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 19 points.

8) Easy Spell: Change to Requires An Air Magic Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 23 points.

9) Master's Version: Remove Requires An Air Magic Roll ($-\frac{1}{2}$). Total cost: 25 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; $-\frac{1}{4}$). Total cost: 20 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 20 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 90 Active Points; total cost 24 points.

13) Ulgar's Second Spell Of Deadly Deprivation:

Ulgar later refined his spell so that it could affect anyone the caster can see. Add Line Of Sight ($+\frac{1}{2}$) and remove Limited Range ($-\frac{1}{4}$). 90 Active Points; total cost 26 points.

Defensive Air Spells

BLAITHELOCK'S SPHERE OF AIR

Effect: Life Support (Self-Contained Breathing)
Target/Area Affected: 4" Radius around caster
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: Spellcasters who venture underwater or into areas filled with dust, poisonous gases, or the like often use this spell. It creates a sphere of fresh air in a 4" radius around the caster that moves with him as he moves. Thanks to its size, it allows the caster's comrades to breathe normally, too — provided they stay within 4" of him.

This spell uses the optional rule that an area-affecting power with No Range centered on the caster can move with him as he moves for no additional cost. See *Fantasy Hero*, page 125 and option 14 below.

The Sphere Of Air remains in existence as long as the caster continues to pay END. This could cause problems if an attacker Knocks him Out underwater....

Game Information: *Life Support (Self-Contained Breathing), Area Of Effect (4" Radius; +1½) (25 Active Points); OAF Expendable (small, hollow glass or crystal sphere, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires An Air Magic Roll (-½). Total cost: 7 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to 8" Radius. 27 Active Points; total cost 7 points.
- 2) **Weak Spell:** Decrease to 2" Radius. 22 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 10 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (Energy Blast 3d6; -¼). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) **Easy Spell:** Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **Master's Version:** Remove Requires An Air Magic Roll (-½). Total cost: 8 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 6 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 8 points.

13) **Nanumar's Sphere Of Air:** This permutation of the Sphere, created by famed adventuring wizard Nanumar Halfelven, has a set duration instead of an END cost. Add Uncontrolled (duration of 1 hour, +1 hour per point by which the caster makes his Air Magic roll; +½) and remove Costs Endurance (-½). 30 Active Points; total cost 9 points.

14) **Sphere Of Air Variant:** This form of the Sphere uses the *Mobile* (+1) Advantage instead of the optional rule described above. Add *Mobile* (+1). 35 Active Points; total cost 9 points.

WALL OF CLOUD

Effect: Force Wall (6 PD/4 ED, +10" of dimension), Opaque (Sight Group)
Target/Area Affected: See text
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 30"
Magic Roll Penalty: -5
END Cost: 5

Description: When invoked, this spell creates a wall of wind and cloud strong enough to repel many attacks. The swirling grey and white clouds that are part of the wall block sight.

The length and height of the Wall depend on how well the caster makes his Air Magic roll. If he makes it exactly, he can add 1" to the wall's length or height. For each +1 point by which he makes the roll, he may add another 1" of length or height, to a maximum of +9" of effect.

Game Information: *Force Wall (6 PD/4 ED, +10" of dimension), Opaque (Sight Group) (55 Active Points); OAF Expendable (a hand-sized mat woven of raw cotton, Difficult to obtain; -1¼), Cannot Be Used To Englobe (-¼), Gestures (-¼), Incantations (-¼), Limited Range (30"; -¼), Requires An Air Magic Roll (-½), Spell (-½). Total cost: 13 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to (8 PD/6 ED). 65 Active Points; total cost 15 points.
- 2) **Weak Spell:** Decrease to (4 PD/2 ED). 45 Active Points; total cost 11 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 18 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 12 points.
- 7) **Difficult Spell:** Change to Requires An Air Magic

Roll (-1 per 5 Active Points; -1). Total cost: 12 points.

8) Easy Spell: Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.

9) Master's Version: Remove Requires An Air Magic Roll (-½). Total cost: 15 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 12 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 12 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 82 Active Points; total cost 19 points.

Movement Air Spells

WINGS OF THE WIND

Effect: Flight 10"

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -2

END Cost: 2

Description: With this spell a caster can make the winds pick him up and carry him through the air. He can continue to fly as long as he pays END.

Game Information: *Flight 10" (20 Active Points); OAF Expendable (feather wrapped in silk, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires An Air Magic Roll (-½). Total cost: 6 points.*

OPTIONS:

1) Strong Spell: Increase to Flight 15". 30 Active Points; total cost 9 points.

2) Weak Spell: Decrease to Flight 5". 10 Active Points; total cost 3 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 10 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 7 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 7 points.

6) Apprentice's Version: Add Side Effects (Drain Running 1d6, points return at the rate of 5 per 5 Minutes; -¼). Total cost: 6 points.

7) Difficult Spell: Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

8) Easy Spell: Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.

9) Master's Version: Remove Requires An Air Magic Roll (-½). Total cost: 7 points.

10) Lengthy Spell: Add Extra Time (Full Phase to

cast; -¼). Total cost: 6 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 6 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 9 points.

13) Wings Of The Wind Variant I: This form of the spell has a set duration. If the caster stops flying at any time, or the duration expires, the spell stops working. add Reduced Endurance (0 END; +½) and Uncontrolled (duration of 10 minutes, +1 minute per point by which the caster makes his Air Magic roll; +½). 40 Active Points; total cost 12 points.

14) Wings Of The Wind Variant II: A spellcaster can cast this form of the spell on himself or another person. Add Usable By Other (+¼). 25 Active Points; total cost 8 points.

15) Flock Of The Wind: With this form of the spell, a wizard not only can fly, but he can bring several companions along for the journey, but they must remain within 4" of him or they'll plummet to the ground. This version of the spell uses several optional rules from page 125 of *Fantasy Hero*, and therefore requires the GM's permission. Add Area Of Effect (4" Radius; +1¼) and Reduced Endurance (½ END; +¼). 50 Active Points; total cost 15 points.

Miscellaneous Air Spells

AEOLIAN SHAPE

Effect: Desolidification, Cannot Pass Through Solid Objects plus Invisibility

Target/Area Affected: Self

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (1 hour, +10 minutes per point by which the caster makes his Air Magic roll)

Range: Self

Magic Roll Penalty: -14

END Cost: 0

Description: This powerful and complex spell, created early in the Second Epoch by an unknown wizard, transforms the caster's body and carried personal possessions into purest air. While in Aeolian Shape, a spellcaster can fit through any opening and cannot be seen.

Game Information: *Desolidification (affected by air attacks and magic), Reduced Endurance (0 END; +½), Uncontrolled (duration of 1 hour, +10 minutes per point by which the caster makes his Air Magic roll; +½) (80 Active Points); OAF Expendable (tiny bottle of air, Difficult to obtain; -1¼), Cannot Pass Through Solid Objects (-½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Noisy (-¼), Requires An Air Magic Roll (-½) (total cost: 18 points) **plus** Invisibility to Sight Group, No Fringe, Reduced Endurance (0 END; +½), Uncontrolled (duration of 1 hour, +10 minutes per point by which the caster makes his Air Magic roll; +½) (60 Active Points);*

INVISIBILITY AND EXPENDABLE FOCI

The *HERO System* rules state that a Focus which provides Invisibility is not covered by the Invisibility if it's an Obvious Focus. However, in the Fantasy genre, in the case of Invisibility-based spells with Expendable Foci, the Focus is consumed in the casting, so this consideration doesn't apply — even though the Focus is Obvious, it doesn't remain visible to spoil the effects of the spell.

OAF Expendable (tiny bottle of air, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Linked (-½), Noisy (-¼), Requires An Air Magic Roll (-½) (total cost: 13 points). Total cost: 31 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 25 + 18 = 43 points.
- 2) **Stilled Spell:** Remove Gestures (-¼). Total cost: 19 + 14 = 33 points.
- 3) **Silenced Spell:** Remove Incantations (-¼). Total cost: 19 + 14 = 33 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 17 + 13 = 30 points.
- 5) **Difficult Spell:** Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 16 + 12 = 28 points.
- 6) **Easy Spell:** Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 9 + 14 = 33 points.
- 7) **Master's Version:** Remove Requires An Air Magic Roll (-½). Total cost: 20 + 15 = 35 points.
- 8) **Lengthy Spell:** Remove Extra Time (Full Phase; -½). Total cost: 20 + 15 = 35 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 17 + 13 = 30 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 100 + 75 = 175 Active Points; total cost 22 + 17 = 39 points.
- 11) **Hasari's Spell Of The Aeolian Shape:** In addition to making him intangible and invisible, this version of Aeolian Form, created by the elven wizard Hasari, allows the caster to condense his wind-form to a small enough size to fit into a bottle. Add Shrinking (.032 m tall, .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB), Reduced Endurance (0 END; +½), Uncontrolled (duration of 1 hour, +10 minutes per point by which the caster makes his Air Magic roll; +½) (120 Active Points); OAF Expendable (tiny bottle of air, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Linked (-½), Noisy (-¼), Requires An Air Magic Roll (-½) (total cost: 27 points). Total cost: 58 points.

FRESHEN AIR

Effect: Change Environment (freshen the air)
Target/Area Affected: 8" Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 100"
Magic Roll Penalty: -2
END Cost: 2

Description: This spell freshens stale or malodorous air, making it crisp, clean, and pleasant-smelling. It has no particular combat effect, though using it can cancel out the Spell Of The Stinking Air (see above).

Game Information: *Change Environment 8" radius (freshen the air) (20 Active Points); OAF Expendable (a dried rose or other pleasant-smelling flower, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires An Air Magic Roll (-½), Spell (-½). Total cost: 6 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to 16" radius. 25 Active Points; total cost 7 points.
- 2) **Weak Spell:** Decrease to 4" radius. 15 Active Points; total cost 4 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 8 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 6 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 6 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 5 points.
- 7) **Difficult Spell:** Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 8) **Easy Spell:** Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 9) **Master's Version:** Remove Requires An Air Magic Roll (-½). Total cost: 7 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 5 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 5 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 9 points.

MISTSHAPING

Effect: Images to Sight Group, +2 to PER Rolls
Target/Area Affected: 8" Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 50"
Magic Roll Penalty: -3
END Cost: 3

Description: This spell allows a character to shape mists, fogs, or clouds. For example, he could form images of people out of the mist, make it spell words, or change its overall shape. He can shape the mist within an 8" radius area, which may leave some parts of a larger field of fog untouched.

The shapes formed with the mist are obviously made of mist. For example, if a wizard used Mistshaping to form a cloud of fog into the shapes of ten gnomish warriors, the warriors would clearly be made of mist and would not fool anyone who saw them directly into thinking they were real warriors. However, a clever spellcaster may be able to use Mistshaping to trick his enemies. Hrakorth the Scarlet, an evil wizard renowned for his mastery of many arcana, once used this spell to fool a squad of soldiers who were pursuing him. While chasing what they thought was Hrakorth through a fog-bank, they ran headlong into a river and were swept away, allowing the Scarlet Mage to make his escape.

Game Information: *Images to Sight Group*, +2 to PER Rolls, *Increased Size* (8" radius; +¾) (28 Active Points); *OAF Expendable* (a ribbon of finest grey silk with three knots tied in it, *Difficult to obtain*; -1¼), *Gestures* (-¼), *Incantations* (-¼), *Limited Range* (50"; -¼), *Requires An Air Magic Roll* (-½), *Spell* (-½). Total cost: 7 points.

OPTIONS:

- 1) **Strong Spell:** Increase to 16" radius (+1). 32 Active Points; total cost 8 points.
- 2) **Weak Spell:** Decrease to 4" radius (+½). 24 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 10 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 Sight PER Rolls for 1d6 Turns; -¼). Total cost: 7 points.
- 7) **Difficult Spell:** Change to Requires An Air Magic Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) **Easy Spell:** Change to Requires An Air Magic Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **Master's Version:** Remove Requires An Air Magic Roll (-½). Total cost: 8 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 7 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 36 Active Points; total cost 9 points.

EARTH MAGIC

Earth Magic spells relate to, use, or affect, earth, rock, stone, and the like, including spells pertaining to crystals, glass, sand, and metal. It's a favorite arcana of many dwarven and gnomish spellcasters, as well as many battle mages, but they're by no means the only practitioners of it.

Offensive Earth Spells

BLAITHELOCK'S CALL TO STONE

Effect: Summon one 377-point earth elemental, Friendly
Target/Area Affected: One elemental
Casting Time: Full Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -9
END Cost: 9

Description: This is the second of the improved elemental conjuration spells created by Wyndara Blaitheblock, apprentice and later lover of the great Vashtori. It allows a rock-wizard to summon a more friendly elemental than the corresponding Conjunction spell does.

Game Information: *Summon one 377-point earth elemental, Friendly* (+¼) (94 Active Points); *OAF Expendable* (amulet of elemental earth, plus a handful of earth or rock, *Difficult to obtain*; -1¼), *Extra Time* (Full Phase; -½), *Gestures* (-¼), *Incantations* (-¼), *Requires An Earth Magic Roll* (-½). Total cost: 25 points.

OPTIONS:

- 1) **Many Earth Elementals:** Increase to four earth elementals. 106 Active Points; total cost 28 points.
- 2) **Many, Many Earth Elementals:** Increase to 32 earth elementals. 125 Active Points; total cost 33 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 38 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 27 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 27 points.
- 6) **Apprentice's Version:** Add Side Effects (elemental attacks caster; -1). Total cost: 20 points.
- 7) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 22 points.

8) Easy Spell: Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 27 points.

9) Master's Version: Remove Requires An Earth Magic Roll (-½). Total cost: 29 points.

10) Lengthy Spell: Change to Extra Time (20 Minutes; -2½). Total cost: 16 points

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 23 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 131 Active Points; total cost 35 points.

13) Loyal Elemental: Change to Loyal (+½). 112 Active Points; total cost 30 points.

14) Devoted Elemental: Change to Devoted (+¾). 131 Active Points; total cost 35 points.

15) Slavishly Loyal Elemental: Change to Slavishly Loyal (+1). 150 Active Points; total cost 40 points.

16) Alternate Elemental Type: Substitute the following types of elementals for a standard earth elemental:

Forest Elemental (450 points): 112 Active Points; total cost 30 points.

Mountain Elemental (491 points): 122 Active Points; total cost 32 points.

Sand Elemental (437 points): 109 Active Points; total cost 29 points.

Swamp Elemental (417 points): 104 Active Points; total cost 28 points.

DEREKETH'S CATAPULT

Effect: RKA 3d6, Indirect, +1 Increased STUN Multiplier

Target/Area Affected: See text

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 335"

Magic Roll Penalty: -7

END Cost: 7

Description: This spell, primarily considered a form of battle magic, was created by the battle mage Dereketh of Velkara, who tired of the incessant waiting required when conducting a siege. Instead of letting a catapult do the heavy work of battering down castle walls, Dereketh created a spell to hurl large boulders at his enemies. It only works if the caster has a large, freestanding boulder handy (he must be able to touch it), though the GM may in some cases allow a caster to use other objects of similar size and toughness. Although intended mainly for use against structures, it can be used to attack individual characters — assuming the wizard is willing to spend an entire Turn in combat to do so.

Game Information: RKA 3d6, +1 Increased STUN Multiplier (+¼), Indirect (+¼) (67 Active Points); OAF Expendable (miniature model of a catapult made of fine wood and silver wire, Very Difficult to obtain; -1½), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires Large Boulders (-½), Requires An Earth Magic Roll (-½), Spell (-½). Total cost: 11 points.



OPTIONS:

- 1) **Strong Spell:** Increase to RKA 4d6. 90 Active Points; total cost 14 points.
- 2) **Weak Spell:** Decrease to RKA 2d6. 45 Active Points; total cost 7 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 14 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 12 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 12 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 on Earth Magic rolls for the next ½d6 hours; -¼). Total cost: 10 points.
- 7) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 8) **Easy Spell:** Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) **Master's Version:** Remove Requires An Earth Magic Roll (-½). Total cost: 12 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 12 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout; -½). Total cost: 10 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 14 points.

HANDS OF STONE**Effect:** Entangle 8d6, 5 DEF**Target/Area Affected:** One character**Casting Time:** Half Phase (Attack Action)**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Instant**Range:** 325"**Magic Roll Penalty:** -6**END Cost:** 6

Description: With this spell, an earth mage can cause a gigantic hand (or hands) of stone to reach up from the ground and grab hold of a single person, imprisoning him until he breaks out, or someone breaks him out. The caster can also use the spell simply to form a barrier of rocky earth.

Game Information: *Entangle 8d6, 5 DEF (65 Active Points); OAF Expendable (miniature hand carved out of stone, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Affects Targets On The Ground (-¼), Requires An Earth Magic Roll (-½), Spell (-½). Total cost: 16 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Entangle 10d6, 5 DEF. 75 Active Points; total cost 19 points.
- 2) **Weak Spell:** Decrease to Entangle 4d6, 5 DEF. 45 Active Points; total cost 11 points.

- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 24 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 17 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 17 points.
- 6) **Apprentice's Version:** Add Side Effects (Entangle 1d6, 2 DEF; -¼). Total cost: 15 points.
- 7) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 8) **Easy Spell:** Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) **Master's Version:** Remove Requires An Earth Magic Roll (-½). Total cost: 19 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 14 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 97 Active Points; total cost 24 points.
- 13) **Harthuvian's Hands Of Stone:** Harthuvian's form of this spell creates hands so large they grasp everyone in a 1" area. Add Area Of Effect (One Hex; +½). 97 Active Points; total cost 24 points.
- 14) **Harthuvian's Host Of Hands:** Another of Harthuvian's permutation of this spell allows the caster to create multiple stone hands to grasp whoever he wants in a 6" radius area. Decrease to Entangle 4d6, 5 DEF and add Area Of Effect (6" Radius; +1), Selective (+¼). 101 Active Points; total cost 25 points.

KARREK'S INFERNAL BLAST**Effect:** RKA 1d6, NND, Does BODY**Target/Area Affected:** One Hex**Casting Time:** Half Phase (Attack Action)**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Instant**Range:** 10"**Magic Roll Penalty:** -5**END Cost:** 5

Description: Karrek the Black, one of the most despised and feared wizards in all the world, created this spell by mingling Earth and Fire magics. It opens a cleft in the ground from beneath the target's feet, and from the cleft spurts red-hot lava.

Game Information: *RKA 1d6, Area Of Effect (One Hex; +½), NND (defense is Life Support [Safe Environment: Intense Heat] or having the Protection From Fire spell active; +1), Does BODY (+1) (52 Active Points); OAF Expendable (piece of pumice charred in a fire, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (10"; -¼), Only Affects Targets On The Ground (-¼), Requires An Earth Magic Roll (-½), Spell (-½). Total cost: 12 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 2d6. 105 Active Points; total cost 25 points.
- 2) **Weak Spell:** Decrease to RKA ½d6. 35 Active Points; total cost 8 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 17 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 13 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 13 points.
- 6) **Apprentice's Version:** Add Side Effects (caster suffers the spell's damage; -½). Total cost: 11 points.
- 7) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 11 points.
- 8) **Easy Spell:** Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 9) **Master's Version:** Remove Requires An Earth Magic Roll (-½). Total cost: 14 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 11 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 11 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 14 points.
- 13) **Karrek's Pit:** This permutation of the spell doesn't close the cleft right away. Instead, it keeps it open, so that anyone who enters the area is scorched by lava. Add Continuous (+1). 67 Active Points; total cost 16 points.

**MELDANA'S SPELL OF
THE SHAKING EARTH**

Effect: Telekinesis (40 STR) to cause/restrain earthquakes

Target/Area Affected: 10 km Radius/7 km Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -12/-13

END Cost: 12/13

Description: The kindhearted witch Meldana originally developed the Calming The Quake aspect of this spell as a way to stop (or at least minimize the damage from) earthquakes. Wizards of more wicked bent adapted her work to do the opposite — cause earthquakes — and to her chagrin that aspect of the spell became identified with her as well.

Causing an earthquake involves damaging structures and beings on the ground over a vast area. Secondary effects may occur, such as towers collapsing, rifts opening in the earth, or bodies of water changing location or course. Earthquakes count as Telekinesis that damages objects on the ground over a wide area; typically, an earthquake has 5 points of STR per 1.0 rating on the Richter scale. Thus, a 5.0

Richter quake has Telekinesis (25 STR).

To cancel or negate a quake, the character has to be on the ground where the quake is occurring. He matches the *Calming The Quake* aspect of this spell against the quake's STR in a Strength Versus Strength Contest. If the character wins, he stops the quake from occurring in the area affected by his power (if the quake is larger than that, the effect continues, unabated, in hexes the character cannot cover). If the quake wins, it occurs as normal, though the GM may, in his discretion, reduce its effect thanks to the character's efforts (the character's STR may reduce the quake's STR on a 1-for-1 point basis, or maybe every BODY the character got on his STR Roll reduces the quake's STR by some amount).

Game Information:**Cost Power**

- 34 *Meldana's Spell Of The Shaking Earth:* 135-point reserve; all OAF Expendable (a pebble incised with runes, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), No Range (-½), Requires An Earth Magic Roll (-½), Spell (-½)
- 3u 1) *Summon Earthquake:* Telekinesis (40 STR), Explosion (loses 4 STR per hex; +½), MegaArea (each hex is 1 km wide and deep; +¼), Personal Immunity (+¼); common Limitations listed above, plus Only Affects Targets On The Ground (-¼)
- 2u 2) *Calming The Quake:* Telekinesis (40 STR), Area Of Effect (7" Radius; +1), MegaArea (each hex is 1 km wide and deep; +¼); common Limitations listed above, plus Only To Stop Earthquakes (-1½)

Total cost: 39 points.

OPTIONS:

- 1) **Strong Spell:** Increase reserve to 202 points and both slots to Telekinesis (60 STR). Total cost: 58 points.
- 2) **Weak Spell:** Decrease to reserve to 101 points and both slots to Telekinesis (30 STR). Total cost: 29 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 52 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 42 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 42 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 2d6, points return at the rate of 5 per 20 Minutes; -¼) to reserve and both slots. Total cost: 37 points.
- 7) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 34 points.
- 8) **Easy Spell:** Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 42 points.
- 9) **Master's Version:** Remove Requires An Earth Magic Roll (-½). Total cost: 45 points.

10) Lengthy Spell: Add Extra Time (5 Minutes; -2) to reserve and both slots. Total cost: 26 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$) to reserve and both slots. Total cost: 37 points.

12) Stored Spell: Increase reserve to 165 and add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$) to both slots. Total cost: 47 points.

SHARDAK'S SUBTERRANEAN PRISON

Effect: Extra-Dimensional Movement, Usable As Attack

Target/Area Affected: One character

Casting Time: 5 Minutes

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 20"

Magic Roll Penalty: -5

END Cost: 20

Description: This terrible spell, one of the most feared in all the Turakian lands, thrusts the target into an unlighted, unequipped stone cyst miles beneath the surface of the earth. With nothing but rock surrounding him for miles, the victim can only hope that he starves to death before madness sets in.

Because this spell takes a lot of time and effort to cast, it works best on persons the caster already has at a disadvantage.

Game Information: *Extra-Dimensional Movement (to the point in the "subterranean prison dimension" corresponding to the target's current location on the surface of the earth), Usable As Attack (stopped by Power Defense; +1), Limited Range (20"; $+\frac{1}{4}$) (49 Active Points); OAF Expendable (a miniature stone box, completely sealed and unopenable, inlaid with gold fittings and gems, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; $-\frac{1}{2}$), Incantations (throughout casting; $-\frac{1}{2}$), Increased Endurance Cost (x4 END; $-1\frac{1}{2}$), Requires An Earth Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 5 points.*

OPTIONS:

1) Free Spell: Remove OAF (-2). Total cost: 6 points.

2) Stilled Spell: Remove Gestures ($-\frac{1}{2}$). Total cost: 5 points.

3) Silenced Spell: Remove Incantations ($-\frac{1}{2}$). Total cost: 5 points.

4) Apprentice's Version: Add Side Effects (caster is trapped instead; -1). Total cost: 5 points.

5) Difficult Spell: Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

6) Easy Spell: Change to Requires An Earth Magic Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 5 points.

7) Master's Version: Remove Requires An Earth Magic Roll ($-\frac{1}{2}$). Total cost: 5 points.

8) Quick Spell: Change to Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 6 points.

9) Inattentive Spell: Remove Concentration (-1). Total cost: 6 points.

10) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 60 Active Points; total cost 6 points.

11) Untiring Spell: Remove Increased Endurance Cost ($-1\frac{1}{2}$). Total cost: 6 points.

STONE INTO MUD

Effect: Minor Transform 13d6

Target/Area Affected: See text

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 50"

Magic Roll Penalty: -13

END Cost: 13

Description: This powerful spell converts stone into mud. The caster controls the consistency of the mud; it can be fairly firm, very wet and soupy, or something in between.

At its most basic level, all this spell does is lower the DEF of the substance from 5 (stone) to 0 (earth), but the secondary effects may be more significant. If the caster Transforms part of a stone pillar or wall into mud, he could cause the structure it supports to fall down, killing everyone inside. Similarly, a proper application of this spell can create an opening in a stone wall.

Since each hex of stone has 19 BODY (*HERO System 5th Edition, Revised*, page 448), this spell Transforms one hex of stone into mud. Garrak's Breaching-Spell (option 1, below) allows the spell to Transform all the hexes in a 13" Radius, which is enough to turn some entire castle walls to mud with a single casting.

Game Information: *Minor Transform 13d6 (stone into mud; heals back through another application of this spell or the passing of aeons) (standard Effect: 39 BODY) (130 Active Points); OAF Expendable (ball of mud, Easy to obtain; -1), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Limited Range (50"; $-\frac{1}{4}$), Limited Target (stone; $-\frac{1}{2}$), Requires An Earth Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 31 points.*

OPTIONS:

1) Garrak's Breaching-Spell: Created by the dwarven mage Garrak Rockbeard, who used it many times in the Drakine Wars of the First Epoch to destroy the castles of his reptilian foes, this permutation of Stone Into Mud affects all hexes of stone in a 13" radius. Add Area Of Effect (13" Radius; +1), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), and increase Gestures and Incantations both to (throughout; $-\frac{1}{2}$). 260 Active Points; total cost 33 points.

2) Garrak's Spell Of Road Ruination: Garrak also developed this version of his Breaching-Spell, which he primarily used to turn paved stone roads into deep, muddy pathways. Change to Area Of Effect (52" Line; +1). 260 Active Points; total cost 33 points.

3) Free Spell: Remove OAF (-1). Total cost: 40 points.



- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 32 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 32 points.
- 6) **Apprentice's Version:** Add Side Effects (increases stone's DEF to 8 for 1d6 hours; -0). Total cost: 31 points.
- 7) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 27 points.
- 8) **Easy Spell:** Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 32 points.
- 9) **Master's Version:** Remove Requires An Earth Magic Roll (-½). Total cost: 35 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 27 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 29 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 195 Active Points; total cost 46 points.
- 13) **Untiring Spell:** Add Reduced Endurance (0 END; +½). 195 Active Points; total cost 46 points.
- 14) **Calimard's Stone Into Mud:** This form of the spell works at normal range for an incantation of this power. Remove Limited Range (-¼). Total cost: 32 points.
- 15) **Jalerak's Stone Into Mud:** Known in some circles as *Slapstone*, this permutation of Stone Into Mud requires the caster to touch the stone he wants to transmute. Change Limited Range (-¼) to No Range (-½). Total cost: 29 points.

TRAVELER'S BANE

Effect: Change Environment (make ground muddy), -3" of Running/Ground Movement

Target/Area Affected: 1,000" Radius

Casting Time: 5 Minutes

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 Week, +1 Day per point by which the caster makes his Earth Magic roll)

Range: 610"

Magic Roll Penalty: -12

END Cost: 0

Description: This spell transforms ordinary ground into thick mud that's hard to walk, ride, or drive through. It has no effect on stone or paved ground, but does apply to ground that's planted or covered with vegetation. The effect typically lasts for a week (longer in the case of a good Earth Magic roll), but the local weather may change that — wet or rainy weather extends the mud's lifespan, hot or dry weather reduces it.

Game Information: *Change Environment 1,000" radius (make ground muddy), -3" of Running/Ground Movement, Reduced Endurance (0 END; +½), Uncontrolled (duration of 1 Week, +1 Day per point by which the caster makes his Earth Magic roll; +½) (122 Active Points); OAF Expendable (ball of mud, Easy to obtain; -1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires An Earth Magic Roll (-½), Spell (-½). Total cost: 17 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to 2,000" radius. 132 Active Points; total cost 19 points.
- 2) **Weak Spell:** Decrease to 250" radius. 102 Active Points; total cost 15 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 20 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 19 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 19 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -¼). Total cost: 17 points.
- 7) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 16 points.
- 8) **Easy Spell:** Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 18 points.
- 9) **Master's Version:** Remove Requires An Earth Magic Roll (-½). Total cost: 19 points.
- 10) **Quick Spell:** Remove Extra Time (5 Minutes; -2). Total cost: 24 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 20 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 152 Active Points; total cost 22 points.

Defensive Earth Spells**STONYSKIN****Effect:** Armor (5 PD/5 ED)**Target/Area Affected:** Self**Casting Time:** Half Phase**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Constant**Range:** Self**Magic Roll Penalty:** -1**END Cost:** 1

Description: Developed so long ago that the name of its creator has been lost to time, Stonyskin is one of the premiere defensive spells of elemental wizards. It turns the caster's skin to mystic stone that provides protection against blows, but does not diminish his agility or sense of touch, nor weigh him down.

Game Information: *Armor (5 PD/5 ED) (15 Active Points); OAF Expendable (chip of polished stone, Easy to obtain; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires An Earth Magic Roll (-½). Total cost: 4 points.*

OPTIONS:

- 1) **Gathrena's Graniteskin:** Increase to Armor (7 PD/7 ED). 21 Active Points; total cost 6 points.
- 2) **Lesser Stonyskin:** Decrease to Armor (5 PD/3 ED). 12 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 6 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 5 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 5 points.
- 6) **Apprentice's Version:** Add Side Effects (-1 PD and ED for ½d6 x 10 minutes; -¼). Total cost: 4 points.
- 7) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 8) **Easy Spell:** Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 9) **Master's Version:** Remove Requires An Earth Magic Roll (-½). Total cost: 5 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 4 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 4 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 6 points.
- 13) **Garra's Stonyskin:** This version of the spell, created by the dwarf Garra Rockbeard for use in his battles against the black elf Thozar Kriel, remains in effect for a long time — sometimes upwards of a day, if cast with great skill — without tiring out the caster. Add Restricted Duration (duration of 30 minutes, +30 minutes per point by which caster makes his Earth Magic roll; -¼) and remove Costs Endurance (-½). 15 Active Points; total cost 5 points.
- 14) **Yldevar's Stonyskin:** When he and his comrades, the Company of the Oak, fought against the minions of the Lord of the Graven Spear, Yldevar Goldentooth crafted this version of the Stonyskin spell so he could provide protection to all of his friends. Add Usable By Other (+¼). 19 Active Points; total cost 5 points.

NEW ADDER: VARYING DIMENSIONS

Characters can apply this +10 Character Point Adder to Entangles with the Limitation *Only To Form Barriers* and to Force Walls with greater than normal height or length. It allows the character to vary the dimensions of the barrier/Wall from use to use. The character may exchange 1" of length for 1" of height, or vice-versa, but may not more than double the standard dimensions of the barrier/Wall without the GM's permission. For example, if a character had a Force Wall 4" long and 1" tall, he could make it 3" long and 2" tall, but could not alter it further without the GM's permission (since 2" is double its standard 1" height). Similarly, a character with a 10" long, 2" tall Entangle barrier could change it to 9" long and 3" tall, 8" long and 4" tall, or 11" long and 1" tall; more extensive changes require the GM's permission.

WALL OF EARTH

Effect: Entangle 10d6, 0 DEF
Target/Area Affected: 10" line
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 375"
Magic Roll Penalty: -7
END Cost: 7

Description: This spell allows the caster to cause a wall of earth and soil, 1" high, ½" wide, and 10" long, to provide cover for his friends or hinder the movement of his foes. When he successfully casts it, he must target the hex where he wants the wall to begin; if he succeeds, the wall occupies the space he intended it to, if not he must use the rules for missed area-affecting attacks (*HERO System 5th Edition, Revised*, pages 375-76) to determine which hex it begins in. He may shape the wall in a simple fashion — to create a curved, circular, or square barrier, for example — but can only cover up to ten hexes (30 hex sides) with it.

A wall of earth must be in contact with the ground along at least one of its edges. The caster cannot, for example, create one in midair over a foe so that it falls on him.

Game Information: *Entangle* 10d6 (standard Effect: 10 BODY), 5 DEF (75 Active Points); OAF Expendable (small brick formed by the caster, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), No Defense (-1½), Only To Form Barriers (-1), Requires An Earth Magic Roll (-½), Wall Must Contact The Ground On At Least One Edge (-¼). Total cost: 13 points.

OPTIONS:

- 1) **Weak Spell:** Decrease to Entangle 8d6 (standard Effect: 8 BODY), 4 DEF. 60 Active Points; total cost 10 points.
- 2) **Free Spell:** Remove OAF (-1). Total cost: 16 points.
- 3) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 4) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 5) **Apprentice's Version:** Add Side Effects (Entangle 3d6, 3 DEF; -½). Total cost: 12 points.
- 6) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 7) **Easy Spell:** Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 8) **Master's Version:** Remove Requires An Earth Magic Roll (-½). Total cost: 14 points.
- 9) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 12 points.
- 10) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 12 points.
- 11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 112 Active Points; total cost 19 points.
- 12) **Hedrigerd's First Earthwall Spell:** This form of the Wall Of Earth, a creation of the wizardess Hedrigerd, who used it to thwart a band of goblins that tried to attack the wilderness inn where she was staying, is longer than the standard version. Add



Larger Wall (+1" height and +4" length). 85 Active Points; total cost 15 points.

13) Hedrigerd's Second Earthwall Spell: Hedrigerd later refined her Earthwall spell so she could vary the height or length according to her need. As the First Earthwall Spell, but add Varying Dimensions. 95 Active Points; total cost 16 points.

WALL OF STONE

Effect: Entangle 10d6, 5 DEF

Target/Area Affected: 10" line

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 375"

Magic Roll Penalty: -7

END Cost: 7

Description: This spell resembles Wall Of Earth, but allows the caster to create a much more durable wall of solid rock instead. He can control the appearance/texture of the wall, making it as smooth as a polished flagstone or as rough as a rocky mountainside.

Game Information: *Entangle 10d6 (standard Effect: 10 BODY), 5 DEF (75 Active Points); OAF Expendable (small cube of stone with a rune etched in each side, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only To Form Barriers (-1), Requires An Earth Magic Roll (-½), Wall Must Contact The Ground On At Least One Edge (-¼). Total cost: 17 points.*

OPTIONS:

1) Weak Spell: Decrease to Entangle 8d6 (standard Effect: 8 BODY), 4 DEF. 60 Active Points; total cost 13 points.

2) Free Spell: Remove OAF (-1¼). Total cost: 23 points.

3) Stilled Spell: Remove Gestures (-¼). Total cost: 18 points.

4) Silenced Spell: Remove Incantations (-¼). Total cost: 18 points.

5) Apprentice's Version: Add Side Effects (Entangle 4d6, 4 DEF; -½). Total cost: 15 points.

6) Difficult Spell: Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 15 points.

7) Easy Spell: Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 18 points.

8) Master's Version: Remove Requires An Earth Magic Roll (-½). Total cost: 19 points.

9) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 15 points.

10) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 16 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 112 Active Points; total cost 25 points.

12) Greater Wall Of Stone: This form of the Wall Of Stone is longer than the standard version. Add Larger Wall (+1" height and +4" length). 85 Active Points; total cost 19 points.

13) Shapeable Greater Wall Of Stone: This variation on the Greater Wall Of Stone allows the caster to change the Wall's height or length from use to use. As the Greater Wall Of Stone, but add Varying Dimensions. 95 Active Points; total cost 21 points.

14) Shardak's Spell Of The Spiked Bastion: This version of the Wall Of Stone, created by the powerful wizard Shardak Stoneshaper, is covered with large, sharp spikes on one side. Anyone who touches the wall on that side takes damage from the spikes. Add RKA 1d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Uncontrolled (lasts as long as wall lasts, until someone carefully breaks off the spikes, or until erosion and like forces wear the spikes down; +½) (52 Active Points); OAF Expendable (small cube of stone with a rune etched in each side, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Linked (-½), Requires An Earth Magic Roll (-½) (total cost: 14 points). 75 + 52 = 127 Active Points; total cost 17 + 14 = 31 points.

Movement Earth Spells

EARTHENROAD

Effect: Tunneling 6" through 6 DEF material

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -3

END Cost: 3

Description: This spell creates a tunnel through earth, or even through solid rock! It does not, however, affect worked stone walls.

Game Information: *Tunneling 6" through 6 DEF material (30 Active Points); OAF Expendable (tiny silver shovel, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Medium (natural soil and rock only; -½), Requires An Earth Magic Roll (-½). Total cost: 8 points.*

OPTIONS:

1) Weak Spell: Decrease to Tunneling 3" through DEF 5 material. 21 Active Points; total cost 6 points.

2) Free Spell: Remove OAF (-1¼). Total cost: 12 points.

3) Stilled Spell: Remove Gestures (-¼). Total cost: 9 points.

4) Silenced Spell: Remove Incantations (-¼). Total cost: 9 points.

5) Apprentice's Version: Add Side Effects (Entangle 3d6, 3 DEF; -½). Total cost: 7 points.

6) Difficult Spell: Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 7 points.

7) Easy Spell: Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.

8) Master's Version: Remove Requires An Earth Magic Roll (-½). Total cost: 9 points.

9) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 7 points.

10) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 7 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 12 points.

12) Vashira's Opening And Closing Of The Deep Way: A creation of the black elf mage Vashira, this variation of the Earthenroad allows the caster to close the tunnel he creates behind him, if he so chooses. Add Fill In. 40 Active Points; total cost 11 points.

Miscellaneous Earth Spells

STONESHAPING

Effect: Minor Transform 5d6 (reshape stone objects)

Target/Area Affected: One stone object

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -5

END Cost: 5

Description: This spell allows a character to reshape a single stone object. He could, for example, create a hole in a stone block, change the posture of a statue, turn a boulder into a statue (assuming he has a Skill to do so, such as PS: Sculptor), or the like. For larger stone objects (such as huge blocks), the wizard may need to cast the spell repeatedly to fully change the object's shape. This spell does not affect living or mobile beings of stone, such as stone golems.

Game Information: *Minor Transform 5d6 (stone object into differently-shaped stone object) (50 Active Points); OAF Expendable (tiny golden chisel, Very Difficult to obtain; -1½), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Limited Target (stone; -¼), No Range (-½), Requires An Earth Magic Roll (-½), Spell (-½). Total cost: 8 points.*

OPTIONS:

1) Strong Spell: Increase to Minor Transform 6d6. 60 Active Points; total cost 9 points.

2) Weak Spell: Decrease to Minor Transform 4d6. 40 Active Points; total cost 6 points.

3) Free Spell: Remove OAF (-1½). Total cost: 10 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 8 points.

5) Silenced Spell: Remove Incantations (-½). Total cost: 8 points.

6) Apprentice's Version: Add Side Effects (-1d6 to Earth Magic roll for 1d6+1 hours; -¼). Total: 7 points.

7) Difficult Spell: Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 7 points.

8) Easy Spell: Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.

9) Master's Version: Remove Requires An Earth Magic Roll (-½). Total cost: 8 points.

10) Quick Spell: Remove Extra Time (-1¼) and the "Throughout" bonus for Gestures and Incantations. Total cost: 10 points.

11) Attentive Spell: Add Concentration (½ DCV throughout; -½). Total cost: 7 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 11 points.

TETHURIEL'S EVOCATION OF THE TOWER

Effect: Summon one 300-point Base

Target/Area Affected: Special

Casting Time: 1 Hour

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -13

END Cost: 13

Description: This powerful incantation allows a caster to create a stone tower out of nothingness. The caster must create the tower on cleared, level ground, or by adding onto an existing structure; he cannot raise the tower in such a way as to destroy another structure or the like.

At the GM's option, a character can use this spell to create additional towers even though ones he Summoned earlier have not been destroyed or removed from his control.

Game Information: *Summon one tower built on up to 300 Character Points, Expanded Class (any type of stone tower or like structure; +¼), Slavishly Loyal (+1) (135 Active Points); OAF Expendable (miniature gold tower, studded with gems, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires An Earth Magic Roll (-½). Total cost: 16 points.*

OPTIONS:

1) Strong Spell: Increase to Summon one tower built on up to 400 Character Points. 180 Active Points; total cost 21 points.

2) Weak Spell: Decrease to Summon one tower built on up to 200 Character Points. 90 Active Points; total cost 11 points.

3) Free Spell: Remove OAF (-2). Total cost: 21 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 17 points.

5) Silenced Spell: Remove Incantations (-½). Total

cost: 17 points.

6) Apprentice's Version: Add Side Effects (-1d6 to Earth Magic roll for 1d6+1 hours; -¼). Total cost: 15 points.

7) Difficult Spell: Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 15 points.

8) Easy Spell: Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.

9) Master's Version: Remove Requires An Earth Magic Roll (-½). Total cost: 17 points.

10) Quick Spell: Change to Extra Time (1 Minute; -1½). Total cost: 19 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: 18 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 165 Active Points; total cost 19 points.

Spells Of Crystal And Glass

SHARDAK'S CRYSTALLINE ARROW

Effect: RKA 1d6+1, Armor Piercing

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -4

END Cost: 4

Description: When a wizard makes the mystic gestures and speaks the secret incantations created (or, some say, discovered) by Shardak Stoneshaper nearly 1,500 years ago, an arrow or dart made of pure but steel-hard crystal shoots forward from his fingertips to impale his target. Anyone the caster can see, he can attack with the Crystalline Arrow, and even strong armor often is not proof against it.

Game Information: RKA 1d6+1, Armor Piercing (+½), Line Of Sight (+½) (40 Active Points); OAF Expendable (tiny crystal arrow, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires An Earth Magic Roll (-½), Spell (-½). Total cost: 10 points.

OPTIONS:

1) Strong Spell: Increase to RKA 2d6. 60 Active Points; total cost 15 points.

2) Weak Spell: Decrease to RKA 1d6. 30 Active Points; total cost 7 points.

3) Free Spell: Remove OAF (-1½). Total cost: 16 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 11 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 11 points.

6) Apprentice's Version: Add Side Effects (RKA 1 point; -¼). Total cost: 9 points.

7) Difficult Spell: Change to Requires An Earth Magic

Roll (-1 per 5 Active Points; -1). Total cost: 9 points.

8) Easy Spell: Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.

9) Master's Version: Remove Requires An Earth Magic Roll (-½). Total cost: 11 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 9 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 9 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 50 Active Points; total cost 12 points.

13) Shardak's Crystalline Quiver: According to the wizardess D'ansif, Shardak later refined his Crystalline Arrow so he could fire many of them at once. Add Autofire (3 shots; +¼). 45 Active Points; total cost 11 points.

14) D'ansif's Unfailing Arrow: D'ansif also claims to have refined Shardak's spell so the Arrow never misses, but she has never demonstrated this spell in battle. Add Area Of Effect (One Hex Accurate; +½). 50 Active Points; total cost 12 points.

STRONGGLASS

Effect: Aid DEF 4d6, Can Add Maximum Of 48 Points, Only Works On Glass

Target/Area Affected: One glass object

Casting Time: 20 Minutes

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -16

END Cost: 16

Description: When a wizard casts this spell upon a glass object, the glass becomes much stronger and harder to damage — often as strong as steel itself! It was with this spell that the wizardess Unara created for her lover, the Duke Ranvard, a suit of plate armor made of purest crystal but capable of resisting the mightiest blows without suffering a scratch.

Game Information: Aid DEF 4d6, Can Add Maximum Of 48 Points, Delayed Return Rate (points fade at the rate of 5 per Month; +2) (156 Active Points); OAF Expendable (small piece of purest glass sandwiched inside two pieces of steel, Very Difficult to obtain; -1½), Concentration (0 DCV throughout; -1), Costs Endurance (-½), Extra Time (20 Minutes; -2½), Gestures (throughout; -½), Incantations (throughout; -½), Only Works On Glass (-1), Requires An Earth Magic Roll (-½). Total cost: 17 points.

OPTIONS:

1) Strong Spell: Increase to Aid DEF 5d6, Can Add Maximum Of 60 Points. 195 Active Points; total cost 22 points.

2) Weak Spell: Decrease to Aid DEF 3d6, Can Add Maximum Of 30 Points. 108 Active Points; total cost 12 points.

- 3) **Free Spell:** Remove OAF (-1½). Total cost: 21 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 18 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 18 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -¼). Total cost: 17 points.
- 7) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 16 points.
- 8) **Easy Spell:** Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 18 points.
- 9) **Master's Version:** Remove Requires An Earth Magic Roll (-½). Total cost: 18 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 22 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 19 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 182 Active Points; total cost 20 points.

Spells Of Metal

DERADOC'S SPELL OF THE RAZOR'S EDGE

Effect: Armor Piercing (+½) for up to HKA 3d6, Usable By Other

Target/Area Affected: One character

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 Minute, +1 Minute per point by which caster makes his Earth Magic roll)

Range: Touch

Magic Roll Penalty: -7

END Cost: 0

Description: One of several spells credited to the half-dwarven mage Deradoc, this spell makes a sword's edge as sharp and tough as possible for a period of at least one minute, and often longer. To cast it, the wizard must handle the blade, running the material component (a gilded blade-shard) up and down both edges of the sword while speaking the incantations.

Game Information: *Armor Piercing (+½) for up to HKA 3d6, Continuous (+1), Reduced Endurance (0 END; +½), Uncontrolled (duration of 1 Minute, +1 Minute per point by which caster makes his Earth Magic roll; +½), Usable By Other (+¼) (71 Active Points); OAF Expendable (shard of metal from a blade used in battle, gilded and with a special sigil etched into it, Very Difficult to obtain; -1½), Extra Time (Extra Phase; -¾), Gestures (throughout; -½), Incantations (throughout; -½), Requires An Earth Magic Roll (-½), Spell (-½). Total cost: 13 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Armor Piercing (+½) for up to HKA 4d6. 97 Active Points; total cost 18 points.
- 2) **Weak Spell:** Decrease to Armor Piercing (+½) for up to HKA 2d6. 49 Active Points; total cost 9 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 19 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 15 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 15 points.
- 6) **Apprentice's Version:** If the wizard fails to cast the spell properly, the blade twists in his hand, cutting it. Add Side Effects (RKA 1 point; -¼). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 8) **Easy Spell:** Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 9) **Master's Version:** Remove Requires An Earth Magic Roll (-½). Total cost: 15 points.
- 10) **Quick Spell:** Change to Extra Time (Delayed Phase; -¼). Total cost: 15 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV throughout; -½). Total cost: 12 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 82 Active Points; total cost 16 points.

KELTRAZIAN'S BLADESTORM

Effect: HKA 1d6, Armor Piercing, Damage Shield

Target/Area Affected: One Hex

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -6

END Cost: 0

Description: Keltrazian Edgebrother, a renowned adventuring wizard who mastered the skills of warrior as well as wizard, created this spell to defend himself in battle. When cast, it creates numerous daggers, swords, and other bladed weapons that begin whirling about the caster in a deadly storm. Anyone who gets close to the caster suffers an attack from the blades.

Game Information: *HKA 1d6, Area Of Effect (One Hex; +½), Armor Piercing (+½), Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½) (60 Active Points); OAF Expendable (dagger with scarlet thread wrapped around the hilt, Difficult to obtain; -1¼), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), No STR Bonus (-½), Requires An Earth Magic Roll (-½), Spell (-½). Total cost: 13 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to HKA 2d6. 120 Active Points; total cost 27 points.
- 2) **Weak Spell:** Decrease to HKA ½d6. 40 Active Points; total cost 9 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 18 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 6) **Apprentice's Version:** Add Side Effects (HKA 1d6; -¼). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 8) **Easy Spell:** Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 9) **Master's Version:** Remove Requires An Earth Magic Roll (-½). Total cost: 15 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase to cast; -¼). Total cost: 14 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 13 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 15 points.
- 13) **Selurel's Lesser Bladestorm:** Keltrazian's greatest apprentice, Selurel Stormcaller, created a slightly different version of the Bladestorm while still but a student at Keltrazian's feet. It requires that there be at least half a dozen swords, daggers, or like weapons within 3" of the caster and under no other person's control to work — the spell's power takes hold of them and sets them to whirling about the caster. Add Requires 6+ Blades Within 3" (-½). 60 Active Points; total cost 12 points.

METAL'S DOOM

Effect: RKA 4d6, Only Versus Metal
Target/Area Affected: One metal object
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 30"
Magic Roll Penalty: -6
END Cost: 6

Description: An ancient spell often credited (though without proof) to the arch-wizard Runci-fer, Metal's Doom afflicts a single metal object with rust, typically weakening — and sometimes even destroying — the object. Many a fighting man has gaped in horror as the Doom reduced his blade or armor to useless fragments of steel.

Game Information: RKA 4d6 (60 Active Points); OAF Expendable (piece of rusty steel, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Range (30"; -¼), Only Versus Metal (-1), Requires An Earth Magic Roll (-½), Spell (-½). Total cost: 13 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 6d6. 90 Active Points; total cost 19 points.
- 2) **Weak Spell:** Decrease to RKA 2d6. 30 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 16 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 13 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 13 points.
- 6) **Apprentice's Version:** Add Side Effects (spell affects one metal object carried by caster or one of his companions, randomly determined by GM; -1). Total cost: 10 points.
- 7) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 11 points.
- 8) **Easy Spell:** Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 9) **Master's Version:** Remove Requires An Earth Magic Roll (-½). Total cost: 14 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 11 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 12 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 19 points.
- 13) **Yldevar's Doom Of The Forgeborn:** Yldevar Goldentooth created a more powerful version of Metal's Doom that affects every metal object in a 1" radius (typically, a warrior's armor and weapons all at once). Add Area Of Effect (One Hex; +½). 90 Active Points; total cost 19 points.

THE SPELL OF THE DANCING BLADE

Effect: Telekinesis (20 STR), Only To Manipulate Bladed Weapons

Target/Area Affected: One bladed weapon

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 30"

Magic Roll Penalty: -3

END Cost: 3

Description: This spell allows the caster to grasp and move bladed weapons — swords, daggers, axes, and the like — with mystic force. As its name suggests, it's often used to fight with a blade without having to hold it in hand, but clever wizards can also use it to disarm their foes. The spell's material component is a tiny silver dagger, which the caster wields in the air throughout the spell's duration as part of the mystic gestures necessary to maintain control of the telekinetically-grasped blade.

Game Information: *Telekinesis (20 STR) (30 Active Points); OAF Expendable (tiny silver dagger, Difficult to obtain; -1¼), Gestures (throughout; -½), Incantations (-¼), Limited Range (30"; -¼), Only To Manipulate Bladed Weapons (-1), Requires An Earth Magic Roll (-½), Spell (-½). Total cost: 6 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Telekinesis (30 STR). 45 Active Points; total cost 9 points.
- 2) **Weak Spell:** Decrease to Telekinesis (12 STR). 18 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 7 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 6 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 6 points.
- 6) **Apprentice's Version:** The character accidentally cuts or stabs himself with the silver dagger or the controlled blade. Add Side Effects (RKA ½d6; -¼). Total cost: 5 points.
- 7) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 8) **Easy Spell:** Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 9) **Master's Version:** Remove Requires An Earth Magic Roll (-½). Total cost: 6 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 5 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 5 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 9 points.
- 13) **The Spell Of Metallic Manipulation:** This spell functions like the Spell Of The Dancing Blade, but works on any metal object, not just bladed weapons.

ons. Change Only To Manipulate Bladed Weapons to Only Works On Metal (-¼). 30 Active Points; total cost 7 points.

WALL OF IRON

Effect: Entangle 12d6, 15 DEF

Target/Area Affected: 12" line

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 200"

Magic Roll Penalty: -13

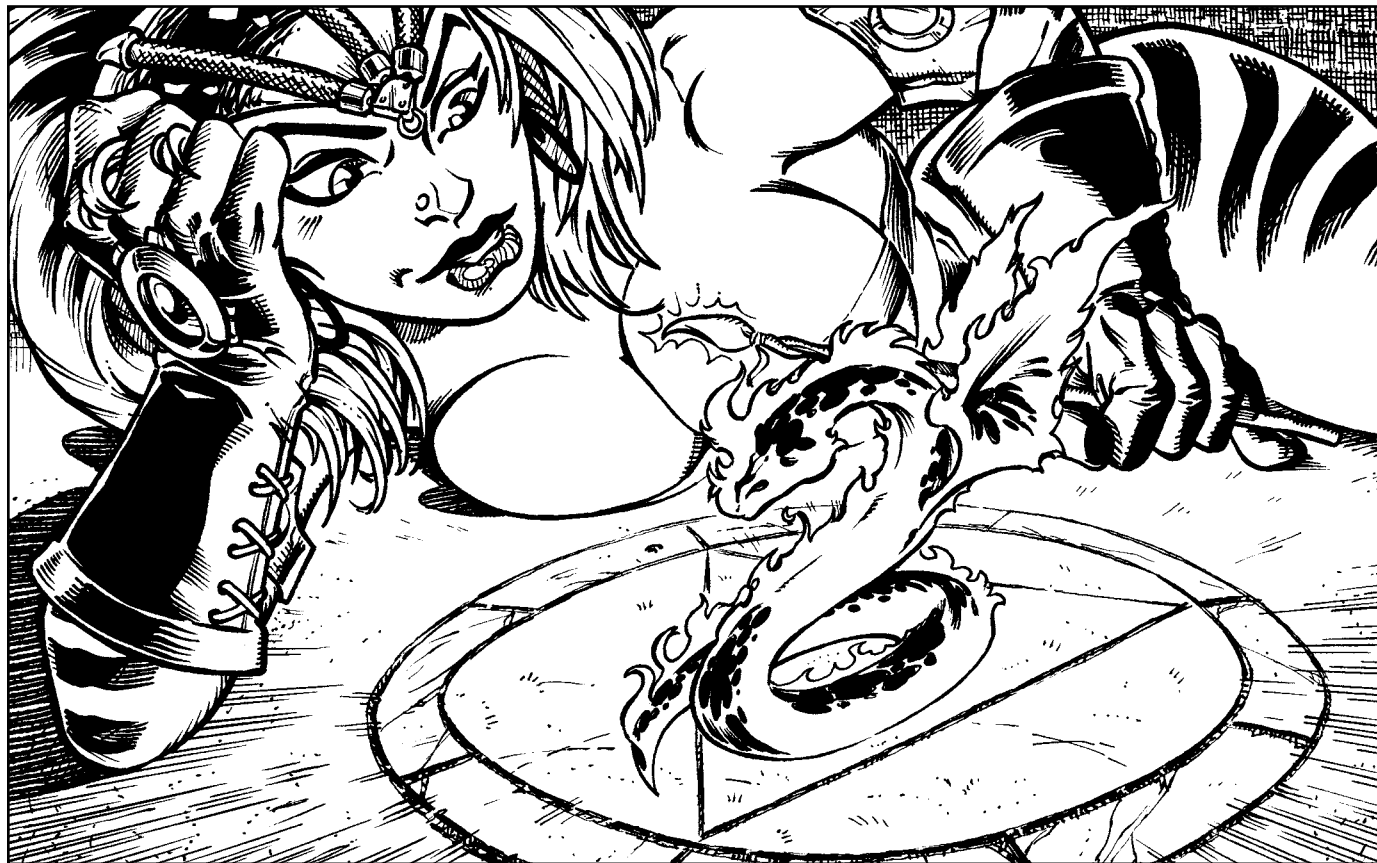
END Cost: 13

Description: This spell resembles Wall Of Stone (page 81), but allows the caster to create a wall of solid iron. He can control the appearance/texture of the wall, making it as smooth as a blade or as rough as iron ore. However, at least one edge of the wall must maintain firm contact with the ground; a spellcaster cannot create the wall so that it falls and crushes people

Game Information: *Entangle 12d6 (standard Effect: 12 BODY), 15 DEF (135 Active Points); OAF Expendable (small cube of iron with a rune etched in each side, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (200"; -¼), Only To Form Barriers (-1), Requires An Earth Magic Roll (-½), Wall Must Contact The Ground On At Least One Edge (-¼). Total cost: 28 points.*

OPTIONS:

- 1) **Weak Spell:** Decrease to Entangle 9d6 (standard Effect: 9 BODY), 9 DEF. 90 Active Points; total cost 19 points.
- 2) **Free Spell:** Remove OAF (-1¼). Total cost: 39 points.
- 3) **Stilled Spell:** Remove Gestures (-¼). Total cost: 30 points.
- 4) **Silenced Spell:** Remove Incantations (-¼). Total cost: 30 points.
- 5) **Apprentice's Version:** Add Side Effects (Entangle 4d6, 4 DEF; -½). Total cost: 26 points.
- 6) **Difficult Spell:** Change to Requires An Earth Magic Roll (-1 per 5 Active Points; -1). Total cost: 26 points.
- 7) **Easy Spell:** Change to Requires An Earth Magic Roll (-1 per 20 Active Points; -¼). Total cost: 30 points.
- 8) **Master's Version:** Remove Requires An Earth Magic Roll (-½). Total cost: 32 points.
- 9) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 26 points.
- 10) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 27 points.
- 11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 202 Active Points; total cost 42 points.
- 12) **Greater Wall Of Iron:** This form of the Wall



Of Iron is longer than the standard version. Add Larger Wall (+1" height and +4" length). 145 Active Points; total cost 30 points.

13) Shapeable Greater Wall Of Iron: This variation on the Greater Wall Of Iron allows the caster to change the Wall's height or length from use to use. As the Greater Wall Of Iron, but add Varying Dimensions. 155 Active Points; total cost 33 points.

14) Iron Maiden's Wall: This version of the Wall Of Iron, named for the instrument of torture which it in some respects resembles, is covered with large, sharp spikes on one side. Anyone who touches that side of the wall takes damage from the spikes. Add RKA 1d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Uncontrolled (lasts as long as wall lasts, until someone carefully breaks off the spikes, or until erosion and like forces wear the spikes down; +½) (52 Active Points); OAF Expendable (small cube of iron with a rune etched in each side, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Linked (-½), Requires An Earth Magic Roll (-½) (total cost: 14 points). 135 + 52 = 187 Active Points; total cost 28 + 14 = 42 points.

FIRE MAGIC

Fire Magic is perhaps the most popular form of Elemental Magic; many wizards who care little for Air, Earth, or Water know more than a few Fire spells. Most Fire spells are attack spells, since Fire is a potent weapon.

Offensive Fire Spells

BLAITHELOCK'S CALL TO FLAME

Effect: Summon one 485-point fire elemental, Friendly

Target/Area Affected: One elemental

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -12

END Cost: 12

Description: Wyndara Blaitheblock, student and lover of the conjuror Vashtori, used her knowledge of elemental magic to devise more powerful elemental-summoning spells than Conjunction possesses.

Game Information: *Summon one 485-point fire elemental, Friendly (+¼) (121 Active Points); OAF Expendable (amulet of elemental fire, plus a flame of some sort, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Fire Magic Roll (-½). Total cost: 32 points.*

OPTIONS:

- 1) **Many Fire Elementals:** Increase to four earth elementals. 134 Active Points; total cost 36 points.
- 2) **Many, Many Fire Elementals:** Increase to 32 earth elementals. 152 Active Points; total cost 40 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 48 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 35 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 35 points.
- 6) **Apprentice's Version:** Add Side Effects (elemental attacks caster; -1). Total cost: 25 points.
- 7) **Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 28 points.
- 8) **Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 35 points.
- 9) **Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 37 points.
- 10) **Lengthy Spell:** Change to Extra Time (20 Minutes; -2½). Total cost: 21 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 30 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 170 Active Points; total cost 45 points.
- 13) **Loyal Elemental:** Change to Loyal (+½). 145 Active Points; total cost 39 points.
- 14) **Devoted Elemental:** Change to Devoted (+¾). 170 Active Points; total cost 45 points.
- 15) **Slavishly Loyal Elemental:** Change to Slavishly Loyal (+1). 194 Active Points; total cost 52 points.
- 16) **Alternate Elemental Type:** Substitute the following types of elementals for a standard fire elemental:

Lava Elemental (529 points): 132 Active Points; total cost 35 points.

BOIL LIQUID

Effect: Change Environment, +14 Temperature Levels
Target/Area Affected: One container of liquid
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: No Range/300"
Magic Roll Penalty: -4/-6
END Cost: 4/6

Description: This spell, a favorite of wizards who travel the wilds, allows the caster to instantly bring up to one cubic hex of water to boil. It's typically used to heat water in a kettle for cooking, but it can also melt ice and the like.

In game terms, the spell adds 14 Temperature Levels, or up to 280 degrees Fahrenheit, to the affected water. This suffices to boil water in most situations (since the normal boiling point of water is 212 degrees Fahrenheit).

A spellcaster cannot use this spell to harm living beings unless they are made of Water — such as water elementals. Against Water beings, it's an effective attack, one few such creatures can resist.

Game Information:**Cost Power**

- | | |
|----|--|
| 17 | <i>Boil Liquid:</i> Multipower, 60-point reserve; all OAF Expendable (cooled ember and a bit of flame, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Fire Magic Roll (-½), Spell (-½) |
| 1u | 1) <i>Boiling Normal Liquid:</i> Change Environment 1" radius, +14 Temperature Levels; common Limitations listed above, No Range (-½), Only Works On Liquids (-½) |
| 1u | 2) <i>Boiling Water Beings:</i> RKA 1d6, Continuous (+1), NND (defense is having a spell that provides Power Defense active; +1), Does BODY (+1); common Limitations listed above, Only Works On Water Beings (-1) |

Total cost: 19 points.

OPTIONS:

- 1) **Strong Spell:** Increase reserve to 120 points and second slot to RKA 2d6. Total cost: 38 points.
- 2) **Weak Spell:** Decrease reserve to 44 points and second slot to RKA ½d6. Total cost: 15 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 27 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 20 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 20 points.
- 6) **Apprentice's Version:** Add Side Effects (RKA ½d6; -¼). Total cost: 18 points.
- 7) **Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 17 points.
- 8) **Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 20 points.
- 9) **Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 22 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; $-\frac{1}{4}$). Total cost: 18 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 18 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$) to each slot and increase reserve to 67 points. Total cost: 21 points.

ENFLAME

Effect: Penetrating ($+\frac{1}{2}$) for up to HKA 3d6, Usable By Other

Target/Area Affected: One character

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 Minute, +1 Minute per point by which caster makes his Fire Magic roll)

Range: Touch

Magic Roll Penalty: -7

END Cost: 0

Description: With this spell, a wizard can cause the blade of a weapon (typically a sword or dagger) to burst into magical flame. While aflame, a weapon is more likely to injure anyone hit with it — even if it cannot actually cut through armor, the mystic fire inflicts burns.

Game Information: Penetrating ($+\frac{1}{2}$) for up to HKA 3d6, Continuous (+1), Reduced Endurance (0 END; $+\frac{1}{2}$), Uncontrolled (duration of 1 Minute, +1 Minute per point by which caster makes his Fire Magic roll; $+\frac{1}{2}$), Usable By Other ($+\frac{1}{4}$) (71 Active Points); OAF Expendable (shard of metal from a blade used in battle, heated red-hot in special fires and then allowed to cool, and with a special sigil etched into it, Very Difficult to obtain; $-\frac{1}{2}$), Extra Time (1 Turn to cast; $-\frac{3}{4}$), Gestures (throughout; $-\frac{1}{2}$), Incantations (throughout; $-\frac{1}{2}$), Requires A Fire Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 13 points.

OPTIONS:

1) Strong Spell: Increase to Penetrating ($+\frac{1}{2}$) for up to HKA 4d6. 97 Active Points; total cost 18 points.

2) Weak Spell: Decrease to Penetrating ($+\frac{1}{2}$) for up to HKA 2d6. 49 Active Points; total cost 9 points.

3) Free Spell: Remove OAF ($-1\frac{1}{2}$). Total cost: 19 points.

4) Stilled Spell: Remove Gestures ($-\frac{1}{2}$). Total cost: 15 points.

5) Silenced Spell: Remove Incantations ($-\frac{1}{2}$). Total cost: 15 points.

6) Apprentice's Version: If the wizard fails to cast the spell properly, the blade twists in his hand, cutting it. Add Side Effects (RKA 1 point; $-\frac{1}{4}$). Total cost: 13 points.

7) Difficult Spell: Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 12 points.

8) Easy Spell: Change to Requires A Fire Magic Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 14 points.

9) Master's Version: Remove Requires A Fire Magic Roll ($-\frac{1}{2}$). Total cost: 15 points.

10) Quick Spell: Change to Extra Time (Full Phase to cast; $-\frac{1}{4}$). Total cost: 15 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV throughout; $-\frac{1}{2}$). Total cost: 12 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 82 Active Points; total cost 16 points.

13) Khelred's Enflament: This variation of Enflame, created by the famed fire-wizard Khelred, allows a caster to enflame a weapon at range. Add Ranged ($+\frac{1}{2}$). 82 Active Points; total cost 16 points.

14) Magefire Enflament: This form of Enflame uses not ordinary fire, but magefire, making the affected weapon incredibly deadly. Change Penetrating to NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 292 Active Points; total cost 56 points.

FIERY ARROW

Effect: RKA 2d6, +2 Increased STUN Multiplier

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -6

END Cost: 6

Description: This spell creates an arrow made of fire that flies from the wizard's fingertips to strike the designated target with deadly impact. As long as the wizard can see a foe, he can attack him with the Fiery Arrow.

Game Information: RKA 2d6, +2 Increased STUN Multiplier ($+\frac{1}{2}$), Line Of Sight ($+\frac{1}{2}$) (60 Active Points); OAF Expendable (miniature copper arrow graven with arcane runes, Difficult to obtain; $-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Fire Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 16 points.

OPTIONS:

1) Strong Spell: Increase to RKA 3d6. 90 Active Points; total cost 24 points.

2) Weak Spell: Remove +2 Increased STUN Multiplier ($+\frac{1}{2}$). 45 Active Points; total cost 12 points.

3) Free Spell: Remove OAF ($-1\frac{1}{4}$). Total cost: 24 points.

4) Stilled Spell: Remove Gestures ($-\frac{1}{4}$). Total cost: 17 points.

5) Silenced Spell: Remove Incantations ($-\frac{1}{4}$). Total cost: 17 points.

6) Apprentice's Version: If the wizard miscasts the spell, he burns his fingers. Add Side Effects (-2 to DEX Rolls for 1d6 hours; $-\frac{1}{4}$). Total cost: 15 points.

7) Difficult Spell: Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 14 points.

- 8) Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 18 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 14 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 20 points.
- 13) Gorbadel's Fire-Arrow:** Gorbadel Ravensson developed a more powerful form of the Fiery Arrow to cut through the armored skin of monsters. Add Armor Piercing (+½). 75 Active Points; total cost 20 points.
- 14) The Spell Of Fiery Archery:** Some wizards know a form of Fiery Arrow that allows them to shoot several "arrows" at once. Add Autofire (5 shots; +½). 75 Active Points; total cost 20 points.
- 15) Khelred's Fiery Hail:** With this variant, a wizard can attack his foes from above with a hail of fiery sparks, rather than shooting "arrows" directly at them. Add Autofire (3 shots; +¼) and Indirect (always from above; +¼). 75 Active Points; total cost 20 points.
- 16) Magefire Arrow:** This form of the spell uses deadly magefire. Reduce to RKA 1d6 and add NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 60 Active Points; total cost 16 points.

FIERY AURA

Effect: RKA 1d6, Armor Piercing, Damage Shield

Target/Area Affected: Self

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -4

END Cost: 4

Description: When a wizard chants the words of this spell, an aura of mystic fire engulfs his body. It inflicts no harm upon him, but any who touch him (or whom he grabs) feel the effects of the deadly flames.

Game Information: RKA 1d6, Armor Piercing (+½), Continuous (+1), Damage Shield (+½) (45 Active Points); OAF Expendable (a piece of fire-colored silk soaked in oil, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Fire Magic Roll (-½), Spell (-½). Total cost: 12 points.

OPTIONS:

- 1) Strong Spell:** Increase to RKA 2d6. 90 Active Points; total cost 24 points.
- 2) Weak Spell:** Decrease to RKA ½d6. 30 Active Points; total cost 8 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 18 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 13 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 13 points.
- 6) Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 11 points.
- 7) Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 11 points.
- 8) Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 9) Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 14 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 11 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 11 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 52 Active Points; total cost 14 points.
- 13) Unara's Fiery Aura:** The wizardess Unara developed two variations of the Fiery Aura which have since become common knowledge throughout the northern lands. The first allows the caster to harm others with the Aura simply by touching them. Increase Damage Shield to +¾. 49 Active Points; total cost 13 points.
- 14) Unara's Fiery Shield:** Unara's second variation creates a Fiery Aura that protects the caster from energy attacks. Add Armor (8 ED) (12 Active Points); OAF Expendable (a piece of fire-colored

silk soaked in oil, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Linked (-½), Requires A Fire Magic Roll (-½) (total cost: 3 points). 45 + 12 = 57 Active Points; total cost 12 + 3 = 15 points.

15) Magefire Aura: This form of the spell uses deadly magefire. Add NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 75 Active Points; total cost 20 points.

FIERY ORBS

Effect: RKA 1d6+1, Armor Piercing

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant (Variable Targets)

Range: RBS

Magic Roll Penalty: -5

END Cost: 5

Description: One of the most common Fire Magic attack spells, Fiery Orbs creates a series of small fireballs, of a size to easily fit in one hand. The caster throws the orbs at his foes, one per Phase, until he chooses to stop or is Stunned or Knocked Out.

Game Information: RKA 1d6+1, Armor Piercing (+½), Continuous (caster can vary target from Phase to Phase, and must make an Attack Roll each Phase to hit targets; +1¼) (55 Active Points); OAF Expendable (a ball of sulphur wrapped around a cold ember, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Range Based On STR (-¼), Requires A Fire Magic Roll (-½), Spell (-½). Total cost: 14 points.

OPTIONS:

- 1) Strong Spell:** Increase to RKA 2d6. 82 Active Points; total cost 20 points.
- 2) Weak Spell:** Decrease to RKA ½d6. 27 Active Points; total cost 7 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 20 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 15 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 15 points.
- 6) Apprentice's Version:** If the wizard miscasts the spell, he burns his fingers. Add Side Effects (-2 to DEX Rolls for 1d6 hours; -¼). Total cost: 13 points.
- 7) Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 8) Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.
- 9) Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 16 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 13 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 13 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 65 Active Points; total cost 16 points.

13) Magefire Orbs: This version of the spell allows the caster to create orbs of deadly magefire. Reduce to RKA 1d6 and add NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 71 Active Points; total cost 18 points.

FIREBALL

Effect: RKA 2d6

Target/Area Affected: 6" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 335"

Magic Roll Penalty: -7

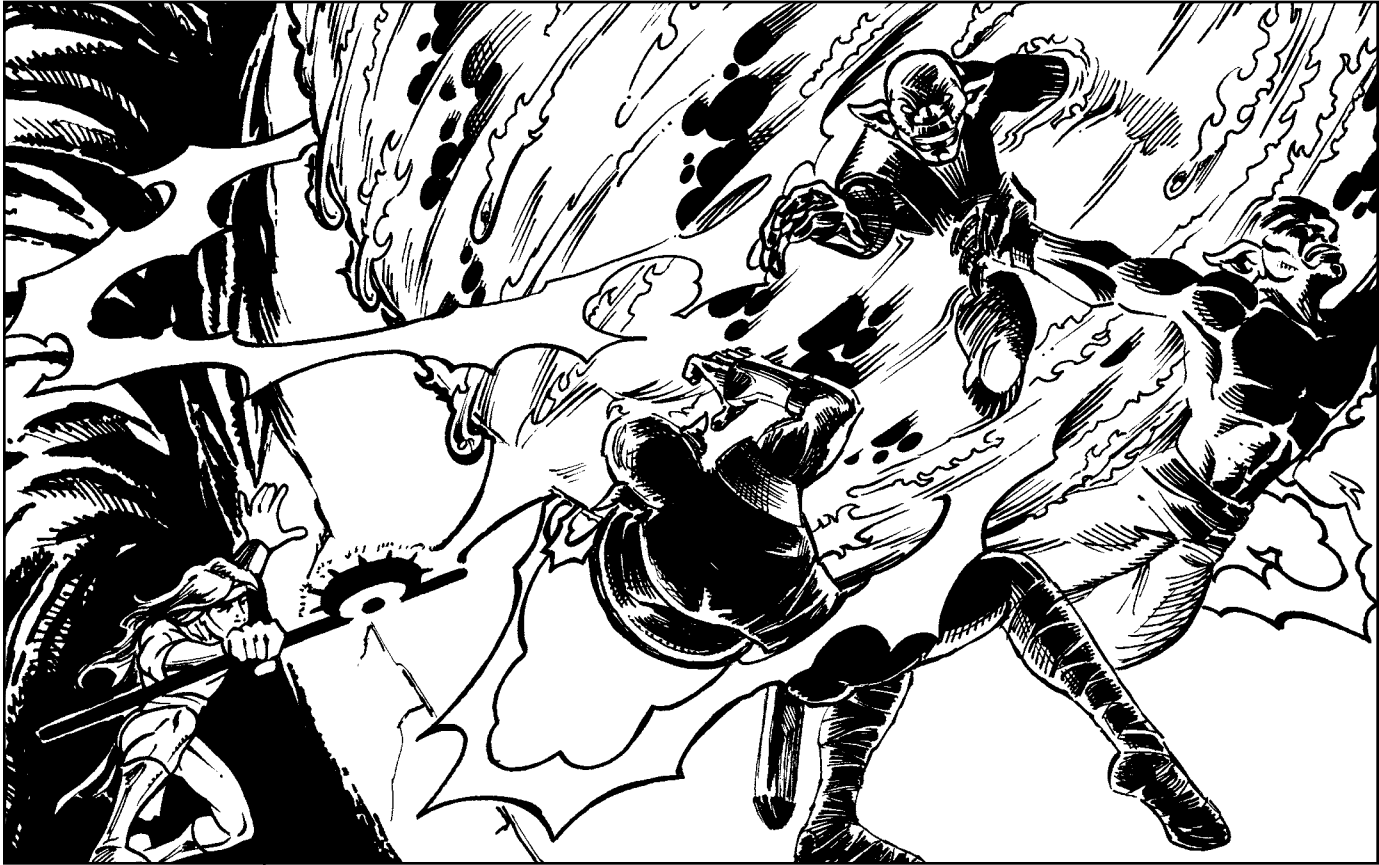
END Cost: 7

Description: A favorite of many mages, this spell produces a large sphere of fire hot enough to injure almost any foe.

Game Information: RKA 2d6, Area Of Effect (6" Radius; +1¼) (67 Active Points); OAF Expendable (small piece of flint and small piece of steel tied together with cloth of gold thread, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Fire Magic Roll (-½), Spell (-½). Total cost: 18 points.

OPTIONS:

- 1) Strong Spell:** Increase to RKA 3d6. 101 Active Points; total cost 27 points.
- 2) Weak Spell:** Decrease to RKA 1d6. 34 Active Points; total cost 9 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 27 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 19 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 19 points.
- 6) Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 17 points.
- 7) Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 16 points.
- 8) Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 19 points.
- 9) Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 21 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 16 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 17 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 82 Active Points; total cost 22 points.
- 13) Magefire Ball:** This fireball is made not of ordinary flame, but deadly magefire. Add NND (defense



is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 127 Active Points; total cost 34 points.

FIRESHAPING

Effect: Telekinesis (30 "STR"), Only Works On Fire

Target/Area Affected: Special

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 225"

Magic Roll Penalty: -4

END Cost: 4

Description: This spell allows the caster to "pick up" masses of flame, move them, and even create crude shapes with them (such as a fiery eagle or a tower of flame). The spell can pick up a mass of fire doing up to 6 Damage Classes' worth of damage (1 DC for every "5 STR" worth of Telekinesis). The caster can move the flame at the normal rate for Telekinesis.

If the caster touches a person with the flame, that person takes the flame's damage; this extinguishes the flame (otherwise it does not "burn out" as long as the caster holds on to it). If the caster touches the flame to something flammable, such as a curtain, he loses control of it and it keeps burning until it uses up all the available fuel.

Game Information: *Telekinesis (30 "STR") (45 Active Points); OAF Expendable (small ivory hand engraved with fire-runes, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Only Works On Fire (-1), Requires A Fire Magic Roll (-½), Spell (-½). Total cost: 9 points.*

OPTIONS:

1) Strong Spell: Increase to Telekinesis (40 "STR"). 60 Active Points; total cost 12 points.

2) Weak Spell: Decrease to Telekinesis (20 "STR"). 30 Active Points; total cost 6 points.

3) Free Spell: Remove OAF (-1½). Total cost: 13 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 9 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 9 points.

6) Apprentice's Version: Add Side Effects (RKA 1d6; -¼). Total cost: 9 points.

7) Difficult Spell: Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 8 points.

8) Easy Spell: Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.

9) Master's Version: Remove Requires A Fire Magic Roll (-½). Total cost: 10 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 9 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 9 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 13 points.

13) Blaiethelock's Firesculpting: The artistically-inclined Wyndara Blaiethelock created this version of Fireshaping, which allows the caster greater control over the shaping of the flame. Add Fine Manipulation. 55 Active Points; total cost 11 points.

FIRESTORM

Effect: RKA 1½d6, Armor Piercing
Target/Area Affected: 5" Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 500"
Magic Roll Penalty: -10
END Cost: 0

Description: This spell creates a 5" radius zone filled with ribbons and blasts of deadly flame. Anyone caught within the area takes damage from the fire on each of the caster's Phases.

Game Information: RKA 1½d6, Area Of Effect (5" Radius; +1), Armor Piercing (+½), Continuous (+1), Reduced Endurance (0 END; +½) (100 Active Points); OAF Expendable (disk of ivory carved with fire-runes, Very Difficult to obtain; -1½), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Fire Magic Roll (-½), Spell (-½). Total cost: 22 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 2d6. 120 Active Points; total cost 27 points.
- 2) **Weak Spell:** Decrease to RKA 1d6+1. 80 Active Points; total cost 18 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 33 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 25 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 25 points.
- 6) **Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 21 points.
- 7) **Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 20 points.
- 8) **Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 23 points.
- 9) **Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 25 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 21 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 21 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 112 Active Points; total cost 25 points.
- 13) **Jalerak's Firestorm:** This form of Firestorm does not work at range; it centers on the caster. Add Personal Immunity (+¼) and No Range (-½). 106 Active Points; total cost 21 points.
- 14) **Kithara's Firestorm:** Created by Kithara to wreak havoc among the drakine armies, this form of Firestorm moves as the caster wills. Add Mobile (+1). 125 Active Points; total cost 28 points.

15) Magefire Storm: This form of the spell uses deadly magefire. Reduce to RKA 1d6 and add NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 90 Active Points; total cost 20 points.

HARTHUVIAN'S VAULTFLAME

Effect: RKA 2d6, Indirect, Varying Damage
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Gestures, Incantations
Duration: Instant
Range: 30"
Magic Roll Penalty: -5
END Cost: 5

Description: This spell allows a caster to use local sources of flame — candles, lanterns, torches, hearth-fires, campfires, and so forth — to attack his foes. With a word of power and a gesture, he causes the flame to blaze up, leap through the air, and strike the target. Both the fire and the target must be within 30" of the caster, and the angle of the attack depends on the relative locations of the fire and the target. After the spell takes effect, the source of flame returns to its normal intensity.

The damage this spell causes depends on the size and intensity of the flame used. See *Fantasy Hero*, pages 359-60, for suggested guidelines.

Game Information: RKA 2d6, Indirect (+¾) (52 Active Points); Gestures (-¼), Incantations (-¼), Limited Range (30"; -¼), Requires A Fire Magic Roll (-½), Spell (-½), Varying Damage (damage depends on locally-available sources of flame; -½). Total cost: 16 points.

OPTIONS:

- 1) **Focused Spell:** Add OAF Expendable (ball of wax and flint tied with a scarlet cord, Difficult to obtain; -1¼). Total cost: 11 points.
- 2) **Stilled Spell:** Remove Gestures (-¼). Total cost: 17 points.
- 3) **Silenced Spell:** Remove Incantations (-¼). Total cost: 17 points.
- 4) **Apprentice's Version:** Add Side Effects (RKA 1 point; -¼). Total cost: 15 points.
- 5) **Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 6) **Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 7) **Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 19 points.
- 8) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 14 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 21 points.

HASARI'S FIRST SPELL OF THE DRAGON'S FIRE

Effect: RKA 2d6

Target/Area Affected: 24" Line

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -7

END Cost: 7

Description: After nearly being killed by the dragon Ghorgariath in 3556, the elven mage Hasari realized what a powerful weapon a dragon's fiery breath could be. He developed this spell, which some casters refer to simply as Firebolt, to take advantage of his discovery. It creates a bolt of dragon's-fire 1" wide and 24" long with which the caster can injure one or more of his foes.

Game Information: RKA 2d6, Area Of Effect (24" Line; +1¼) (67 Active Points); OAF Expendable (small gold rod tipped with garnets, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Fire Magic Roll (-½), Spell (-½). Total cost: 15 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 3d6. 101 Active Points; total cost 22 points.
- 2) **Weak Spell:** Decrease to RKA 1d6. 34 Active Points; total cost 7 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 22 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 16 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 16 points.
- 6) **Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 14 points.
- 7) **Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 8) **Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.
- 9) **Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 17 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 13 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 14 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 82 Active Points; total cost 18 points.
- 13) **Hasari's Second Spell Of The Dragon's Fire:** Hasari also created a version of this spell that he could use at range against his foes. Remove No Range (-½). Total cost: 17 points.
- 14) **Khelred's Firebolt:** This form of the spell does slightly less damage, but remains in effect as long as the caster pays END for it. Furthermore, the caster can move the fiery bolt, thus injuring many foes.

Change to RKA 1½d6, Area Of Effect (20" Line; +1¼), Mobile (+1), Continuous (+1) (106 Active Points); OAF Expendable (small gold rod with a silver wheel on each end, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Fire Magic Roll (-½), Spell (-½). Total cost: 26 points.

KHELRED'S FLAMMIFER

Effect: 1 point RKA, Penetrating

Target/Area Affected: 8" Radius, Selective

Casting Time: Half Phase (Attack Action)

Casting Procedures: Gestures, Incantations

Duration: Uncontrolled (until runs out of fuel or is extinguished)

Range: 30"

Magic Roll Penalty: -3

END Cost: 0

Description: One of the first spells learned by any fire mage, Khelred's Flammifer allows a wizard to set flammable objects on fire. He can light every flammable object within an 8" radius (including things like other peoples' clothes, hair, and fur), or only specified objects. The spell also has the *Area Of Effect (One Hex Accurate)* Advantage, so every Attack Roll made with it to selectively attack targets is made against DCV 3.

Any flammable object that touches an object lit on fire with the Flammifer also catches fire (the Sticky effect). The flames keep burning until they run out of fuel or air, or someone puts them out. Dousing one burning person or object doesn't affect any of the others; each person or object must be extinguished individually.

At the GM's option, characters may buy this spell Linked with other Fire Magic spells, to represent the fact that fire attacks tend to set objects on fire.

Game Information: RKA 1 point, Area Of Effect (8" Radius, +½), Selective (+¼), Area Of Effect (One Hex Accurate; +½), Continuous (+1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (spell ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½) (30 Active Points); Gestures (-¼), Incantations (-¼), Limited Range (30"; -¼), Requires A Fire Magic Roll (-½), Spell (-½). Total cost: 11 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA ½d6. 60 Active Points; total cost 21 points.
- 2) **Weak Spell:** Decrease to 4" Radius. 29 Active Points; total cost 10 points.
- 3) **Focused Spell:** Add OAF Expendable (piece of flint, Easy to obtain; -1). Total cost: 8 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 12 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 12 points.
- 6) **Apprentice's Version:** Add Side Effects (RKA 1 point; -¼). Total cost: 10 points.

- 7) Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 8) Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.
- 9) Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 13 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 9 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 32 Active Points; total cost 12 points.

MAGEFIRE

Effect: RKA 1d6, NND, Does BODY
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 300"
Magic Roll Penalty: -6
END Cost: 6

Description: Magefire is the name given by wizards to a special type of magic flame that burns with great heat (and, often, no noticeable form of fuel). This spell allows a caster to immolate a person in magefire and keep burning him until he dies. The caster can vary the color of his magefire as he wishes.

Game Information: RKA 1d6, Continuous (+1), NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1), Does BODY (+1) (60 Active Points); OAF Expendable (piece of flint seared in a fire and carved with a fire-rune, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Fire Magic Roll (-½), Spell (-½). Total cost: 16 points.

OPTIONS:

- 1) Greater Magefire:** Increase to RKA 1d6+1. 80 Active Points; total cost 21 points.
- 2) Lesser Magefire:** Decrease to RKA ½d6. 40 Active Points; total cost 11 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 24 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 17 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 17 points.
- 6) Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 15 points.
- 7) Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 8) Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 18 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 15 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 15 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 18 points.

13) Kovakian's Unavoidable Magefire: This potent attack spell, created by the evil wizard Kovakian of Chaos, was for many years known only to him. But after the mage-thief Vestrel crept into Kovakian's sanctum and stole one of his grimoires, the spell became common knowledge among spellcasters. Kovakian is said to hunt and slay any who use the spell. Add Area Of Effect (One Hex Accurate; +½) and Line Of Sight (+½). 75 Active Points; total cost 20 points.

QUENCH FLAME

Effect: Dispel Fire 12d6
Target/Area Affected: One fire
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 225"
Magic Roll Penalty: -4
END Cost: 4

Description: What a fire mage creates, he can destroy. This spell extinguishes fires both mundane and magical, snuffing them out without so much as a puff of smoke remaining.

For fire spells and powers possessed by characters, use the Active Points in the power to determine whether the Dispel works. At the GM's option, separate fires caused by a character's power may also use this rule, instead of the one for natural fires.

For natural fires, if a fire fills one hex or less, use its Active Points (typically for an RKA, Continuous) to determine whether the Dispel works (see pages 444-45 of the *HERO System 5th Edition, Revised* for suggested damage ranges for fires). If it fills more than one hex, the character can either extinguish it one hex at a time, or in larger "pieces." To determine the Active Points for a multi-hex fire, apply an appropriate Advantage (Area Of Effect, typically) to the Powers used to create the fire.

Extinguishing a fire doesn't get rid of the smoke it generated, or reverse any effects it may already have caused (like heating an area or weakening the structure of a building).

Game Information: Dispel 12d6, any Fire power one at a time (+¼) (45 Active Points); OAF Expendable (a few drops of water, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Noisy (-¼), Requires A Fire Magic Roll (-½), Spell (-½). Total cost: 12 points.

OPTIONS:

- 1) Strong Spell:** Increase to Dispel 16d6. 60 Active Points; total cost 16 points.
- 2) Weak Spell:** Decrease to Dispel 10d6. 37 Active Points; total cost 10 points.

- 3) Free Spell:** Remove OAF (-1). Total cost: 16 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 13 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 13 points.
- 6) Apprentice's Version:** Add Side Effects (-3 to Fire Magic rolls for 1d6 hours; -¼). Total cost: 11 points.
- 7) Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 11 points.
- 8) Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 9) Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 14 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 11 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 11 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 63 Active Points; total cost 17 points.

STORGRIM'S FLAMEBLADE

Effect: HKA 2d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant (Lingering, 1 Minute)

Range: No Range

Magic Roll Penalty: -6

END Cost: 2

Description: Developed from an earlier, less powerful spell known simply as Flame Blade, Storgrim's Flameblade creates a sword out of pure fire for the caster to wield. The caster can use the blade as often as desired for 1 Minute after casting.

Game Information: *HKA 2d6, Lingering (1 Minute; +¾), Reduced Endurance (½ END; +¼) (60 Active Points); OAF Expendable (tiny sword forged out of iron from a used poker, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), No STR Bonus (-½), Requires A Fire Magic Roll (-½), Spell (-½). Total cost: 14 points.*

OPTIONS:

- 1) Storgrim's Greater Fireblade:** Increase to HKA 2½d6. 80 Active Points; total cost 19 points.
- 2) Flame Blade:** Decrease to HKA 1d6. 30 Active Points; total cost 7 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 20 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 15 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 15 points.

- 6) Apprentice's Version:** Add Side Effects (-2 to DEX Rolls for 1d6 hours; -¼). Total cost: 13 points.
- 7) Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 8) Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.
- 9) Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 16 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 13 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 13 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 18 points.
- 13) Storgrim's Shared Flameblade:** A wizard can use this form of the spell to create a fiery blade his friends can use. Add Usable By Other (+¼) and remove Reduced Endurance (+¼). 60 Active Points; total cost 14 points.
- 14) Magefire Blade:** This form of the spell creates a sword of deadly magefire. Reduce to HKA 1d6+1 and add NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1). 80 Active Points; total cost 19 points.

Defensive Fire Spells

PROTECTION FROM FIRE

Effect: Armor (14 ED), Usable By Other, Only Versus Fire

Target/Area Affected: One person

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 Hour, +1 Hour per +1 by which the character makes his Fire Magic roll)

Range: Touch

Magic Roll Penalty: -4

END Cost: 4 to cast

Description: This spell allows the caster to confer on himself or one other person a high degree of protection from fire attacks. The defense applies against both normal and magical fire, and lasts for a minimum of 1 Hour. The recipient of the spell may choose at any time to end it.

Game Information: *Armor (14 ED), Usable By Other (+¼), Uncontrolled (duration of 1 Hour, +1 Hour per +1 by which the character makes his Fire Magic roll; +½) (37 Active Points); OAF Expendable (vial of alchemically-prepared sand, Very Difficult to obtain; -1½), Costs Endurance (only to cast; -¼), Gestures (-¼), Incantations (-¼), Only Protects Against Limited Types Of Damage (fire/heat; -½), Requires A Fire Magic Roll (-½). Total cost: 9 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Armor (24 ED). 63 Active Points; total cost 15 points.
- 2) **Weak Spell:** Decrease to Armor (10 ED). 26 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-½). Total cost: 13 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 9 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 9 points.
- 6) **Apprentice's Version:** Add Side Effects (acquire Vulnerability [1½ x STUN from Fire attacks] for 1d6 hours; -¼). Total cost: 8 points.
- 7) **Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) **Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 9) **Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 10 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 8 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 8 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 47 Active Points; total cost 11 points.

WALL OF FIRE

Effect: Force Wall (0 PD/10 ED), Transparent (physical) plus RKA 1d6, Damage Shield
Target/Area Affected: See text
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 40"
Magic Roll Penalty: -13
END Cost: 5

Description: This spell creates a wall of flame that's at least man-high and three man-heights long. Any physical person or object can pass through the wall, but it takes 1d6 Killing Damage from the fire when it does so.

When successfully created, a Wall Of Fire is a minimum of 3" long. For every 1 point by which the caster makes his Fire Magic roll, he can increase the length or height to a maximum of 10" long and 4" tall.

Game Information: Force Wall (0 PD/10 ED, minimum 3" long and 1" tall, up to 10" long and 4" tall), Transparent (physical; +½), Reduced Endurance (½ END; +¼) (86 Active Points); OAF Expendable (fire opal of fine quality, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Limited Range (40"; -¼), Requires A Fire Magic Roll (-½), Spell (-½) (total cost: 20 points) **plus** RKA 1d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (½ END; +¼) (41 Active Points); OAF Expendable (fire opal of fine quality, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Linked (-½), Requires A Fire Magic Roll (-½), Spell (-½) (total cost: 9 points). Total cost: 29 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 2d6. 86 + 82 = 168 Active Points; total cost 20 + 17 = 37 points.
- 2) **Weak Spell:** Decrease to RKA ½d6. 86 + 27 = 113 Active Points; total cost 20 + 6 = 26 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 31 + 13 = 44 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 21 + 9 = 30 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 21 + 9 = 30 points.
- 6) **Apprentice's Version:** Add Side Effects (RKA ½d6; -¼). Total cost: 19 + 8 = 27 points.
- 7) **Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 18 + 8 = 26 points.
- 8) **Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 21 + 9 = 30 points.
- 9) **Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 23 + 10 = 33 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 19 + 8 = 27 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 19 + 8 = 27 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 110 + 49 = 159 Active Points; total cost 26 + 10 = 36 points.
- 13) **Magefire Wall:** This form of wall is created from deadly magefire. Add NND (defense is having a spell that provides Power Defense active or having the Protection From Fire spell active; +1) and Does BODY (+1) to RKA. 86 + 71 = 157 Active Points; total cost 20 + 15 = 35 points.

Movement Fire Spells

PATHWAY OF FIRE

Effect: Teleportation 20" (or 10" MegaScale), Only Through Fire

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -4

END Cost: 4

Description: This spell allows a caster to travel vast distances in the blink of an eye — provided that a campfire or larger-sized fire exists at both his starting point and his destination point. If no such fire exists at his destination point, the spell fails to work.

Game Information:

Cost Power

9 *Pathway Of Fire:* Multipower, 40-point reserve, all OAF Expendable (strip of parchment painted with fire-runes and twisted into a Moebius strip, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Through Fires (-1), Requires A Fire Magic Roll (-½)

1u 1) *Steps Of Fire:* Teleportation 20"; common Limitations as described above

1u 2) *Leaps Of Fire:* Teleportation 10", MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1); common Limitations as described above

Total cost: 11 points.

OPTIONS:

1) **Strong Spell:** Increase reserve to 60 points and slots to Teleportation 30" and 15". Total cost: 16 points.

2) **Weak Spell:** Decrease reserve to 30 points and slots to Teleportation 15" and 7". Total cost: 9 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 15 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 12 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 12 points.

6) **Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 11 points.

7) **Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 10 points.

8) **Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.

9) **Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 13 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 10 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 11 points.

12) **Stored Spell:** Increase reserve to 60 points and add Delayed Effect (x2 spells usable at once; +½) to both slots. Total cost: 16 points.

Sensory Fire Spells

EYES OF FIRE

Effect: Clairsentience (Sight Group), Only Through Fire

Target/Area Affected: Self

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 2,400"

Magic Roll Penalty: -6

END Cost: 0

Description: With this spell, a fire mage can use any flame — a candle, a campfire, or the like — to view distant scenes and events. However, he can only choose as his perception point another flame of some sort; without a flame to "see out of," the spell is useless.

Game Information: *Clairsentience (Sight Group), 16x Range (2,400"), Reduced Endurance (0 END; +½) (60 Active Points); OAF Expendable (tiny mirror with a fire-rune painted on it, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Turn to activate; -¾), Gestures (throughout; -½), Incantations (throughout; -½), Only Through Fire (-1), Requires A Fire Magic Roll (-½). Total cost: 9 points.*

OPTIONS:

1) **Strong Spell:** Change to a Multipower with a 60-point reserve, one slot as above, one slot replacing 16x Range with MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼). Total cost: 11 points.

2) **Weak Spell:** Decrease to 4x Range (600"). 45 Active Points; total cost 7 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 11 points.

4) **Stilled Spell:** Remove Gestures (-½). Total cost: 10 points.

5) **Silenced Spell:** Remove Incantations (-½). Total cost: 10 points.

6) **Apprentice's Version:** Add Side Effects (-3 to Sight PER Rolls for 1d6 hours; -¼). Total cost: 9 points.

7) **Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.

8) **Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.

9) **Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 10 points.

10) **Quick Spell:** Change to Extra Time (Full Phase to cast; -¼). Total cost: 10 points.

11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 11 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 80 Active Points; total cost 12 points.

KHELRED'S PERCEPTION OF FIRE

Effect: Detect Fire

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Gestures, Incantations

Duration: Instant

Range: Special

Magic Roll Penalty: -3

END Cost: 0

Description: This spell allows a wizard to perceive distant fires that lie beyond his line of sight, and to know how large and intense they are. This makes it much easier to use spells like Pathway Of Fire or Eyes Of Fire successfully.

Game Information: *Detect Fire (INT Roll) (no Sense Group), Discriminatory, Range, MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼) (29 Active Points); Gestures (-¼), Incantations (-¼), Nonpersistent (-¼), Instant (-½), Requires A Fire Magic Roll (-½). Total cost: 10 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to INT +5. 40 Active Points; total cost 14 points.
- 2) **Focused Spell:** Add OAF (piece of fire-seared glass, Easy to obtain; -1). Total cost: 8 points.
- 3) **Stilled Spell:** Remove Gestures (-¼). Total cost: 12 points.
- 4) **Silenced Spell:** Remove Incantations (-¼). Total cost: 12 points.
- 5) **Apprentice's Version:** Add Side Effects (-3 to Sight PER Rolls for 1d6 hours; -¼). Total cost: 10 points.
- 6) **Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 7) **Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.
- 8) **Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 13 points.
- 9) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 9 points.
- 10) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.
- 11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 36 Active Points; total cost 13 points.

Miscellaneous Fire Spells

EVERBURNING FLAME

Effect: Sight Group Images, +4 Sight PER Rolls to see

Target/Area Affected: 2" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (lasts until counterspelled with this spell or Dispelled)

Range: No Range

Magic Roll Penalty: -5

END Cost: 0

Description: This spell creates a magic flame that burns forever. The flame only provides light; it cannot inflict damage. Dousing it with water or snuffing it won't put it out; only the proper counter-magics can extinguish it.

Mages sometimes learn this spell as *Perpetual Light* as part of the arcana of Light And Shadow Magics.

Game Information: *Sight Group Images, +4 Sight PER Rolls to see, Increased Size (2" radius; +¼), Reduced Endurance (0 END; +½), Uncontrolled (lasts until counterspelled with this spell or Dispelled; +½) (49 Active Points); OAF Expendable (twig with sulphur dabbed on one end, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Turn to activate; -¾), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Fire Magic Roll (-½), Spell (-½). Total cost: 7 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Increased Size (4" radius; +½). 55 Active Points; total cost 8 points.
- 2) **Weak Spell:** Decrease to +2 Sight PER Rolls. 36 Active Points; total cost 5 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 9 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 8 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 8 points.
- 6) **Apprentice's Version:** Add Side Effects (-3 to Sight PER Rolls for 1d6 hours; -¼). Total cost: 7 points.
- 7) **Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) **Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.
- 9) **Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 8 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 9 points.



THE OBSCURING SMOKE

Effect: Change Environment, -3 to Sight Group PER Rolls

Target/Area Affected: 8" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 20"

Magic Roll Penalty: -3

END Cost: 3

Description: This spell causes any source of fire — even so much as a candle-flame — to emit billowing clouds of thick smoke that obscure vision. If someone snuffs the source of the fire, the spell immediately ceases functioning and the smoke dissipates.

Game Information: *Change Environment 8" radius, -3 to Sight Group PER Rolls (26 Active Points); OAF Expendable (small piece of cloth, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Range (20"; -¼), Requires Local Source Of Fire Which Dictates Target Hex (-1), Requires A Fire Magic Roll (-½), Spell (-½). Total cost: 5 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to 16" radius. 31 Active Points; total cost 6 points.
- 2) **Weak Spell:** Decrease to -2 Sight Group PER Rolls. 23 Active Points; total cost 5 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 7 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 6 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 6 points.
- 6) **Apprentice's Version:** Add Side Effects (-3 to Sight PER Rolls for 1d6 hours; -¼). Total cost: 5 points.
- 7) **Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 8) **Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 9) **Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 6 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 5 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 5 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 39 Active Points; total cost 8 points.

WATER MAGIC

Most elemental mages consider *Water Magic* the weakest of the spells related to the four Greater Elements, but this arcana remains popular with mages who frequently travel by sea or live near bodies of water.

In addition to the spells listed here, you should consider the following spells as part of the Water Magic arcana, with minor changes in special Effect: *Blaithelock's Sphere Of Air* (page 70); *Quench Flame* (page 95), and *Parting The Waters* (page 263).

BLAITHELOCK'S CALL TO WAVE

Effect: Summon one 445-point water elemental, Friendly

Target/Area Affected: One elemental

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -11

END Cost: 11

Description: This spell, the fourth of the powerful elemental-conjuring incantations of Wyndara Blaithelock, summons a water elemental.

Game Information: *Summon one 445-point water elemental, Friendly (+¼) (111 Active Points); OAF Expendable (amulet of elemental water, plus at least a barrelful of water, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Water Magic Roll (-½). Total cost: 30 points.*

OPTIONS:

- 1) **Many Water Elementals:** Increase to four water elementals. 124 Active Points; total cost 33 points.
- 2) **Many, Many Water Elementals:** Increase to 32 water elementals. 142 Active Points; total cost 38 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 44 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 32 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 32 points.
- 6) **Apprentice's Version:** Add Side Effects (elemental attacks caster; -1). Total cost: 23 points.
- 7) **Difficult Spell:** Change to Requires A Water Magic Roll (-1 per 5 Active Points; -1). Total cost: 26 points.
- 8) **Easy Spell:** Change to Requires A Water Magic Roll (-1 per 20 Active Points; -¼). Total cost: 32 points.
- 9) **Master's Version:** Remove Requires A Water Magic Roll (-½). Total cost: 34 points.
- 10) **Lengthy Spell:** Change to Extra Time (20 Minutes; -2½). Total cost: 19 points
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 28 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 156 Active Points; total cost 42 points.

13) **Loyal Elemental:** Change to Loyal (+½). 133 Active Points; total cost 35 points.

14) **Devoted Elemental:** Change to Devoted (+¾). 156 Active Points; total cost 42 points.

15) **Slavishly Loyal Elemental:** Change to Slavishly Loyal (+1). 178 Active Points; total cost 47 points.

16) **Alternate Elemental Type:** Substitute the following types of elementals for a standard water elemental:

Sea Elemental (465 points): 116 Active Points; total cost 31 points.

CONTROL THE WATERS

Effect: Change Environment, -12" Running

Target/Area Affected: 4 km Radius

Casting Time: 1 Hour

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 480"

Magic Roll Penalty: -10

END Cost: 0

Description: With this spell, a wizard can cause, or stop, flooding over a 4 km radius area. In game terms, the flooding effect is represented by a reduction in Running — creatures that don't have at least Running 13" (typically due to long legs or large size) can't move on the ground (they have to swim or fly to move from place to place). Stemming a flood has no particular combat effect, though the muddy ground may impose a -1" Running or -1 to some DEX-Based Rolls. Other effects, such as damage to buildings and objects, may also occur.

After the character stops concentrating on the spell, natural conditions return fairly quickly (the GM decides how quickly).

Game Information: *Change Environment 4" radius, -12" Running, MegaScale (1" = 1 km wide and deep; +¼), Varying Effect (cause or stem flooding; +¼), Reduced Endurance (0 END; +½) (96 Active Points); OAF Expendable (vial of water or vial of dust, Easy to obtain; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour to cast; -1½), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Water Magic Roll (-½), Spell (-½). Total cost: 15 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to 8" radius. 106 Active Points; total cost 16 points.
- 2) **Weak Spell:** Decrease to 2" radius. 86 Active Points; total cost 13 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 17 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 16 points.



5) Silenced Spell: Remove Incantations (-½). Total cost: 16 points.

6) Apprentice's Version: Add Side Effects (Energy Blast 5d6; -½). Total cost: 14 points.

7) Difficult Spell: Change to Requires A Water Magic Roll (-1 per 5 Active Points; -1). Total cost: 14 points.

8) Easy Spell: Change to Requires A Water Magic Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.

9) Master's Version: Remove Requires A Water Magic Roll (-½). Total cost: 16 points.

10) Quick Spell: Change to Extra Time (Full Phase to cast; -¼). Total cost: 18 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: 17 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 120 Active Points; total cost 18 points.

FIST OF THE WATERS

Effect: Energy Blast 6d6, Indirect

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 50"

Magic Roll Penalty: -5

END Cost: 5

Description: This spell harnesses the local waters and turns them into a potent weapon for the water mage. If there's a sufficient quantity of water within 50" (at least a barrelful), the caster can cause it to lash out and hit the target (who must also be within 50" of the caster). The angle of the attack depends on the relative positions of the water and the target.

Game Information: *Energy Blast 6d6, Indirect (+¾) (52 Active Points); OAF Expendable (small silver tube wrapped in a bit of net, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (50"; -¼), Requires Nearby Water (see text; -1), Requires A Water Magic Roll (-½), Spell (-½). Total cost: 10 points.*

OPTIONS:

1) Strong Spell: Increase to Energy Blast 8d6. 70 Active Points; total cost 14 points.

2) Weak Spell: Decrease to Energy Blast 4d6. 35 Active Points; total cost 7 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 14 points.

- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.
- 6) **Apprentice's Version:** Add Side Effects (Energy Blast 5d6; -½). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Water Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 8) **Easy Spell:** Change to Requires A Water Magic Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) **Master's Version:** Remove Requires A Water Magic Roll (-½). Total cost: 11 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 9 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 13 points.

HRULOND'S WHELMING WAVE

Effect: Energy Blast 12d6
Target/Area Affected: 180 km Line
Casting Time: 1 Hour
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 750"
Magic Roll Penalty: -15
END Cost: 15

Description: First used by the wizard Hrulond in 3411 to destroy a vampire-inhabited castle on the Drakine Coast, this spell has since become part of the general body of knowledge of water mages — though most rightly fear to cast it. It creates a gigantic wave 180 km long that smashes into coastlines, reducing shoreside structures to kindling.

The tidal wave this spell creates can only strike along coastlines, and only affects targets within 1 km of the water. Smaller objects (including PCs!) are often swept out to sea as the water recedes.

Game Information: *Energy Blast 12d6, Area Of Effect (36" Line; +1), MegaArea (each hex is 5 km wide and deep; +½) (150 Active Points); OAF Expendable (small crystal sculpture of a wave, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Only Versus Coastal Areas (-1), Requires A Water Magic Roll (-½), Spell (-½). Total cost: 16 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Energy Blast 15d6. 187 Active Points; total cost 20 points.
- 2) **Weak Spell:** Decrease to Energy Blast 9d6. 112 Active Points; total cost 12 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 19 points.

- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 17 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 17 points.
- 6) **Apprentice's Version:** Add Side Effects (RKA 3d6; -¼). Total cost: 16 points.
- 7) **Difficult Spell:** Change to Requires A Water Magic Roll (-1 per 5 Active Points; -1). Total cost: 15 points.
- 8) **Easy Spell:** Change to Requires A Water Magic Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) **Master's Version:** Remove Requires A Water Magic Roll (-½). Total cost: 17 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 180 Active Points; total cost 19 points.

MELDANA'S HARNESSSED WAVES

Effect: Suppress Swimming 4d6, Succor Swimming 4d6
Target/Area Affected: One swimming or sailing person or craft
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 100"
Magic Roll Penalty: -3
END Cost: 3

Description: By controlling the motion of current and wave with this spell, a wizard can help or hinder swimmers and watercraft.

Game Information:

Cost Power

- 9 *Meldana's Harnessed Waves:* Multipower, 30-point reserve; all OAF Expendable (a tiny bottle of water, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Water Magic Roll (-½), Spell (-½)
- 1u 1) *Friendly Waters:* Succor Swimming 6d6; common Limitations listed above
- 1u 2) *Unfriendly Waters:* Suppress Swimming 6d6; common Limitations listed above

Total cost: 11 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Succor/Suppress 8d6 and a 40-point reserve. Total cost: 13 points.
- 2) **Weak Spell:** Decrease to Succor/Suppress 4d6 and a 20-point reserve. Total cost: 8 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 14 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -1) to the reserve and each slot. Total cost: 9 points.

7) Difficult Spell: Change to Requires A Water Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.

8) Easy Spell: Change to Requires A Water Magic Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.

9) Master's Version: Remove Requires A Water Magic Roll (-½). Total cost: 12 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 10 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 10 points.

12) Stored Spell: Increase reserve to 45 points and add Delayed Effect (x2 spells usable at once; +½) to each slot. Total cost: 15 points.

WATERSPOUT

Effect: Energy Blast 12d6, Only Versus Targets On The Water

Target/Area Affected: 15" Radius

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 200"

Magic Roll Penalty: -21

END Cost: 0

Description: This powerful attack spell creates an enormous, destructive waterspout. While it can only affect things on (or within 15" above) the surface of the water — ships, surface swimmers, and the like — that which it can affect it often kills or destroys.

Game Information: *Energy Blast 12d6, Area Of Effect (15" Radius; +1), Continuous (+1), Reduced Endurance (0 END; +½) (210 Active Points); OAF Expendable (sculpted crystal cone filled with water, Very Difficult to obtain; -1½), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Range (200"; -¼), Only Versus Targets On The Water (-1), Requires A Water Magic Roll (-½), Spell (-½). Total cost: 32 points.*

OPTIONS:

1) Strong Spell: Increase to Energy Blast 15d6. 262 Active Points; total cost 40 points.

2) Weak Spell: Decrease to Energy Blast 9d6. 157 Active Points; total cost 24 points.

3) Free Spell: Remove OAF (-1½). Total cost: 42 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 35 points.

5) Silenced Spell: Remove Incantations (-½). Total cost: 35 points.

6) Apprentice's Version: Add Side Effects (waterspout manifests for one Phase with caster as the center hex; -1). Total cost: 28 points.

7) Difficult Spell: Change to Requires A Water Magic Roll (-1 per 5 Active Points; -1). Total cost: 30 points.

8) Easy Spell: Change to Requires A Water Magic Roll (-1 per 20 Active Points; -¼). Total cost: 34 points.

9) Master's Version: Remove Requires A Water Magic Roll (-½). Total cost: 35 points.

10) Quick Spell: Change to Extra Time (Full Phase to cast; -¼). Total cost: 35 points.

11) Attentive Spell: Add Concentration (½ DCV throughout casting; -½). Total cost: 30 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 240 Active Points; total cost 37 points.

13) Sharthakine Waterspout: This version of the Waterspout spell, widely credited (though without proof) to the underwater-dwelling Sharthak people, can actually move across the surface of the waves. With it, a water mage can devastate entire armadas. Add Mobile (+1). 270 Active Points; total cost 41 points.

Defensive Water Spells

OLDRUSÂN'S SPELL OF AQUATIC COMFORT

Effect: Life Support (Expanded Breathing: Breathe Underwater)

Target/Area Affected: Up to eight characters

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 Hour, +1 Hour per point by which the caster makes his Water Magic roll)

Range: Touch

Magic Roll Penalty: -1

END Cost: 0

Description: A spell so popular and so well-crafted that it retains the name of its original creator, Oldrusân Magisterios, even after nearly 8,000 years, the Spell Of Aquatic Comfort allows the caster and up to seven other persons to breathe underwater. It's invaluable to adventuring mages who journey into the watery depths of the Sea Of Storms, or who expect to encounter underwater rivers and lakes while dungeon-delving.

Game Information: *Life Support (Expanded Breathing: Breathe Underwater), Uncontrolled (duration of 1 Hour, +1 Hour per point by which the caster makes his Water Magic roll; +½), Usable Simultaneously (up to eight persons at once; +1) (12 Active Points); OAF Expendable (tiny bottle of air, corked with cotton, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Water Magic Roll (-½). Total cost: 4 points.*

OPTIONS:

1) Strong Spell: Increase to Usable Simultaneously (up to 16 persons at once; +1¼). 14 Active Points; total cost 4 points.

2) Weak Spell: Decrease to Usable Simultaneously (up to 4 persons at once; +¾). 11 Active Points; total cost 3 points.

- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 6 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 4 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 4 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain STUN 3d6; -½). Total cost: 3 points.
- 7) **Difficult Spell:** Change to Requires A Water Magic Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) **Easy Spell:** Change to Requires A Water Magic Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.
- 9) **Master's Version:** Remove Requires A Water Magic Roll (-½). Total cost: 4 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 3 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 3 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 15 Active Points; total cost 5 points.

WAVE-WALL

Effect: Force Wall (4 PD/4 ED)
Target/Area Affected: See text
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 40"
Magic Roll Penalty: -4
END Cost: 4

Description: This spell creates a wall of water that's magically held in place so that it provides protection against attacks. When successfully created, it's a minimum of 3" long. For every 1 point by which the caster makes his Water Magic roll, he can increase the length or height to a maximum of 10" long and 4" tall.

Game Information: *Force Wall (4 PD/4 ED, minimum 3" long and 1" tall, up to 10" long and 4" tall) (44 Active Points); OAF Expendable (aquamarine of fine quality, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Limited Range (40"; -¼), Requires A Water Magic Roll (-½), Spell (-½). Total cost: 10 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Force Wall (6 PD/6 ED). 54 Active Points; total cost 13 points.
- 2) **Weak Spell:** Decrease to Force Wall (3 PD/3 ED). 39 Active Points; total cost 9 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 16 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.

- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain STUN 3d6; -½). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Fire Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 8) **Easy Spell:** Change to Requires A Fire Magic Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) **Master's Version:** Remove Requires A Fire Magic Roll (-½). Total cost: 12 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 10 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 66 Active Points; total cost 15 points.
- 13) **Jalerak's Wall Of Wave And Foam:** The water in this version of the Wave-Wall froths and spumes so much that no one can see through it. Add Opaque (Normal Sight). 49 Active Points; total cost 11 points.

Movement Water Spells

WATER-WALKING

Effect: Flight 6", Usable By Other, Only Along The Surface Of Water
Target/Area Affected: One character
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Touch
Magic Roll Penalty: -1
END Cost: 1

Description: This spell allows the caster, or one person on whom he casts it, to walk on the surface of a relatively calm body of water, such as a lake, a slow-moving river, or a calm sea. The character cannot walk up a waterfall, over rapids, or the like. The spell lasts as long as the character keeps paying END or until he sets foot on dry land or in a watercraft.

Game Information: *Flight 6", Usable By Other (+¼) (15 Active Points); OAF Expendable (piece of cork, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Only Along The Surface Of Water (-½), Requires A Water Magic Roll (-½). Total cost: 4 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Flight 9". 22 Active Points; total cost 6 points.
- 2) **Weak Spell:** Decrease to Flight 3". 7 Active Points; total cost 2 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 6 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 5 points.



5) Silenced Spell: Remove Incantations (-¼). Total cost: 5 points.

6) Apprentice's Version: Add Side Effects (Drain END 3d6; -½). Total cost: 4 points.

7) Difficult Spell: Change to Requires A Water Magic Roll (-1 per 5 Active Points; -1). Total cost: 4 points.

8) Easy Spell: Change to Requires A Water Magic Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.

9) Master's Version: Remove Requires A Water Magic Roll (-½). Total cost: 5 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 4 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 4 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 21 Active Points; total cost 6 points.

13) Gorbadel's Spell Of Water-Walking: The adventurer Gorbadel Ravensson found it frustrating to be able to walk on the water but have to leave his comrades behind, so he developed a version of the Water-Walking spell that allowed him to grant the spell's power to several people at once. He generously gave copies of the spell to many of his allies, who likewise passed it on until it became common knowledge. In 4758, battle-mages serving Duke Fredick used this spell to allow the Duke and his surviving soldiers to escape the orc hordes after the disastrous Battle of Mossy Valley. Change to Usable Simultaneously (up to 16 people at once; +1¼). 27 Active Points; total cost 8 points.

14) Corwm's Spell Of Water-Walking: This form of Water-Walking does not tire the user out, but has a specific duration. Add Reduced Endurance (0 END; +½) and Uncontrolled (duration of 10 minutes, +1 minute per point by which the caster makes his Water Magic roll; +½). 27 Active Points; total cost 8 points.

Sensory Water Spells

TETHURIEL'S DOWSING-SPELL

Effect: Detect Water
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This simple, but often extraordinarily useful, allows the caster to detect quantities of water nearby. It does not tell the caster anything about the quality of the water, though it does tell him roughly how much there is.

Game Information: *Detect Water (INT Roll) (no Sense Group), Range, Telescopic (+10 versus Range Modifier) (18 Active Points); OAF Expendable (small forked stick with water-runes carved into it, Easy to obtain; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Water Magic Roll (-½). Total cost: 5 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to INT Roll +3, Discriminatory. 26 Active Points; total cost 7 points.
- 2) **Weak Spell:** Decrease to Telescopic (+4 versus Range Modifier). 12 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 7 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 5 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 5 points.
- 6) **Apprentice's Version:** Add Side Effects (-1 Sight Group PER Rolls for 1d6 x 10 minutes; -¼). Total cost: 5 points.
- 7) **Difficult Spell:** Change to Requires A Water Magic Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 8) **Easy Spell:** Change to Requires A Water Magic Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 9) **Master's Version:** Remove Requires A Water Magic Roll (-½). Total cost: 6 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 5 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 5 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 27 Active Points; total cost 8 points.

Miscellaneous Water Spells

WASH

Effect: Change Environment (clean persons/objects), Long-Lasting
Target/Area Affected: 1" Radius
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 5"
Magic Roll Penalty: -2
END Cost: 2

Description: A favorite of adventurers everywhere, this spell washes and dries all the people and objects within a 1" radius, rendering them clean and fresh-smelling. The effect lasts until the persons or objects get dirty again by normal means.

Game Information: *Change Environment 1" radius (clean persons/objects), Long-Lasting (25 Active Points); OAF Expendable (small piece of soap wrapped in a square of clean silk, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Instant (-½), Limited Range (5"; -¼), Requires A Water Magic Roll (-½). Total cost: 6 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to 4" radius. 35 Active Points; total cost 9 points.
- 2) **Free Spell:** Remove OAF (-1¼). Total cost: 9 points.
- 3) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 4) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 5) **Apprentice's Version:** A failed Water Magic roll causes the caster to get soap in his eyes. Add Side Effects (Sight Group Flash 3d6; -¼). Total cost: 6 points.
- 6) **Difficult Spell:** Change to Requires A Water Magic Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 7) **Easy Spell:** Change to Requires A Water Magic Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 8) **Master's Version:** Remove Requires A Water Magic Roll (-½). Total cost: 7 points.
- 9) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 5 points.
- 10) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.
- 11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 37 Active Points; total cost 9 points.

SPELLS OF THE LESSER ELEMENTS

In addition to the four Greater Elements, mages can learn spells pertaining to the Lesser Elements, such as Ice, Light, and Shadow.

Ice Magic

Wizards often debate the true nature of Ice. Some believe Ice-spells properly belong to the arcana of Water Magic, others favor Air. But spellcasters well-versed in Ice-magery claim it is an Element unto itself, one of glittering power for those who take the risks to master its secrets.

D'ANSIF'S INVOCATION OF THE ICE

Effect: Change Environment (freeze liquids), Long-Lasting

Target/Area Affected: Special (see text)

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 405"

Magic Roll Penalty: -10

END Cost: 10

Description: With this spell, the caster can instantly freeze one or more bodies of liquid within a 250" radius. He can choose to freeze some (such as all the mugs of beer in a tavern) but not others (such as the water in the rainbarrels outside the tavern), but must be able to establish Line Of Sight to all the targets he want to affect unless he want to affect all of them within 250". The ice lasts as long as it normally would given prevailing environmental conditions.

At the GM's option, a character who uses this spell on a single large body of water (such as a lake) can freeze the surface of the entire body of water thick enough for humans (and perhaps larger creatures) to walk on it safely, even if the body of water is larger than the spell's defined radius.

Game Information: *Change Environment 250" radius (freeze liquids), Long-Lasting, Selective (+½) (97 Active Points); OAF Expendable (clear crystal cube with ice-runes etched on each face, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Instant (-½), Requires An Ice Magic Roll (-½), Spell (-½). Total cost: 23 points.*

OPTIONS:

1) Strong Spell: Increase to 500" radius. 105 Active Points; total cost 25 points.

2) Weak Spell: Decrease to 125" radius. 90 Active Points; total cost 21 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 32 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 24 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 24 points.

6) Apprentice's Version: Add Side Effects (Drain STUN 4d6; -½). Total cost: 20 points.

7) Difficult Spell: Change to Requires An Ice Magic Roll (-1 per 5 Active Points; -1). Total cost: 20 points.

8) Easy Spell: Change to Requires An Ice Magic Roll (-1 per 20 Active Points; -¼). Total cost: 24 points.

9) Master's Version: Remove Requires An Ice Magic Roll (-½). Total cost: 26 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 20 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 21 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 130 Active Points; total cost 31 points.

HAILSTORM

Effect: Energy Blast 8d6, Indirect

Target/Area Affected: 5" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 200"

Magic Roll Penalty: -9

END Cost: 9

Description: This spell invokes a brief but intense hailstorm over a 5" radius area. The large hailstones batter and bash anything within that area.

Game Information: *Energy Blast 8d6 (physical), Area Of Effect (5" Radius; +1), Indirect (always from above; +¼) (90 Active Points); OAF Expendable (handful of clear glass marbles, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (200"; -¼), Requires An Ice Magic Roll (-½), Spell (-½). Total cost: 22 points.*

OPTIONS:

1) Strong Spell: Increase to Energy Blast 10d6. 112 Active Points; total cost 28 points.

2) Weak Spell: Decrease to Area Of Effect (One Hex; +½). 70 Active Points; total cost 17 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 33 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 24 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 24 points.

6) Apprentice's Version: Add Side Effects (Energy Blast 4d6; -¼). Total cost: 21 points.

7) Difficult Spell: Change to Requires An Ice Magic Roll (-1 per 5 Active Points; -1). Total cost: 20 points.

8) Easy Spell: Change to Requires An Ice Magic Roll (-1 per 20 Active Points; -¼). Total cost: 24 points.

9) Master's Version: Remove Requires An Ice Magic Roll (-½). Total cost: 26 points.

10) Lengthy Spell: Add Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 20 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 21 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 110 Active Points; total cost 27 points.

13) Icicle Storm: This form of the spell creates sharp, deadly icicles instead of battering hailstones. Change to RKA 2d6. 67 Active Points; total cost 17 points.

ICY GROUND

Effect: Change Environment (create ice sheet), -4 to DEX Rolls

Target/Area Affected: 32" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 195"

Magic Roll Penalty: -4

END Cost: 4

Description: This spell coats the ground with a sheet of slippery ice, making it difficult for people and creatures to walk or keep their footing. The sheet disappears as soon as the caster stops paying END to maintain it.

Game Information: *Change Environment (create ice sheet) 32" radius, -4 to DEX Rolls to move on the sheet (39 Active Points); OAF Expendable (sheet of tin covered in oil, Difficult to obtain; $-1\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Only Affects Characters Who Are Moving On The Ground ($-\frac{1}{4}$), Requires An Ice Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 10 points.*

OPTIONS:

1) Strong Spell: Increase to -6 to DEX Rolls. 45 Active Points; total cost 11 points.

2) Weak Spell: Decrease to 4" radius. 24 Active Points; total cost 6 points.

3) Free Spell: Remove OAF ($-1\frac{1}{4}$). Total cost: 14 points.

4) Stilled Spell: Remove Gestures ($-\frac{1}{4}$). Total cost: 10 points.

5) Silenced Spell: Remove Incantations ($-\frac{1}{4}$). Total cost: 10 points.

6) Apprentice's Version: Add Side Effects (-4 to DEX Rolls for 1d6 minutes; $-\frac{1}{4}$). Total cost: 9 points.

7) Difficult Spell: Change to Requires An Ice Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.

8) Easy Spell: Change to Requires An Ice Magic Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 10 points.

9) Master's Version: Remove Requires An Ice Magic Roll ($-\frac{1}{2}$). Total cost: 11 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; $-\frac{1}{4}$). Total cost: 9 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 9 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 58 Active Points; total cost 14 points.

13) Roddik's Spell Of The Icy Ground: This version of the Icy Ground lasts for a specific duration, but does not tire the caster out. Add Reduced Endurance (0 END; $+\frac{1}{2}$) and Uncontrolled (duration of 5 Minutes, +1 Minute per point which the character makes his Ice Magic roll; $+\frac{1}{2}$). 78 Active Points; total cost 19 points.

JELZURAATH'S FIRST WINTRY ASSAULT

Effect: RKA 3d6, Penetrating

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 30"

Magic Roll Penalty: -7

END Cost: 7

Description: When a wizard casts this spell, a bolt of bluish-white, intensely cold mystic energy lances out to injure his target. Even the strongest armor rarely offers complete protection against the bitter chill of the Wintry Assault.

Game Information: *RKA 3d6, Penetrating ($+\frac{1}{2}$) (67 Active Points); OAF Expendable (small crystal bar, Difficult to obtain; $-1\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Limited Range (30"; $-\frac{1}{4}$) Requires An Ice Magic Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 17 points.*

OPTIONS:

1) Strong Spell: Increase to RKA 4d6. 90 Active Points; total cost 22 points.

2) Weak Spell: Decrease to RKA 2d6. 45 Active Points; total cost 11 points.

3) Free Spell: Remove OAF ($-1\frac{1}{4}$). Total cost: 24 points.

4) Stilled Spell: Remove Gestures ($-\frac{1}{4}$). Total cost: 18 points.

5) Silenced Spell: Remove Incantations ($-\frac{1}{4}$). Total cost: 18 points.

6) Apprentice's Version: Add Side Effects (RKA 1d6; $-\frac{1}{4}$). Total cost: 16 points.

7) Difficult Spell: Change to Requires An Ice Magic Roll (-1 per 5 Active Points; -1). Total cost: 15 points.

8) Easy Spell: Change to Requires An Ice Magic Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 18 points.

9) Master's Version: Remove Requires An Ice Magic Roll ($-\frac{1}{2}$). Total cost: 19 points.

10) Lengthy Spell: Add Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 15 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 16 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 90 Active Points; total cost 22 points.

13) Jelzuraath's Second Wintry Assault: The evil mage Jelzuraath has also created a version of this spell that can affect anyone he can see. Replace Limited Range (-¼) with Line Of Sight (+½). 90 Active Points; total cost 24 points.

14) Donvek's Wintry Assault: The wizard Donvek has enhanced the Wintry Assault, changing it from a beam to a cone. Add Area Of Effect (14" Cone; +1) and replace Limited Range (-¼) with No Range (-½). 112 Active Points; total cost 26 points.

PROTECTION FROM ICE

Effect: Armor (14 ED), Usable By Other, Only Versus Ice
Target/Area Affected: One person

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 Hour, +1 Hour per +1 by which the character makes his Ice Magic roll)

Range: Touch

Magic Roll Penalty: -4

END Cost: 4 to cast

Description: This spell allows the caster to confer on himself or one other person a high degree of protection from Ice attacks (but not the physical impact of ice, such as from Hailstorm). The defense applies against both normal and magical cold, and lasts for a minimum of 1 Hour. The recipient of the spell may choose at any time to end it.

Game Information: *Armor (14 ED), Usable By Other (+¼), Uncontrolled (duration of 1 Hour, +1 Hour per +1 by which the character makes his Ice Magic roll; +½) (37 Active Points); OAF Expendable (iron ball once heated red-hot and engraved with runes of ice and fire, Very Difficult to obtain; -1½), Costs Endurance (only to cast; -¼), Gestures (-¼), Incantations (-¼), Only Protects Against Limited Type Of Damage (ice/cold; -½), Requires An Ice Magic Roll (-½). Total cost: 9 points.*

OPTIONS:

1) Strong Spell: Increase to Armor (24 ED). 63 Active Points; total cost 15 points.

2) Weak Spell: Decrease to Armor (10 ED). 26 Active Points; total cost 6 points.

3) Free Spell: Remove OAF (-1½). Total cost: 13 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 9 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 9 points.

6) Apprentice's Version: Add Side Effects (acquire Vulnerability [1½ x STUN from Ice attacks] for 1d6 hours; -¼). Total cost: 8 points.

7) Difficult Spell: Change to Requires An Ice Magic Roll (-1 per 5 Active Points; -1). Total cost: 8 points.

8) Easy Spell: Change to Requires An Ice Magic Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.

9) Master's Version: Remove Requires An Ice Magic Roll (-½). Total cost: 10 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 8 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 8 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 47 Active Points; total cost 11 points.

RODDIK'S BLIZZARD

Effect: Change Environment, -3 Temperature Levels and -3 Sight Group PER Rolls

Target/Area Affected: 16" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 225"

Magic Roll Penalty: -4

END Cost: 4

Description: This spell creates an area of intense cold and swirling snow. While the blizzard doesn't injure anyone caught within it, it does chill and blind them.

Game Information: *Change Environment 16" radius, -3 Temperature Levels and -3 Sight Group PER Rolls, Multiple Combat Effects (45 Active Points); OAF Expendable (piece of white silk, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires An Ice Magic Roll (-½), Spell (-½). Total cost: 12 points.*

OPTIONS:

1) Strong Spell: Increase to 32" radius. 50 Active Points; total cost 13 points.

2) Weak Spell: Decrease to 8" radius. 40 Active Points; total cost 11 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 18 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 13 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 13 points.

6) Apprentice's Version: Add Side Effects (-3 Sight Group PER Rolls for 1d6 x 10 minutes; -¼). Total cost: 11 points.

7) Difficult Spell: Change to Requires An Ice Magic Roll (-1 per 5 Active Points; -1). Total cost: 11 points.

8) Easy Spell: Change to Requires An Ice Magic Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.

9) Master's Version: Remove Requires An Ice Magic Roll (-½). Total cost: 14 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 11 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 11 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 18 points.

WALL OF ICE

Effect: Entangle 5d6, 5 DEF, Only To Form Barriers

Target/Area Affected: 5" line

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 250"

Magic Roll Penalty: -5

END Cost: 5

Description: This spell resembles Wall Of Stone (page 81), but allows the caster to create a wall of thick, solid ice. The wall melts eventually (if the environmental conditions are hot enough), but it's so sturdy and strong that this could take hours or days.

Game Information: *Entangle 5d6 (standard Effect: 5 BODY), 5 DEF (50 Active Points); OAF Expendable (small cube of crystal with a rune etched in each side, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only To Form Barriers (-1), Requires An Ice Magic Roll (-½), Wall Must Contact The Ground On At Least One Edge (-¼). Total cost: 11 points.*

OPTIONS:

1) Weak Spell: Decrease to Entangle 4d6 (standard Effect: 4 BODY), 4 DEF. 40 Active Points; total cost 9 points.

2) Free Spell: Remove OAF (-1¼). Total: 15 points.

3) Stilled Spell: Remove Gestures (-¼). Total cost: 12 points.

4) Silenced Spell: Remove Incantations (-¼). Total cost: 12 points.

5) Apprentice's Version: Add Side Effects (Entangle 3d6, 3 DEF; -½). Total cost: 10 points.

6) Difficult Spell: Change to Requires An Ice Magic Roll (-1 per 5 Active Points; -1). Total cost: 10 points.

7) Easy Spell: Change to Requires An Ice Magic Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.

8) Master's Version: Remove Requires An Ice Magic Roll (-½). Total cost: 12 points.

9) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 10 points.

10) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 10 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 17 points.

12) Greater Wall Of Ice: This form of the Wall Of Ice is longer than the standard version. Add Larger Wall (+1" height and +4" length). 60 Active Points; total cost 13 points.

13) Shapeable Greater Wall Of Ice: This variation on the Greater Wall Of Ice allows the caster to change the Wall's height or length from use to use. As the Greater Wall Of Ice, but add Varying Dimensions. 70 Active Points; total cost 15 points.

14) Hrulond's Wall Of Icicles: This version of the Wall Of Ice, devised by Hrulond to keep snow-apes from clambering over his walls of ice with ease, is covered with large, sharp icicles on one side.

Anyone who touches that side of the wall takes damage from the icicles. Add RKA ½d6, Continuous (+1), Damage Shield (+½), Reduced Endurance (0 END; +½), Uncontrolled (lasts as long as wall lasts, until someone carefully breaks off the spikes, or until erosion and like forces wear the spikes down; +½) (35 Active Points); OAF Expendable (small cube of crystal with a rune etched in each side, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Linked (-½), Requires An Ice Magic Roll (-½) (total cost: 9 points). 50 + 35 = 85 Active Points; total cost 11 + 9 = 20 points.

Magic Of Light And Shadow

Just as mages debate the nature of Ice Magic, so to they argue the place of magics of Light and Shadow. Some claim they are but two sides of the same coin, while others consider them as separate forms of magic. Some would assign Light spells to the arcana of Fire Magic and leave Shadow as its own arcana. Still others regard them more as manifestations of divine power than arcane.

The spells below assume Light and Shadow are just two aspects of one arcana, and thus require only one type of Magic roll. If you prefer some other characterization, simply adjust the spells accordingly.

CREATE LIGHT

Effect: Sight Group Images, +4 to PER Rolls

Target/Area Affected: 4" radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 165"

Magic Roll Penalty: -3

END Cost: 3

Description: This simple but useful spell, learned by wizards since time immemorial, creates a field of light up to 4" wide that's as bright as ordinary daylight. The light remains in existence as long as the caster pays END for it, and he can alter the color of it to suit himself.

At the GM's option, you can also consider this spell as belonging to the arcana of Wizardry due to its commonality.

Game Information: *Sight Group Images, +4 to PER Rolls, Increased Size (4" radius; +½) (33 Active Points); OAF Expendable (tiny gold orb, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only To Create Light (-1), Requires A Light/Shadow Magic Roll (-½), Spell (-½). Total cost: 7 points.*

OPTIONS:

1) Strong Spell: Increase to Increased Size (8" radius; +¾). 38 Active Points; total cost 8 points.

2) Weak Spell: Decrease to Increased Size (2" radius; +¼). 27 Active Points; total cost 6 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 9 points.



4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.

6) **Apprentice's Version:** Add Side Effects (Sight Group Flash 3d6; -¼). Total cost: 7 points.

7) **Difficult Spell:** Change to Requires A Light/Shadow Magic Roll (-1 per 5 Active Points; -1). Total cost: 6 points.

8) **Easy Spell:** Change to Requires A Light/Shadow Magic Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.

9) **Master's Version:** Remove Requires A Light/Shadow Magic Roll (-½). Total cost: 8 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 7 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 44 Active Points; total cost 9 points.

13) **Tethuriel's Spell Of Lasting Light:** The divine-blooded wizardess Tethuriel devised a form of Create Light that lasts for a long period of time without any effort on the caster's part. Add Reduced Endurance (0 END; +½) and Uncontrolled (duration of 1 Hour, +20 Minutes per point by which the caster makes his Light/Shadow Magic roll; +½). 55 Active Points; total cost 12 points.

14) **Velthune's Illuminating Beam:** This form of Create Light generates a beam rather than a sphere of light. The wizard Velthune created it to illumina-

nate long underground corridors, a phenomena he encountered frequently during his adventuring career. Change to 32" Line (+½). 44 Active Points; total cost 9 points.

DARK LEECHING

Effect: Drain BODY 3d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 150"

Magic Roll Penalty: -4

END Cost: 4

Description: This spell creates a field of cold, malign shadow that surrounds the target and attacks his very being and soul. Victims who survive often find that their hair has gone grey or they have lost an inch or two of height.

Game Information: Drain BODY 3d6, Ranged (+½) (45 Active Points); OAF Expendable (small obsidian sphere, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Light/Shadow Magic Roll (-½), Spell (-½). Total cost: 12 points.

OPTIONS:

1) **Strong Spell:** Increase to Drain BODY 4d6. 60 Active Points; total cost 16 points.

2) **Weak Spell:** Decrease to Drain BODY 2d6. 30 Active Points; total cost 8 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 18 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 13 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 13 points.

6) Apprentice's Version: Add Side Effects (Drain END 3d6; -½). Total cost: 11 points.

7) Difficult Spell: Change to Requires A Light/Shadow Magic Roll (-1 per 5 Active Points; -1). Total cost: 11 points.

8) Easy Spell: Change to Requires A Light/Shadow Magic Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.

9) Master's Version: Remove Requires A Light/Shadow Magic Roll (-½). Total cost: 14 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 11 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 11 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 16 points.

13) Yargeth's First Spell Of The Dark Fire: Crafted by the evil wizard Yargeth for use against the priests of the Blue Gods, this form of Dark Leeching has much longer-lasting effects. Add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½). 60 Active Points; total cost 16 points.

14) Yargeth's Second Spell Of The Dark Fire: Yargeth also created a version of Dark Leeching that continues to affect its target as long as the caster focuses on him. Decrease to Drain BODY 2d6 and add Continuous (+1). 50 Active Points; total cost 13 points.

15) Dark Touch: This form of Dark Leeching, developed by an unnamed wizard, requires the caster to touch the target. Remove Ranged (+½). 30 Active Points; total cost 8 points.

SHADOW EYES

Effect: Nightvision

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -1

END Cost: 1

Description: This simple but effective spell grants the caster the ability to see in ordinary darkness (such as at night). It does not allow him to see through Darkness-based spells.

Game Information: *Nightvision* (5 Active Points); *OAF Expendable* (small lens, Difficult to obtain; -1¼), *Costs Endurance* (-½), *Gestures* (-¼), *Incantations* (-¼), *Requires A Light/Shadow Magic Roll* (-½). Total cost: 1 point.

OPTIONS:

1) Ulgar's Shadow Eyes: Add Usable By Other (+¼). 6 Active Points; total cost 2 points.

2) Nanumar's Shadow Eyes: As Ulgar's Shadow Eyes, but change to Usable Simultaneously (up to eight persons at once; +1). 10 Active Points; total cost 3 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 2 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 1 point.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 1 point.

6) Apprentice's Version: Add Side Effects (Sight Group Flash 3d6; -¼). Total cost: 1 point.

7) Difficult Spell: Change to Requires A Light/Shadow Magic Roll (-1 per 5 Active Points; -1). Total cost: 1 point.

8) Easy Spell: Change to Requires A Light/Shadow Magic Roll (-1 per 20 Active Points; -¼). Total cost: 1 point.

9) Master's Version: Remove Requires A Light/Shadow Magic Roll (-½). Total cost: 2 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 1 point.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 1 point.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 7 Active Points; total cost 2 points.

SHADOW FORM

Effect: Desolidification
Target/Area Affected: Self
Casting Time: Extra Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: This spell converts the caster's body to shadow, allowing him to walk through walls and ignore the effects of non-magical attacks.

Game Information: *Desolidification* (affected by any attack spell) (40 Active Points); OAF Expendable (piece of black silk, Difficult to obtain; -1¼), Extra Time (Extra Phase to cast; -½), Gestures (-¼), Incantations (-¼), Requires A Light/Shadow Magic Roll (-½). Total cost: 11 points.

OPTIONS:

- 1) **Strong Spell:** Add Reduced Endurance (½ END; +¼). 50 Active Points; total cost 13 points.
- 2) **Weak Spell:** Add Increased Endurance Cost (x2 END; -½). Total cost: 9 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 16 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain BODY 1d6; -¼). Total cost: 10 points.
- 7) **Difficult Spell:** Change to Requires A Light/Shadow Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 8) **Easy Spell:** Change to Requires A Light/Shadow Magic Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) **Master's Version:** Remove Requires A Light/Shadow Magic Roll (-½). Total cost: 12 points.
- 10) **Quick Spell:** Remove Extra Time (Extra Phase to cast; -½). Total cost: 12 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 16 points.

SHADOW-WALKING

Effect: Teleportation 20" (or 10" MegaScale), Only Through Darkness/Shadows
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -4
END Cost: 4

Description: This spell allows a caster to step into shadows or darkness at one place, then emerge from shadows or darkness at another place. He can only travel between shadows, and if the shadows aren't large enough to cover him completely (i.e., at least 1" tall and wide) he can't use them to shadow-walk.

Game Information:

Cost Power

- 11 *Shadow-Walking:* Multipower, 40-point reserve, all OAF Expendable (strip of parchment painted with shadow-runes and twisted into a Moebius strip, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Through Darkness/Shadows (-¼), Requires A Light/Shadow Magic Roll (-½)
- 1u 1) *Steps Of Shadow:* Teleportation 20"; common Limitations as described above
- 1u 2) *Leaps Of Shadow:* Teleportation 10", MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1); common Limitations as described above

Total cost: 13 points.

OPTIONS:

- 1) **Strong Spell:** Increase reserve to 60 points and slots to Teleportation 30" and 15". Total cost: 21 points.
- 2) **Weak Spell:** Decrease reserve to 30 points and slots to Teleportation 15" and 7". Total cost: 11 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 22 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 6) **Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires A Light/Shadow Magic Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 8) **Easy Spell:** Change to Requires A Light/Shadow Magic Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 9) **Master's Version:** Remove Requires A Light/Shadow Magic Roll (-½). Total cost: 15 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 12 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 13 points.

12) Stored Spell: Increase reserve to 60 points and add Delayed Effect (x2 spells usable at once; +½) to both slots. Total cost: 20 points.

SHADOWWEAVING

Effect: Darkness to Sight Group

Target/Area Affected: 4" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 200"

Magic Roll Penalty: -4

END Cost: 4

Description: This spell creates an area of impenetrable shadow with a 4" radius. Those outside it cannot see into it; those inside it cannot see out.

Game Information: *Darkness to Sight Group 4" radius (40 Active Points); OAF Expendable (small disk-shaped mirror painted black, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Light/Shadow Magic Roll (-½), Spell (-½). Total cost: 11 points.*

OPTIONS:

- 1) Strong Spell:** Increase to 6" radius. 60 Active Points; total cost 16 points.
- 2) Weak Spell:** Decrease to 3" radius. 30 Active Points; total cost 8 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 16 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.
- 6) Apprentice's Version:** Add Side Effects (Sight Group Flash 4d6; -¼). Total cost: 10 points.
- 7) Difficult Spell:** Change to Requires A Light/Shadow Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 8) Easy Spell:** Change to Requires A Light/Shadow Magic Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) Master's Version:** Remove Requires A Light/Shadow Magic Roll (-½). Total cost: 12 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 10 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 16 points.
- 13) Stelrane's Spell Of The Shifting Shadows:** Misliking the fact that he could not see through the darkness he created with this spell, the renowned wizard Stelrane created a version which affects everyone *except* the caster. Add Personal Immunity (+¼). 50 Active Points; total cost 13 points.
- 14) Hrakorth's Invocation Of The Clinging Shadow:** Hrakorth the Scarlet, a mage of dark and evil power,

created a shadow-spell that clings to a single person, blinding him no matter how he tries to escape it. Decrease to 1" radius and add Usable As Attack (defense is knowing any spell from the Light/Shadow arcana; +1), Ranged (+½), Reduced Endurance (0 END; +½). 30 Active Points; total cost 8 points.

15) Perezal's Spell Of The Walking Shadow: This form of Shadowweaving, developed by the mage Perezal for use against multiple foes, creates a field of shadow that can move after the caster casts the spell. Decrease to 3" radius and add Mobile (+1). 60 Active Points; total cost 16 points.

SUNBLIND

Effect: Sight Group Flash 8d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 200"

Magic Roll Penalty: -4

END Cost: 4

Description: This spell creates a blinding flash of light to temporarily incapacitate the caster's foes.

Game Information: *Sight Group Flash 8d6 (40 Active Points); OAF Expendable (small disc-shaped mirror etched around the edge with sun-runes, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Light/Shadow Magic Roll (-½), Spell (-½). Total cost: 11 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Sight Group Flash 10d6. 50 Active Points; total cost 13 points.
- 2) Weak Spell:** Decrease to Sight Group Flash 6d6. 30 Active Points; total cost 8 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 16 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.
- 6) Apprentice's Version:** Add Side Effects (Sight Group Flash 4d6; -¼). Total cost: 10 points.
- 7) Difficult Spell:** Change to Requires A Light/Shadow Magic Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 8) Easy Spell:** Change to Requires A Light/Shadow Magic Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) Master's Version:** Remove Requires A Light/Shadow Magic Roll (-½). Total cost: 12 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 9 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 16 points.

13) Deltarion's Word Of Lucidity: Created by Deltarion Bloodlock, most famous of the Ulronai warrior-mages (and one of the few Ulronai to learn magics other than those of his people), the Word Of Lucidity only works on people standing next to the caster, but can be quickly cast. Decrease to Sight Group Flash 6d6, add Trigger (mystic gesture; +¼), remove OAF (-1¼), and add No Range (-½). 37 Active Points; total cost 12 points.

SHADOW'S TERROR

Effect: Drain PRE 3d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 150"

Magic Roll Penalty: -4

END Cost: 4

Description: Darkness is a source of primeval terror for most people, and this spell summons up that ancient fear and inflicts it upon the target... even if he's standing in broad daylight.

Game Information: Drain PRE 3d6, Ranged (+½) (45 Active Points); OAF Expendable (tiny executioner's hood woven of black silk, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Light/Shadow Magic Roll (-½), Spell (-½). Total cost: 12 points.

OPTIONS:

1) Strong Spell: Increase to Drain PRE 4d6. 60 Active Points; total cost 16 points.

2) Weak Spell: Decrease to Drain PRE 2d6. 30 Active Points; total cost 8 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 18 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 13 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 13 points.

6) Apprentice's Version: Add Side Effects (Drain PRE 3d6; -½). Total cost: 11 points.

7) Difficult Spell: Change to Requires A Light/Shadow Magic Roll (-1 per 5 Active Points; -1). Total cost: 11 points.

8) Easy Spell: Change to Requires A Light/Shadow Magic Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.

9) Master's Version: Remove Requires A Light/Shadow Magic Roll (-½). Total cost: 14 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 11 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 11 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 16 points.

13) Yergath's Spell Of Lasting Terror: This version of the Shadow's Terror continues to affect the target for a long time. Add Delayed Recovery Rate (points return at the rate of 5 per Hour; +1). 75 Active Points; total cost 20 points.

14) Arrakur's Spell Of Inescapable Fear: This form of the Shadow's Terror quickly reduces the victim to a state where the least little thing frightens him. Decrease to Drain PRE 2d6 and add Continuous (+1). 50 Active Points; total cost 13 points.



ENCHANTMENT



Enchantment is the art of crafting and using enchanted items. Enchanters can create virtually any enchanted item, whether they're trained in the arcana from which the item derives its powers or not. However, they usually do not create potions or the like, preferring to leave such "trivial" enchanting-work to the alchemists. Similarly, they usually don't waste time and resources to produce scrolls of magical spells.

Because the Turakian Age is a High Fantasy setting with copious magic, it uses the alternate enchanted item creation rules described on page 279 of *Fantasy Hero*. The descriptions below provide game information both for the item itself, and for the spell required to create it. When an enchanter creates an item, he must pay the spell's Real Point cost in Character Points, since the item is Independent. If your campaign doesn't use the alternate rules, the Total Cost listed for the item itself (not the creation spell) is the Character Point cost an enchanter must pay to create it.

Unlike other spells, Turakian wizards do *not* divide the Real Cost of the spell by 3 to determine its final Character Point cost to them. They pay the Real Point cost listed for the creation spell.

The magical items described here represent just a fraction of the items produced by enchanters throughout the Turakian Age. The imaginations of wizards are as powerful as their spells, and many different types of magical objects have been created as a result of some clever idea an enchanter had. Pages 280-88 of *Fantasy Hero* have dozens of other items you can use in a Turakian campaign, and of course you can always create your own.

Buying item creation spells individually may tend to encourage casters to create multiple copies of the same item, and this result may not be desirable for some campaigns (particularly ones that don't take place in High Magic settings). Therefore the GM might want to consider letting enchanters buy their creation spells through Variable Power Pools or other Power Frameworks.

Due to the way creation spells are built, the Enchantment roll penalties for them tend to be low. If the GM prefers for Enchantment to be a harder process, he can rule that the penalty depends on the Active Points in the item, rather than the Active Points in the creation spell.

ARMOR

ARMOR OF THE UNSEEN STEP

Effect of item: Teleportation 8", Position Shift

Target/Area Affected by item: Self

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Instant

Range of item's powers: Self

Magic Roll Penalty to create: -2

END Cost to create: 10 Long-Term END

Charges: 8

Description: This suit of plate armor provides the wearer with the ability to move without physically crossing the intervening space. This means he can easily make Surprise Move attacks against his foes, avoid certain obstacles or traps, and so on.

Game Information:

Item: *Armor* (7 PD/7 ED) (21 Active Points); *OIF* (-½), *Mass* (Half Mass; -½), *Independent* (-2) (total cost: 5 points) **plus** *Teleportation* 8", *Position Shift* (21 Active Points); *OIF* (-½), *Independent* (-2), 8 *Charges* (-½) (total cost: 5 points). **Total cost:** 10 points.

Creation Spell: 20 Active Points; *OAF* *Expendable* (item creation supplies, *Difficult to obtain*; -1¼), *Concentration* (0 DCV throughout; -1), *Gestures* (throughout; -½), *Incantations* (throughout; -½), *Increased Endurance Cost* (x5 END; -2), *Requires An Enchantment Roll* (-½). **Total cost:** 3 points.

OPTIONS:

- 1) **Free Spell:** Remove *OAF* (-1¼). **Total cost:** 4 points.
- 2) **Stilled Spell:** Remove *Gestures* (-½). **Total cost:** 3 points.
- 3) **Silenced Spell:** Remove *Incantations* (-½). **Total cost:** 3 points.
- 4) **Apprentice's Version:** Add Side Effects (*Drain* END 3d6; -½). **Total cost:** 3 points.
- 5) **Difficult Spell:** Change to *Requires An Enchantment Roll* (-1 per 5 Active Points; -1). **Total cost:** 3 points.
- 6) **Easy Spell:** Change to *Requires An Enchantment Roll* (-1 per 20 Active Points; -¼). **Total cost:** 3 points.
- 7) **Master's Version:** Remove *Requires An Enchantment Roll* (-½). **Total cost:** 3 points.

8) Lengthy Spell: Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 3 points.

9) Inattentive Spell: Remove Concentration (-1). Total cost: 3 points.

10) Untiring Spell: Remove Increased Endurance Cost (x5 END; -2). Total cost: 4 points.

DRAGONSKIN ARMOR

Effect of item: Armor (+12 ED), Only Versus Fire

Target/Area Affected by item: Self

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Casting Procedures to create: Persistent

Range of item's powers: Self

Magic Roll Penalty to create: -2

END Cost to create: 10 Long-Term END

END Cost to use: 0

Description: As is well-known, the skins of dragons are wondrously tough, yet also soft enough to work if the skin is removed after the dragon is slain. Enchanters long ago discovered a process whereby they could make from dragonskin a suit of leather armor as tough as chainmail, and which had the additional benefit of offering special protection against fire damage.

Most suits of Dragonskin Armor are cut, shaped, or molded to have a draconic motif, or to have scenes of dragons worked into the leather. Regardless of the armor's form or appearance, any dragon can instantly sense when a suit of armor is Dragonskin Armor... and even the kindest dragons rarely react well to it. Many attack a person wearing Dragonskin Armor on sight.

Game Information:

Item: *Armor (6 PD/6 ED) (18 Active Points); OIF (-½), Mass (Half Mass; -½), Independent (-2), Side Effects (attracts the ire of dragons, always occurs; -½) (total cost: 4 points) plus Armor (+12 ED) (18 Active Points); OIF (-½), Independent (-2), Only Versus Limited Type Of Attack (fire; -½), Side Effects (attracts the ire of dragons, always occurs; -½) (total cost: 4 points). Total cost: 8 points.*

Creation Spell: 16 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 2 points.

OPTIONS:

1) Free Spell: Remove OAF (-1¼). Total cost: 3 points.

2) Stilled Spell: Remove Gestures (-½). Total cost: 3 points.

3) Silenced Spell: Remove Incantations (-½). Total cost: 3 points.

4) Apprentice's Version: Add Side Effects (Drain END 3d6; -½). Total cost: 2 points.

5) Difficult Spell: Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 2 points.

6) Easy Spell: Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.

7) Master's Version: Remove Requires An Enchantment Roll (-½). Total cost: 3 points.

8) Lengthy Spell: Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 2 points.

9) Inattentive Spell: Remove Concentration (-1). Total cost: 3 points.

10) Untiring Spell: Remove Increased Endurance Cost (x5 END; -2). Total cost: 3 points.

STARBRIGHT ARMOR

Effect of item: Sight Group Flash 8d6

Target/Area Affected by item: One character

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Instant

Range of item's powers: No Range

Magic Roll Penalty to create: -2

END Cost to create: 10 Long-Term END

Charges: 12

Description: This suit of studded cuir-bouilli has studs shaped like tiny golden starbursts. At a mental command from the wearer, one of the studs can emit a blinding flash of light to disorient a foe, leaving him unable to defend himself properly.

Game Information:

Item: *Armor (3 PD/3 ED) (9 Active Points); OIF (-½), Mass (Half Mass; -½), Independent (-2) (total cost: 2 points) plus Sight Group Flash 8d6 (40 Active Points); OIF (-½), Independent (-2), No Range (-½), 12 Charges (-¼) (total cost: 9 points). Total cost: 11 points.*

Creation Spell: 22 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 3 points.

OPTIONS:

1) Free Spell: Remove OAF (-1¼). Total cost: 4 points.

2) Stilled Spell: Remove Gestures (-½). Total cost: 3 points.

3) Silenced Spell: Remove Incantations (-½). Total cost: 3 points.

4) Apprentice's Version: Add Side Effects (Drain END 3d6; -½). Total cost: 3 points.

5) Difficult Spell: Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

6) Easy Spell: Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.

7) Master's Version: Remove Requires An Enchantment Roll (-½). Total cost: 3 points.

8) Lengthy Spell: Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 3 points.

9) Inattentive Spell: Remove Concentration (-1). Total cost: 4 points.

10) Untiring Spell: Remove Increased Endurance Cost (x5 END; -2). Total cost: 5 points.

WINTER'S MAIL

Effect of item: Armor (+12 ED), Only Versus Cold; Life Support (Safe Environment: Intense Cold)

Target/Area Affected by item: Self

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Persistent

Range of item's powers: Self

Magic Roll Penalty to create: -2

END Cost to create: 10 Long-Term END

END Cost to use: 0

Description: Treasured by warriors who live or fight in northern climes, this type of enchanted chain-mail keeps the wearer warm and comfortable in even the coldest weather. Additionally, it provides enhanced protection against cold-based spells and attacks.

Game Information:

Item: *Armor* (6 PD/6 ED) (18 Active Points); *OIF* (-½), *Mass* (Half Mass; -½), *Independent* (-2) (total cost: 4 points) **plus** *Armor* (+12 ED) (18 Active Points); *OIF* (-½), *Independent* (-2), *Only Versus Limited Type Of Attack* (cold; -½) (total cost: 4 points) **plus** *Life Support* (Safe Environment: Intense Cold) (2 Active Points); *OIF* (-½), *Independent* (-2) (total cost: 1 point). Total cost: 9 points

Creation Spell: 19 Active Points; *OAF Expendable* (item creation supplies, Difficult to obtain; -1¼), *Concentration* (0 DCV throughout; -1), *Gestures* (throughout; -½), *Incantations* (throughout; -½), *Increased Endurance Cost* (x5 END; -2), *Requires An Enchantment Roll* (-½). Total cost: 3 points.

OPTIONS:

1) Free Spell: Remove *OAF* (-1¼). Total cost: 3 points.

2) Stilled Spell: Remove *Gestures* (-½). Total cost: 3 points.

3) Silenced Spell: Remove *Incantations* (-½). Total cost: 3 points.

4) Apprentice's Version: Add Side Effects (Drain END 3d6; -½). Total cost: 3 points.

5) Difficult Spell: Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

6) Easy Spell: Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.

7) Master's Version: Remove Requires An Enchantment Roll (-½). Total cost: 3 points.

8) Lengthy Spell: Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 3 points.

9) Inattentive Spell: Remove Concentration (-1). Total cost: 3 points.

10) Untiring Spell: Remove Increased Endurance Cost (x5 END; -2). Total cost: 4 points.

CLOTHING

BELT OF STAMINA

Effect of item: +10 CON

Target/Area Affected by item: Self

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Persistent

Range of item's powers: Self

Magic Roll Penalty to create: -1

END Cost to create: 5 Long-Term END

END Cost to use: 0

Description: This enchanted belt grants the wearer greater endurance, resilience, and stamina. It takes longer for him to tire, and he resists weariness and injury better than normal.

The +10 CON from the Belt also provides +2 ED, +2 REC, +20 END, and +5 STUN to the wearer. If he uses END or loses STUN while wearing it, the used/lost END/STUN comes out of the END and STUN granted by the belt first. If the END used or STUN lost is less than what the Belt provides, he still has his full normal END and STUN when he takes the Belt off; if it's more than what the Belt provides, he will have lost only the excess above +20 END/+5 STUN.

Game Information:

Item: +10 CON (20 Active Points); *OIF* (-½), *Independent* (-2). Total cost: 6 points.

Creation Spell: 6 Active Points; *OAF Expendable* (item creation supplies, Difficult to obtain; -1¼), *Concentration* (0 DCV throughout; -1), *Gestures* (throughout; -½), *Incantations* (throughout; -½), *Increased Endurance Cost* (x5 END; -2), *Requires An Enchantment Roll* (-½). Total cost: 1 point.

OPTIONS:

1) Free Spell: Remove *OAF* (-1¼). Total cost: 1 point.

2) Stilled Spell: Remove *Gestures* (-½). Total cost: 1 point.

3) Silenced Spell: Remove *Incantations* (-½). Total cost: 1 point.

4) Apprentice's Version: Add Side Effects (Drain END 3d6; -½). Total cost: 1 point.

- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 1 point.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 1 point.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 1 point.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 1 point.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 1 point.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 1 point.

BOOTS OF THE CRICKET

Effect of item: Leaping +6", Clinging
Target/Area Affected by item: Self
Casting Time to create: 1 Day per 10 Active Points
Casting Procedures to create: Focus, Gestures, Incantations
Duration of item's powers: Constant
Range of item's powers: Self
Magic Roll Penalty to create: -1
END Cost to create: 5 Long-Term END
END Cost to use: 0

Description: This pair of fine, supple leather boots contains two enchantments. The first allows the wearer to leap much further than he ordinarily could; the second allows him to walk along walls and ceilings like an insect. A clever, acrobatic warrior can use them to obtain Surprise Move bonuses in combat; a thief who wears them finds it much easier to steal and then escape pursuit.

Game Information:

Item: *Leaping +6", Reduced Endurance (0 END; +½) (9 Active Points); OIF (-½), Independent (-2) (total cost: 3 points) plus Clinging (normal STR) (10 Active Points); OIF (-½), Independent (-2) (total cost: 3 points). Total cost: 6 points.*

Creation Spell: 13 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 2 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 2 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 2 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 2 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 2 points.

- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 2 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 2 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 2 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 3 points.

NECKLACE OF ELOQUENCE

Effect of item: +6 to Interaction Skill Rolls
Target/Area Affected by item: Self
Casting Time to create: 1 Day per 10 Active Points
Casting Procedures to create: Focus, Gestures, Incantations
Duration of item's powers: Persistent
Range of item's powers: Self
Magic Roll Penalty to create: -2
END Cost to create: 10 Long-Term END
END Cost to use: 0

Description: This item looks like a well-crafted, expensive necklace (or sometimes a choker, a torc, or the collar of a vest or tunic). It makes the wearer a speaker of great eloquence, a glittering conversationalist, and a person whose charms are evident to all.

Game Information:

Item: +6 to Interaction Skill Rolls (30 Active Points); OIF (-½), Independent (-2). Total cost: 9 points.

Creation Spell: 20 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 3 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 4 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 3 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 3 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 3 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.

7) Master's Version: Remove Requires An Enchantment Roll (-½). Total cost: 3 points.

8) Lengthy Spell: Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 3 points.

9) Inattentive Spell: Remove Concentration (-1). Total cost: 3 points.

10) Untiring Spell: Remove Increased Endurance Cost (x5 END; -2). Total cost: 4 points.

PHANTOM'S CLOAK

Effect of item: Desolidification

Target/Area Affected by item: Self

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Constant

Range of item's powers: Self

Magic Roll Penalty to create: -3

END Cost to create: 15 Long-Term END

END Cost to use: 0

Description: This seemingly-ordinary cloak possesses a potent enchantment: it allows the wearer to become intangible! He must concentrate to do this, for he has to hold the cloak firmly wrapped around him to maintain the effect.

Game Information:

Item: *Desolidification (affected by necromantic magic), Reduced Endurance (0 END; +½) (60 Active Points); OIF (-½), Concentration (½*

DCV throughout; -½), Independent (-2). Total cost: 15 points.

Creation Spell: 30 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 4 points.

OPTIONS:

1) Free Spell: Remove OAF (-1¼). Total cost: 5 points.

2) Stilled Spell: Remove Gestures (-½). Total cost: 5 points.

3) Silenced Spell: Remove Incantations (-½). Total cost: 5 points.

4) Apprentice's Version: Add Side Effects (Drain END 3d6; -½). Total cost: 4 points.

5) Difficult Spell: Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 4 points.

6) Easy Spell: Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.

7) Master's Version: Remove Requires An Enchantment Roll (-½). Total cost: 5 points.

8) Lengthy Spell: Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 4 points.



RUGGELS '03

9) Inattentive Spell: Remove Concentration (-1). Total cost: 5 points.

10) Untiring Spell: Remove Increased Endurance Cost (x5 END; -2). Total cost: 6 points.

11) Large Phantom Cloak: This form of the Phantom Cloak is large enough to wrap around one other person, who must move as the wearer moves. Add Usable Simultaneously (+½) and Other Character Must Remain Within Cloak And Move As Cloak's Wearer Moves To Maintain Effect (-¼).

Item: 80 Active Points; total cost 19 points;

Creation Spell: 35 Active Points; total cost: 5 points.

ROBES OF INVISIBILITY

Effect of item: Invisibility to Sight Group

Target/Area Affected by item: Self

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Constant

Range of item's powers: Self

Magic Roll Penalty to create: -2

END Cost to create: 10 Long-Term END

END Cost to use: 0

Description: These exquisitely-made silk robes can, upon mental command from the wearer, render him unseen. Someone who gets close to him might have a chance to perceive him, but even that remains doubtful.

Game Information:

Item: Invisibility to Sight Group, Reduced Endurance (0 END; +½) (30 Active Points); IAF (-½), Independent (-2). Total cost: 9 points.

Creation Spell: 20 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 3 points.

OPTIONS:

1) Free Spell: Remove OAF (-1¼). Total cost: 4 points.

2) Stilled Spell: Remove Gestures (-½). Total cost: 3 points.

3) Silenced Spell: Remove Incantations (-½). Total cost: 3 points.

4) Apprentice's Version: Add Side Effects (Drain END 3d6; -½). Total cost: 3 points.

5) Difficult Spell: Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

6) Easy Spell: Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.

7) Master's Version: Remove Requires An Enchantment Roll (-½). Total cost: 3 points.

8) Lengthy Spell: Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 3 points.

9) Inattentive Spell: Remove Concentration (-1). Total cost: 3 points.

10) Untiring Spell: Remove Increased Endurance Cost (x5 END; -2). Total cost: 4 points.

11) Improved Robes Of Invisibility: Even someone standing close to the wearer of these Robes cannot see him. Add No Fringe.

Item: 45 Active Points; total cost 13 points;

Creation Spell: 30 Active Points; total cost 4 points.

12) Chameleon Robes: This form of Robes Of Invisibility only works when the wearer remains motionless. Add Chameleon (-½).

Item: 30 Active Points; total cost 7 points;

Creation Spell: 15 Active Points; total cost 2 points.

RINGS

RING OF THE DEADLY TOUCH

Effect of item: Various Attack Powers
Target/Area Affected by item: One character
Casting Time to create: 1 Day per 10 Active Points
Casting Procedures to create: Focus, Gestures, Incantations
Duration of item's powers: Instant
Range of item's powers: Touch
Magic Roll Penalty to create: -4
END Cost to create: 20 Long-Term END
Charges: 8

Description: This ring, usually made of dark metal set with complementary-colored stones, possesses four offensive powers. To use any of them, the wearer must touch the target and mentally command the item. He can only use the ring eight times per day.

Game Information:

Item:

Cost Power

- | | |
|----|--|
| 15 | <i>Ring Of The Deadly Touch:</i> Multipower, 60-point reserve; all OIF (-½), Independent (-2), 8 Charges for entire reserve (-½) |
| 1u | 1) <i>Lightning Touch:</i> RKA 2½d6, Armor Piercing (+½); OIF (-½), Independent (-2), No Range (-½) |
| 2u | 2) <i>Morphean Touch:</i> Drain STUN 6d6; OIF (-½), Independent (-2) |
| 1u | 3) <i>Paralysis Touch:</i> Entangle 4d6, 4 DEF, Takes No Damage From Attack (+½); OIF (-½), Independent (-2), No Range (-½) |
| 2u | 4) <i>Weakness Touch:</i> Drain STR 6d6; OIF (-½), Independent (-2) |

Total cost: 21 points

Creation Spell: 44 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½).
Total cost: 6 points.

OPTIONS:

- Free Spell:** Remove OAF (-1¼). Total cost: 8 points.
- Stilled Spell:** Remove Gestures (-½). Total cost: 7 points.
- Silenced Spell:** Remove Incantations (-½). Total cost: 7 points.
- Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 6 points.
- Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.

7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 7 points.

8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 6 points.

9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 8 points.

10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 9 points.

11) **Exhaustible Ring:** This form of the ring has but a limited supply of arcane energy; once it's all used up, it becomes a mundane, if pretty (and valuable) ring. Change to 40 Charges which Never Recover for entire reserve (-1½).

Item: total cost 18 points;

Creation Spell: 26 Active Points; total cost 4 points.

RING OF ILLUMINATION

Effect of item: Sight Group Images, Sight Group Flash 6d6

Target/Area Affected by item: 4" Radius/one character

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Constant/Instant

Range of item's powers: No Range/150"

Magic Roll Penalty to create: -3

END Cost to create: 6 Long-Term END

Charges: 2 Continuing Fuel Charges lasting 1 Hour each/8

Description: This ring, typically made of gold and set with diamonds or fire opals, has two mystical powers. First, it can generate bright light for up to two hours per day. Second, it can emit a blinding flash of light eight times per day.

Game Information:

Item:

Cost Power

- | | |
|---|--|
| 8 | <i>Illumination:</i> Sight Group Images, +4 to PER Rolls, Increased Size (4" radius; +½), 2 Continuing Fuel Charges ("refuels" itself every dawn; 1 Hour; +¼) (38 Active Points); OIF (-½), Independent (-2), No Range (-½), Only To Create Light (-1) |
| 7 | <i>Blinding Illumination:</i> Sight Group Flash 6d6 (30 Active Points); OIF (-½), Independent (-2), 8 Charges (-½) |

Total cost: 15 points

Creation Spell: 34 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x2 END; -½), Requires An Enchantment Roll (-½). Total cost: 6 points.

OPTIONS:

- Free Spell:** Remove OAF (-1¼). Total cost: 8 points.

CREATING FRAMEWORK ITEMS AND ITEMS WITH MULTIPLE POWERS

When a character wants to create a magic item built as a Power Framework using the alternate creation enchanted item creation rules, the following rules apply:

Elemental Controls

The Active Point cost for purposes of determining the cost of the creation spell equals the total Real Point cost (base points + slot points) of the most expensive slot in the item (recalculated without the *Independent* Limitation), +5 Character Points per additional slot.

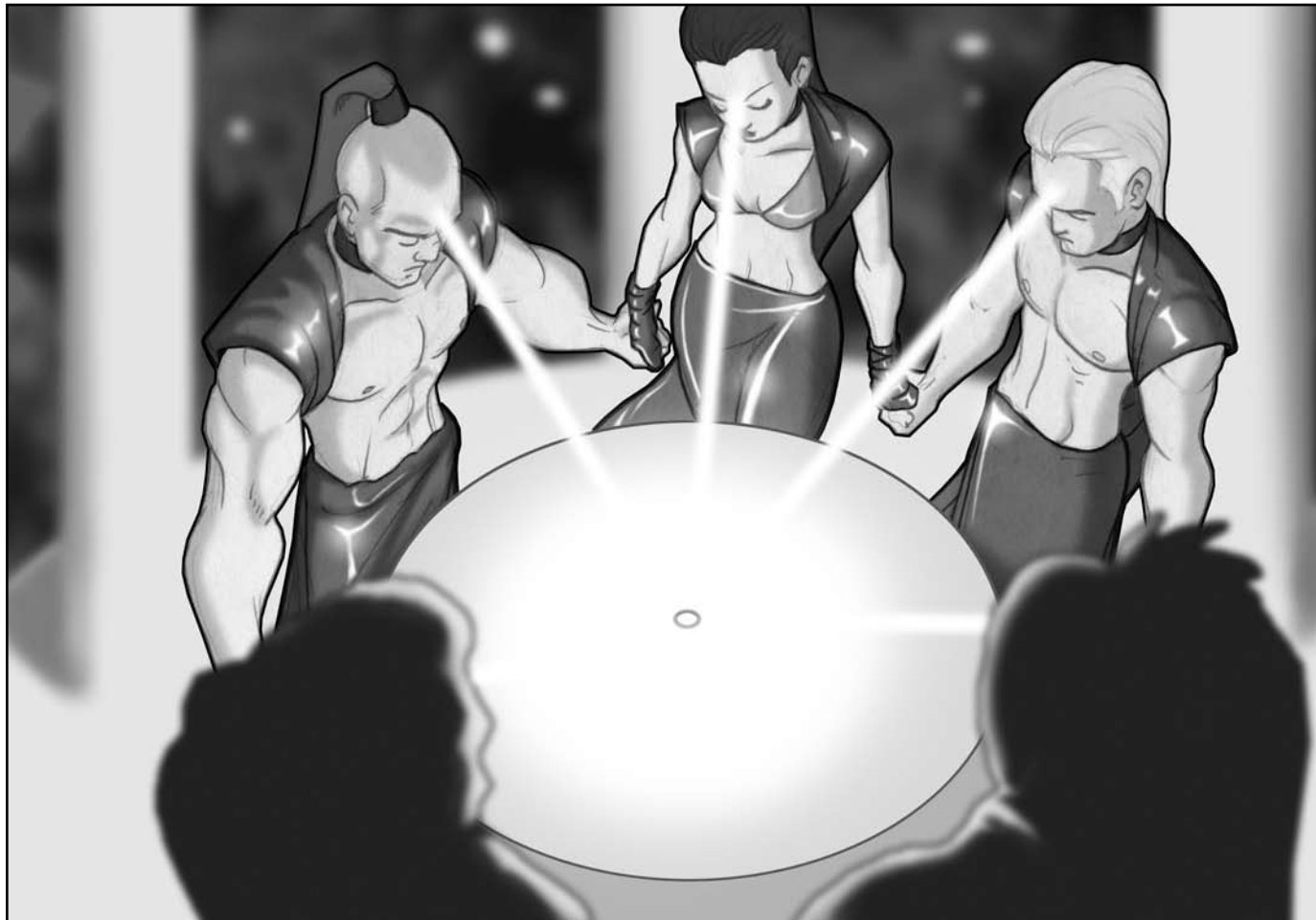
Multipowers

The Active Point cost for purposes of determining the cost of the creation spell equals the Real Point cost of the reserve plus the real point cost of the slots (all recalculated without the *Independent* Limitation, of course).

Variable Power Pools

The Active Point cost for purposes of determining the cost of the creation spell equals the cost of the Pool plus the Real Point cost of the Control Cost (recalculated without the *Independent* Limitation).

For items that have multiple powers not in a Power Framework, the Active Point cost for purposes of determining the cost of the creation spell equals the total Real Point cost of all the powers (recalculated without the *Independent* Limitation). If an item has a Framework and powers outside the Framework, the Active Point cost for purposes of determining the cost of the creation spell



Continued from last page

equals the cost of the Framework (see above) plus the Real Cost of the separate power(s) (recalculated without the *Independent Limitation*).

- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 7 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 7 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 6 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 7 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 6 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 8 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x2 END; -½). Total cost: 7 points.

RING OF PENETRATING SIGHT

Effect of item: N-Ray Perception

Target/Area Affected by item: Self

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Constant

Range of item's powers: Self

Magic Roll Penalty to create: -1

END Cost to create: 5 Long-Term END

END Cost to use: 0

Description: This ring is usually made of silver or platinum and engraved with eyes around the outside, with the pupil of each eye being a tiny precious stone of some sort. It grants the wearer a limited ability to see through walls and other solid objects. To use it, the wearer must take it off, place it against the object he wants to see through, and then put his eye up to the ring as if looking through a peephole.

Game Information:

Item: N-Ray Perception (*Sight Group*; cannot perceive through magical wards) (10 Active Points); OIF (-½), Extra Time (Full Phase; -½), Independent (-2), Nonpersistent (-¼), No Range (see text; -½). Total cost: 2 points.

Creation Spell: 3 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout;

-1), *Gestures* (throughout; -½), *Incantations* (throughout; -½), *Increased Endurance Cost* (x5 END; -2), *Requires An Enchantment Roll* (-½).
Total cost: 1 point.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 1 point.
- 2) **Stilled Spell:** Remove *Gestures* (-½). Total cost: 1 point.
- 3) **Silenced Spell:** Remove *Incantations* (-½). Total cost: 1 point.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 1 point.
- 5) **Difficult Spell:** Change to *Requires An Enchantment Roll* (-1 per 5 Active Points; -1). Total cost: 1 point.
- 6) **Easy Spell:** Change to *Requires An Enchantment Roll* (-1 per 20 Active Points; -¼). Total cost: 1 point.
- 7) **Master's Version:** Remove *Requires An Enchantment Roll* (-½). Total cost: 1 point.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 1 point.
- 9) **Inattentive Spell:** Remove *Concentration* (-1). Total cost: 1 point.
- 10) **Untiring Spell:** Remove *Increased Endurance Cost* (x5 END; -2). Total cost: 1 point.

RING OF THE TRAVELER'S CONFIDENCE

Effect of item: Bump Of Direction, Detect Exit

Target/Area Affected by item: Self

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, *Gestures*, *Incantations*

Duration of item's powers: Persistent

Range of item's powers: Self

Magic Roll Penalty to create: -1

END Cost to create: 5 Long-Term END

END Cost to use: 0

Description: This ring helps keep a character from getting lost. It has two powers. When worn, it provides a character with an innate knowledge of which direction is which, and where he is in relation to local ground level.

But the ring's most impressive power only works when it's *not* worn. If the character finds himself lost in a maze, dense forest, or the like, he can take the ring off, utter the command word, and throw it on the ground. The ring then begins rolling at a rate of 3" per Phase (treat it as having SPD 2) toward the nearest way out of the area in question

(while rolling, it could be snatched up by another character). If the ring encounters an obstacle it cannot get around (such as a caved-in underground tunnel), it stops moving until the obstacle is cleared away. The ring can only find the nearest way "out"; it cannot lead a character to any other thing, or even to one specific exit out of several. The GM determines what constitutes being "out" of a given area, based on common sense and other factors; sometimes the exit to an area may simply lead to greater danger...

Game Information:**Item:****Cost Power**

- | | |
|---|---|
| 1 | <i>Knowing North:</i> Bump Of Direction (3 Active Points); OIF (-½), Independent (-2) |
| 5 | <i>Find The Way Out:</i> Detect Exit (see text) (INT Roll +8) (no Sense Group), Range, Sense (20 Active Points); OAF (-1), Independent (-2) |

Total cost: 6 points.

Creation Spell: 12 Active Points; OAF *Expendable* (item creation supplies, *Difficult to obtain*; -1¼), *Concentration* (0 DCV throughout; -1), *Gestures* (throughout; -½), *Incantations* (throughout; -½), *Increased Endurance Cost* (x5 END; -2), *Requires An Enchantment Roll* (-½).
Total cost: 2 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 2 points.
- 2) **Stilled Spell:** Remove *Gestures* (-½). Total cost: 2 points.
- 3) **Silenced Spell:** Remove *Incantations* (-½). Total cost: 2 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 2 points.
- 5) **Difficult Spell:** Change to *Requires An Enchantment Roll* (-1 per 5 Active Points; -1). Total cost: 2 points.
- 6) **Easy Spell:** Change to *Requires An Enchantment Roll* (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 7) **Master's Version:** Remove *Requires An Enchantment Roll* (-½). Total cost: 2 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 2 points.
- 9) **Inattentive Spell:** Remove *Concentration* (-1). Total cost: 2 points.
- 10) **Untiring Spell:** Remove *Increased Endurance Cost* (x5 END; -2). Total cost: 2 points.

SHIELDS

SHIELD OF SWIFT DEFENSE

Effect of item: +1 SPD

Target/Area Affected by item: Self

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Constant

Range of item's powers: Self

Magic Roll Penalty to create: -1

END Cost to create: 5 Long-Term END

END Cost to use: 0

Description: This enchanted shield not only protects the user, it makes him swifter in battle.

Game Information:

Item:

Cost Power

2 *Medium Shield:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½)

1u 1) *Defense:* +2 DCV (10 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)

1u 2) *Shield Bash:* HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)

2 *Swiftness:* +1 SPD (10 Active Points); OAF (-1), Independent (-2)

Total cost: 6 points

Creation Spell: 11 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 2 points.

OPTIONS:

1) **Free Spell:** Remove OAF (-1¼). Total cost: 2 points.

2) **Stilled Spell:** Remove Gestures (-½). Total cost: 2 points.

3) **Silenced Spell:** Remove Incantations (-½). Total cost: 2 points.

4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 1 point.

5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 1 point.

6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.

7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 2 points.

8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 1 point.

9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 2 points.

10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 2 points.

SHIELD OF FLOATING

Effect of item: Swimming +2" and Life Support (Expanded Breathing: Breathe Underwater)

Target/Area Affected by item: Self

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Constant/Persistent

Range of item's powers: Self

Magic Roll Penalty to create: -1

END Cost to create: 5 Long-Term END

END Cost to use: 1/0

Description: One of the greatest perils faced by armored warriors is drowning — the weight of armor, shield, and weapons can easily pull them to the bottom if they fall off a ship or into a river. But a fighter with this enchanted shield need not worry; it enhances his ability to swim, and allows him to breathe underwater even if he does sink.

Game Information:

Item:

Cost Power

2 *Medium Shield:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½)

1u 1) *Defense:* +2 DCV (10 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)

1u 2) *Shield Bash:* HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)

1 *Enhanced Swimming:* Swimming +2" (2 Active Points); OAF (-1), Independent (-2)

1 *Breath Of The Fish:* Life Support (Expanded Breathing: Breathe Underwater) (5 Active Points); OAF (-1), Independent (-2)

Total cost: 6 points.

Creation Spell: 8 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 1 point.

OPTIONS:

1) **Free Spell:** Remove OAF (-1¼). Total cost: 1 point.

2) **Stilled Spell:** Remove Gestures (-½). Total cost: 1 point.

3) **Silenced Spell:** Remove Incantations (-½). Total cost: 1 point.

4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 1 point.

- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 1 point.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 1 point.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 1 point.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 1 point.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 1 point.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 2 points.

SHIELD OF STONY DOOM

Effect of item: Major Transform 8d6 (living being to stone)

Target/Area Affected by item: One character

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Instant

Range of item's powers: No Range

Magic Roll Penalty to create: -3

END Cost to create: 15 Long-Term END

Charges: 2

Description: This enchanted shield usually depicts a gorgon or similar mystical creature with the ability to turn its enemies into stone, because that's exactly what the shield can do. Twice per day, the wielder can activate the shield's power against a foe he's facing in HTH Combat, petrifying his enemy.

Game Information:

Item:

Cost Power

- 2 *Medium Shield:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 1) *Defense:* +2 DCV (10 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 2) *Shield Bash:* HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 19 *Petrification:* Major Transform 8d6 (living being to stone, heals back through another application of this spell or a like spell) (120 Active Points); OAF (-1), Independent (-2), Limited Target (living beings; -¼), No Range (-½), 2 Charges (-1½)

Total cost: 23 points.

Creation Spell: 34 Active Points; OAF *Expendable* (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations (throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 5 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 6 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 5 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 5 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 5 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 5 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 5 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 6 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 7 points.

SHIELD OF WEAPON-BREAKING

Effect of item: RKA 3d6, Only Versus Weapons

Target/Area Affected by item: One weapon

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Instant

Range of item's powers: No Range

Magic Roll Penalty to create: -2

END Cost to create: 10 Long-Term END

Charges: 3

Description: Weapons sometimes break during normal combat, but they're particularly likely to do so when they strike this shield. Three times per day the wielder of the shield can mentally activate the shield's enchantment, which inflicts damage on weapons. A weapon that isn't destroyed outright usually ends up cracked, pitted, scarred, or otherwise weakened.

Game Information:

Item:

Cost Power

- 2 *Medium Shield:* Multipower, 10-point reserve; all OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 1) *Defense:* +2 DCV (10 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½)
- 1u 2) *Shield Bash:* HA +2d6 (10 Active Points); OAF (-1), Hand-To-Hand Attack (-½), Independent (-2), STR Minimum (10; -½), Side Effects (OCV penalty equal to DCV bonus, always occurs; -½)
- 10 *Weapon-Breaking:* RKA 3d6, Trigger (mental command; +¼) (56 Active Points); OAF (-1), Independent (-2), No Range (-½), 3 Charges (-1¼)

Total cost: 14 points

Creation Spell: 21 Active Points; OAF *Expendable* (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 3 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 4 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 3 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 3 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 3 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 3 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 3 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 4 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 4 points.

STAFFS

DEMON'S-HEAD STAFF

Effect of item: Various demon-related powers

Target/Area Affected by item: Varies

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Varies

Range of item's powers: Varies

Magic Roll Penalty to create: -3

END Cost to create: 15 Long-Term END

Charges: 60 which Never Recover

Description: Taking its name from the leering demon's head that tops it, the Demon's-Head Staff possesses a variety of powers associated with the infernal. Some say the very first one was actually made by a demon prince, who gave it to one of his most faithful human worshippers along with the secret of how to make more of them.

Game Information:

Item:

- 12 *Demon's-Head Staff:* Multipower, 67-point reserve; all OAF (-1), Independent (-2), 60 Charges which Never Recover (-1½) for entire reserve
- 1u 1) *Hellfire Blast:* RKA 3d6, Penetrating (+½); OAF (-1), Independent (-2), Requires Three Charges Per Use (-½), Spell (-½)
- 1u 2) *Writhing Hellfire:* RKA 1d6, Continuous (+1), NND (defense is Power Defense; +1), Does BODY (+1); OAF (-1), Independent (-2), Requires Three Charges Per Use (-½), Spell (-½)
- 1u 3) *Demon's Path:* Teleportation 30"; OAF (-1), Independent (-2)
- 1u 4) *Demonic Possession:* Mind Control 10d6, Telepathic (+¼); OAF (-1), Independent (-2), Requires Two Charges Per Use (-¼), Spell (-½)

Total cost: 16 points

Creation Spell: 30 Active Points; OAF *Expendable* (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 4 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 5 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 5 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 5 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 4 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 4 points.

6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.

7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 5 points.

8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 4 points.

9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 5 points.

10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 6 points.

STAFF OF COMMAND

Effect of item: Mind Control 14d6, +50 PRE

Target/Area Affected by item: Varies

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Instant/Constant

Range of item's powers: LOS/varies

Magic Roll Penalty to create: -7

END Cost to create: 14 Long-Term END

END Cost to use: 0

Description: This staff confers upon the one who wields it an aura of authority and a bearing of command. When he gives orders, those who receive them hasten to obey; when he speaks to persuade or intimidate, his voice has great power.

Game Information:

Item:

Cost Power

26 *Power Of Command:* Mind Control 14d6, Reduced Endurance (0 END; +½) (105 Active Points); OAF (-1), Independent (-2)

12 *Power Of Authority:* +50 PRE (50 Active Points); OAF (-1), Independent (-2), Nonpersistent (-¼)

Total cost: 38 points.

Creation Spell: 74 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x2 END; -½), Requires An Enchantment Roll (-½). Total cost: 14 points.

OPTIONS:

1) **Free Spell:** Remove OAF (-1¼). Total cost: 18 points.

2) **Stilled Spell:** Remove Gestures (-½). Total cost: 16 points.

3) **Silenced Spell:** Remove Incantations (-½). Total cost: 16 points.

4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 13 points.



5) Difficult Spell: Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 13 points.

6) Easy Spell: Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.

7) Master's Version: Remove Requires An Enchantment Roll (-½). Total cost: 16 points.

8) Lengthy Spell: Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 13 points.

9) Inattentive Spell: Remove Concentration (-1). Total cost: 17 points.

10) Untiring Spell: Remove Increased Endurance Cost (x2 END; -½). Total cost: 16 points.

STAFF OF THE FIRELORDS

Effect of item: Various Fire powers

Target/Area Affected by item: Varies

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Varies

Range of item's powers: Varies

Magic Roll Penalty to create: -4

END Cost to create: 20 Long-Term END

Charges/END Cost to use: 60 which Never Recover/0

Description: Legend tells that, back in the days when the Lord of the Graven Spear was rising to power and evil things flocked to his banner from the deep and shadowy places of the world, a group of fire mages banded together to protect themselves and others from the growing darkness. They called themselves the Firelords, and to enhance their magic they crafted enchanted staffs of great power. Although all of the Firelords are thousands of years dead and much of their lore is now lost, sometimes one of their staffs surfaces in the hands of a lucky adventurer or scholar.

Game Information:

Item:

Cost Power

14 *Staff Of The Firelords:* Multipower, 75-point reserve; OAF (-1), Independent (-2), 60 Charges which Never Recover (-1½) for entire reserve

1u 1) *Fireball:* RKA 3d6, Explosion (+½); OAF (-1), Independent (-2), Requires 3 Charges Per Use (-½), Spell (-½)

1u 2) *Magefire Blast:* RKA 1d6+1, NND (defense is Power Defense or the Protection From Fire spell; +1), Does BODY (+1); OAF (-1), Independent (-2), Requires 3 Charges Per Use (-½), Spell (-½)

2u 3) *Banishment Of Fire:* Dispel Fire Powers 20d6, any one Fire power one at a time (+¼); OAF (-1), Independent (-2), Spell (-½)

1u 4) *Web Of Fire:* RKA 2d6, Area Of Effect (4" Radius; +1), Personal Immunity (+¼); OAF (-1), Independent (-2), No Range (-½), Requires Two Charges Per Use (-¼), Spell (-½)

1u 5) *Fire Orbs:* RKA 1½d6, Armor Piercing (+½), Autofire (5 shots; +½); OAF (-1), Independent (-2), Spell (-½)

6 *Flammifer:* RKA 1 point, Area Of Effect (4" Radius, +1), Selective (+¼), Area Of Effect (One Hex Accurate; +½), Continuous (+1), Penetrating (+½), Reduced Endurance (0 END; +½), Sticky (only affects flammables; +¼), Uncontrolled (spell ends when it runs out of fuel or oxygen, or someone extinguishes the flames; +½) (27 Active Points); OAF (-1), Independent (-2), Limited Range (30"; -¼), Spell (-½)

Total cost: 26 points

Creation Spell: 42 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 6 points.

OPTIONS:

1) Free Spell: Remove OAF (-1¼). Total cost: 8 points.

2) Stilled Spell: Remove Gestures (-½). Total cost: 7 points.

3) Silenced Spell: Remove Incantations (-½). Total cost: 7 points.

4) Apprentice's Version: Add Side Effects (Drain END 3d6; -½). Total cost: 6 points.

5) Difficult Spell: Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 6 points.

6) Easy Spell: Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.

7) Master's Version: Remove Requires An Enchantment Roll (-½). Total cost: 7 points.

8) Lengthy Spell: Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 6 points.

9) Inattentive Spell: Remove Concentration (-1). Total cost: 7 points.

10) Untiring Spell: Remove Increased Endurance Cost (x5 END; -2). Total cost: 9 points.

STAFF OF REPULSION

Effect of item: Force Field (10 PD/10 ED/10 Power Defense), Knockback Resistance -5"

Target/Area Affected by item: Self

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Constant

Range of item's powers: Self

Magic Roll Penalty to create: -3

END Cost to create: 15 Long-Term END

END Cost to use: 0

Description: This staff takes its name from the fact that it repels attacks directed at the wielder. While it's not absolute proof against injury, it often repulses an attack so well that it misses or fails to hurt the wielder.

Game Information:**Item:****Cost Power**

- | | |
|----|---|
| 11 | <i>Defended:</i> Force Field (10 PD/10 ED/10 Power Defense), Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2) |
| 2 | <i>Steadfast:</i> Knockback Resistance -5" (10 Active Points); OAF (-1), Independent (-2), Nonpersistent (-¼) |

Total cost: 13 points.

Creation Spell: 26 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½).
Total cost: 4 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 5 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 4 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 4 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 4 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 4 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 4 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 4 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 5 points.

WANDS

IRON SERPENT WAND

Effect of item: Entangle 8d6, 8 DEF

Target/Area Affected by item: One character

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Instant

Range of item's powers: RBS

Magic Roll Penalty to create: -2

END Cost to create: 10 Long-Term END

Charges: 1 Recoverable

Description: This wand is made of iron and is shaped to look like a serpent. To use it, the wielder throws it at a target while uttering the command word. If it hits, the wand instantly transforms into a large iron serpent that wraps around the target and keeps him from moving. If the target wriggles or breaks free, the serpent transforms back into a wand and falls to the ground for the character to recover.

Game Information:

Item: Entangle 8d6, 8 DEF (80 Active Points); OAF (-1), Independent (-2), Range Based On STR (-¼), 1 Recoverable Charge (-1¼). Total cost: 14 points.

Creation Spell: 23 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½).
Total cost: 3 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 4 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 4 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 4 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 3 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 4 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 3 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 4 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 5 points.

WAND OF HEALING

Effect of item: Simplified Healing 4d6
Target/Area Affected by item: One character
Casting Time to create: 1 Day per 10 Active Points
Casting Procedures to create: Focus, Gestures, Incantations
Duration of item's powers: Instant
Range of item's powers: Touch
Magic Roll Penalty to create: -1
END Cost to create: 5 Long-Term END
Charges: 30 which Never Recover

Description: This wand, typically made of ivory, possesses a powerful healing magic. When touched to an injured person, it causes his wounds to heal instantly.

Game Information:

Item: *Simplified Healing 4d6 (40 Active Points); OAF (-1), Independent (-2), 30 Charges which Never Recover (-1¼). Total cost: 7 points.*

Creation Spell: *11 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 2 points.*

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 2 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 2 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 2 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 1 point.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 1 point.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 2 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 1 point.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 2 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 2 points.

WAND OF MYSTIC DARTS

Effect of item: RKA 1½d6, Area Of Effect (One Hex Accurate)
Target/Area Affected by item: One character
Casting Time to create: 1 Day per 10 Active Points
Casting Procedures to create: Focus, Gestures, Incantations
Duration of item's powers: Instant
Range of item's powers: LOS
Magic Roll Penalty to create: -1
END Cost to create: 5 Long-Term END
Charges: 60 which Never Recover

Description: The Mystic Dart spell (page 225) is a favorite weapon of many wizards. To ensure they have plenty of Mystic Darts ready at any time, many wizards craft one of these wands for themselves. Wands Of Mystic Darts come in all sorts of appearances and shapes, though many have a long crystal, such as a topaz or tourmaline, on the tip.

Game Information:

Item: *RKA 1½d6, Area Of Effect (One Hex Accurate; +½), Line Of Sight (+½) (50 Active Points); OAF (-1), Independent (-2), Only Affects Living Beings (-½), 60 Charges which Never Recover (-1¼). Total cost: 8 points.*

Creation Spell: *12 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 2 points.*

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 2 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 2 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 2 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 2 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 2 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 2 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 2 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 2 points.



WAND OF THE WILDS

Effect of item: Summon any one animal built on up to 250 Character Points, Slavishly Loyal

Target/Area Affected by item: Special

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Instant

Range of item's powers: No Range

Magic Roll Penalty to create: -3

END Cost to create: 15 Long-Term END

Charges: 1

Description: Made of precious wood and carved with various animals and leaves, the Wand Of The Wilds has the power to transform itself into any animal of the wielder's choice. He simply throws it to the ground and speaks the command word, and the Wand becomes the animal. The animal is completely loyal to the wielder and will do whatever he asks, even risking its own life if necessary. If slain, the animal transforms back into the Wand; the wielder can also transform the animal back to the Wand by uttering the command word in reverse.

The wielder can use the Wand once per day, though the animal thus "created" can remain with the wielder as long as the wielder desires. However, until the animal transforms back into the Wand, the caster cannot use the Wand again.

Game Information:

Item: *Summon any one animal built on up to 250 Character Points, Expanded Class (any animal; +½), Slavishly Loyal (+1) (125 Active Points); OAF (-1), Independent (-2), 1 Charge (-2). Total cost: 21 points.*

Creation Spell: 31 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 5 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 6 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 5 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 5 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 4 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 5 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 4 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 5 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 6 points.

WEAPONS

AXE OF CLEAVING

Effect of item: HKA 2½d6

Target/Area Affected by item: One Hex

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Instant

Range of item's powers: Touch

Magic Roll Penalty to create: -3

END Cost to create: 15 Long-Term END

END Cost to use: 0

Description: Said to have first been created by the dwarven enchanter Vorgan Mage-Smith in the First Epoch, the Axe Of Cleaving is so powerful that it's deadly even in the hands of an untrained warrior. Not only does it cut through armor with ease, it sweeps in broad strokes, hitting every foe near the wielder. Many a warrior wielding an Axe Of Cleaving has leapt into the midst of an entire horde of orcs or goblins to gleefully separate their heads from their bodies with every stroke.

Game Information:

Item: HKA 2½d6 (plus STR), Area Of Effect (One Hex; +½), Reduced Endurance (0 END; +½) (80 Active Points); OAF (-1), Independent (-2), One-And-A-Half-Handed (-¼), STR Minimum (13; -½). Total cost: 17 points.

Creation Spell: 29 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 4 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 5 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 5 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 5 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 4 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 5 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 4 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 5 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 6 points.

BOW OF DEVASTATION

Effect of item: Makes arrows Explosions

Target/Area Affected by item: Varies

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Instant

Range of item's powers: 155"

Magic Roll Penalty to create: -1

END Cost to create: 5 Long-Term END

END Cost to use: 0

Description: This enchanted bow (typically a heavy bow, though other versions are known) applies a fireball spell to any arrows it fires so that they explode, injuring many targets instead of just one.

Game Information:

Item: RKA 1½d6, Explosion (-1 DC/2"; +¾) (44 Active Points); OAF (-1), Concentration (½ DCV; -¼), Independent (-2), STR Minimum (10; STR Cannot Add Damage; -1), Two-Handed (-½). Total cost: 8 points.

Creation Spell: 11 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 2 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 2 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 2 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 2 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 1 point.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 1 point.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 2 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 1 point.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 2 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 2 points.

INVISIBLE ARROWS

Effect of item: RKA 1½d6, Invisible To Sight Group
 Target/Area Affected by item: One character
 Casting Time to create: 1 Day per 10 Active Points
 Casting Procedures to create: Focus, Gestures, Incantations
 Duration of item's powers: Instant
 Range of item's powers: Depends on bow used
 Magic Roll Penalty to create: -1
 END Cost to create: 5 Long-Term END
 Charges: 10

Description: These arrows, which come in sheafs of ten, are invisible (and thus easy to lose). A clever archer can conceal himself and then not reveal his position when he fires them.

Game Information:

Item: RKA 1½d6, Invisible to Sight Group (+½) (37 Active Points); IAF (-½), Beam (-¼), Independent (-2), 10 Charges (-¼). Total cost: 9 points.

Creation Spell: 18 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 3 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 3 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 3 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 3 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 2 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 3 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 2 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 3 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 4 points.

SPEAR OF SHATTERING

Effect of item: HKA 2d6 + RKA 3d6 Only Versus Armor/Shields
 Target/Area Affected by item: One character
 Casting Time to create: 1 Day per 10 Active Points
 Casting Procedures to create: Focus, Gestures, Incantations
 Duration of item's powers: Instant
 Range of item's powers: Touch (+1" reach)
 Magic Roll Penalty to create: -3
 END Cost to create: 15 Long-Term END
 END Cost to use: 0

Description: This fearsome spear carries a twofold enchantment. Not only is it sharper and deadlier than a normal spear, but when it strikes it also damages the foe's armor or shield. A successful hit inflicts the Linked RKA against the foe's armor; a miss that misses by less than or equal to the DCV bonus provided by the foe's shield hits the shield and inflicts the Linked RKA against it.

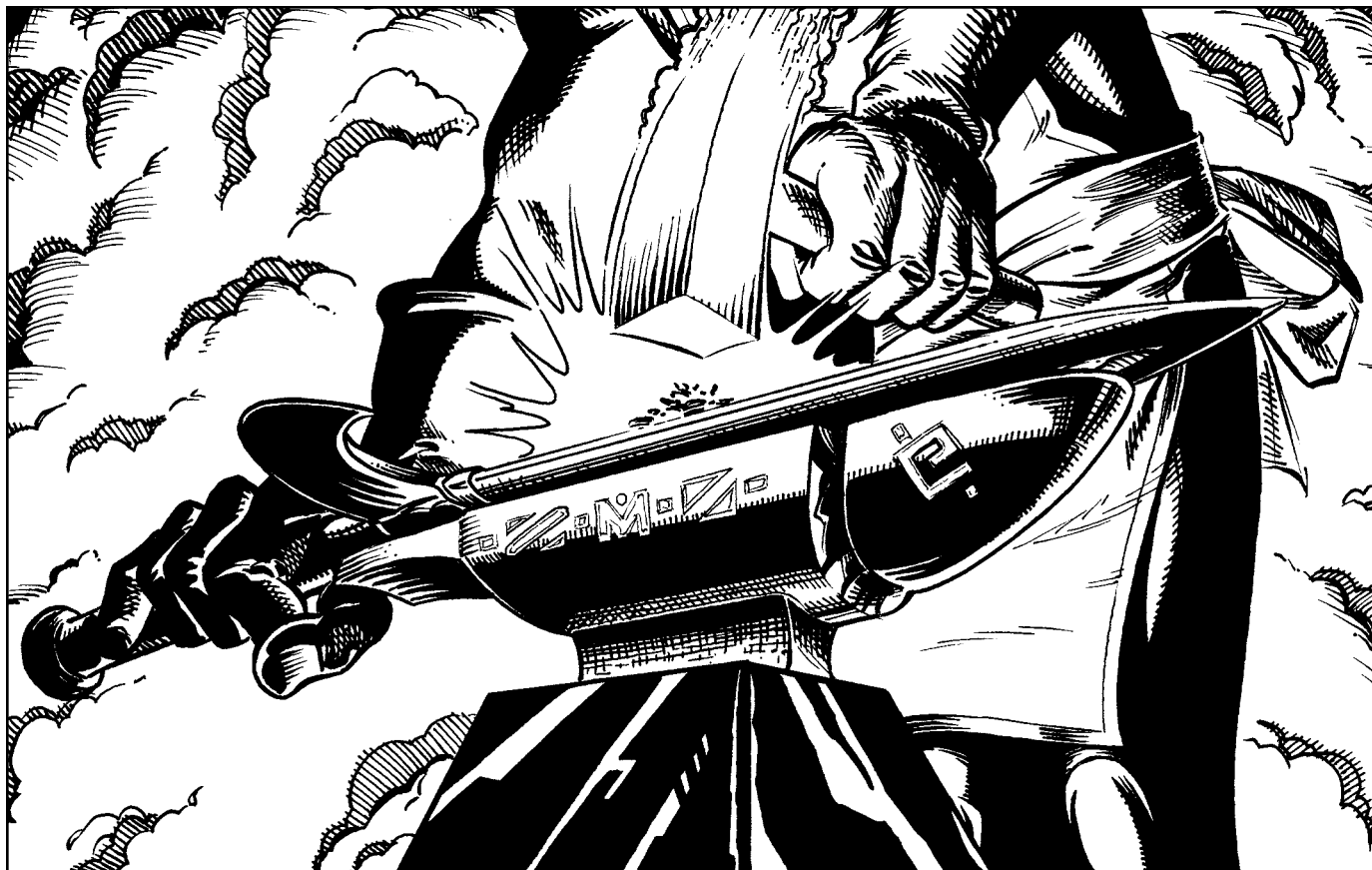
Game Information:

Item: HKA 2d6, Reduced Endurance (0 END; +½) (45 Active Points); OAF (-1), Independent (-2), STR Minimum (10; -½) (total cost: 10 points) **plus** Stretching 1", Reduced Endurance (0 END; +½) (7 Active Points); OAF (-1), Independent (-2), Always Direct (-¼), No Noncombat Stretching (-¼), Only To Cause Damage (-½), No Velocity Damage (-¼) (total cost: 1 point) **plus** RKA 3d6 (45 Active Points); OAF (-1), Independent (-2), Linked (to HKA; -½), No Range (-½), Only Works Against Armor And Shields (-½) (total cost: 8 points). Total cost: 19 points.

Creation Spell: 33 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 5 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 6 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 5 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 5 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 4 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 5 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 4 points.



9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 6 points.

10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 7 points.

SWORD OF THE DOUBLE STRIKE

Effect of item: HKA 1½d6, Autofire (2 shots)

Target/Area Affected by item: One character

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Instant

Range of item's powers: Touch

Magic Roll Penalty to create: -2

END Cost to create: 10 Long-Term END

END Cost to use: 0

Description: This magical blade is enchanted to have a sort of demi-life of its own. When its wielder successfully strikes a target, the blade twists in his hand, forcing itself around to strike another blow against the same target instantly.

Game Information:

Item: HKA 1½d6, Autofire (2 shots; +¼), Reduced Endurance (0 END; +1) (56 Active Points); OAF (-1), Independent (-2), STR Minimum (13; -½). Total cost: 12 points.

Creation Spell: 22 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 3 points.

OPTIONS:

1) **Free Spell:** Remove OAF (-1¼). Total cost: 4 points.

2) **Stilled Spell:** Remove Gestures (-½). Total cost: 3 points.

3) **Silenced Spell:** Remove Incantations (-½). Total cost: 3 points.

4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 3 points.

5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.

7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 3 points.

8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 3 points.

9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 4 points.

10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 5 points.

SWORD OF SHARP CUTTING

Effect of item: HKA 1d6+1, Armor Piercing
 Target/Area Affected by item: One character
 Casting Time to create: 1 Day per 10 Active Points
 Casting Procedures to create: Focus, Gestures, Incantations
 Duration of item's powers: Instant
 Range of item's powers: Touch
 Magic Roll Penalty to create: -2
 END Cost to create: 10 Long-Term END
 END Cost to use: 0

Description: This enchanted longsword's magically sharp edge can cut through even the heaviest armors with ease.

Game Information:

Item: HKA 1d6+1, Armor Piercing (+½), Reduced Endurance (0 END; +½) (40 Active Points); OAF (-1), Independent (-2), STR Minimum (13; -½). Total cost: 9 points.

Creation Spell: 16 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 2 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 3 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 3 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 3 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 2 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 3 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 2 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 3 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 3 points.

MISCELLANEOUS
ENCHANTED ITEMS

THE AMULET OF THE CLEAR MIND

Effect of item: +10 INT and Mental Defense (10 points + EGO/5)
 Target/Area Affected by item: Self
 Casting Time to create: 1 Day per 10 Active Points
 Casting Procedures to create: Focus, Gestures, Incantations
 Duration of item's powers: Persistent
 Range of item's powers: Self
 Magic Roll Penalty to create: -1
 END Cost to create: 5 Long-Term END
 END Cost to use: 0

Description: This amulet, usually made of silver and amber, heightens the wearer's mental faculties. He becomes more observant, more insightful, and more intelligent. Additionally, the amulet provides protection against Sorcery and like spells.

Game Information:

Item: +10 INT (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points) **plus** Mental Defense (10 points + EGO/5) (10 Active Points); OAF (-1), Independent (-2) (total cost: 2 points). Total cost: 4 points.

Creation Spell: 10 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 1 point.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 2 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 2 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 2 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 1 point.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 1 point.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 1 point.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 2 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 1 point.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 2 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 2 points.

GLITTERGEM

Effect of item: Sight Group Flash 8d6, Explosion
Target/Area Affected by item: Explosion
Casting Time to create: 1 Day per 10 Active Points
Casting Procedures to create: Focus, Gestures, Incantations
Duration of item's powers: Instant
Range of item's powers: RBS
Magic Roll Penalty to create: -2
END Cost to create: 10 Long-Term END
Charges: 1 Recoverable

Description: This gemstone — typically a semi-precious stone such as amethyst, but sometimes a diamond or ruby of great size — contains a powerful enchantment of Light. When thrown at a target, it emits a burst of brightness capable of blinding many people at once. The wielder must recover it to use it again.

Game Information:

Item: *Sight Group Flash 8d6, Explosion (+½) (60 Active Points); OAF (-1), Independent (-2), Range Based On STR (-¼), 1 Recoverable Charge (-1¼). Total cost: 11 points.*

Creation Spell: *17 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 2 points.*

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 3 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 3 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 3 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 2 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 3 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 2 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 3 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 4 points.

NARVEZ'S MAGNIFICENT MANSION

Effect of item: Summon 200-point Base, Slavishly Loyal
Target/Area Affected by item: Special
Casting Time to create: 1 Day per 10 Active Points
Casting Procedures to create: Focus, Gestures, Incantations
Duration of item's powers: Instant
Range of item's powers: No Range
Magic Roll Penalty to create: -2
END Cost to create: 10 Long-Term END
Charges: 1 Recoverable Charge

Description: First created by the renowned First Epoch wizard Narvez, a Magnificent Mansion ordinarily resembles a model of a castle, house, or cottage small enough to fit in one's pocket. But when it's placed on the ground and the command word is spoken, it grows to full size. The interior is lavishly furnished, including a larder fully stocked with delicious food. After spending the night in safety and comfort, the owner can then leave the Magnificent Mansion, speak the command word again, and shrink it back down to pocket size (this automatically fails if any living thing remains inside; the Magnificent Mansion is not a weapon). When he next uses it, the larder is once again fully stocked.

Game Information:

Item: *Summon one 200-point Base, Slavishly Loyal (+1) (80 Active Points); OAF (-1), Independent (-2), 1 Recoverable Charge (-1¼). Total cost: 15 points.*

Creation Spell: *25 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 4 points.*

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 4 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 4 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 4 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 3 points.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 4 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 3 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 4 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 5 points.

TALISMAN OF THÛN

Effect of item: +30 PRE, Only Versus Demons And The Undead

Target/Area Affected by item: Self

Casting Time to create: 1 Day per 10 Active Points

Casting Procedures to create: Focus, Gestures, Incantations

Duration of item's powers: Persistent

Range of item's powers: Self

Magic Roll Penalty to create: -1

END Cost to create: 5 Long-Term END

END Cost to use: 0

Description: Crafted by the wizards of Thûn, and closely associated with their dark sorceries and evil schemes, this talisman confers power over infernal beings and the undead, whom Thûnese spellcasters often use as servants.

Game Information:

Item: +30 PRE (30 Active Points); OAF (-1), Independent (-2), Only Versus Demons And The Undead (-¾). Total cost: 6 points.

Creation Spell: 11 Active Points; OAF Expendable (item creation supplies, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Gestures (throughout; -½), Incantations throughout; -½), Increased Endurance Cost (x5 END; -2), Requires An Enchantment Roll (-½). Total cost: 2 points.

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 2 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 2 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 2 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 1 point.
- 5) **Difficult Spell:** Change to Requires An Enchantment Roll (-1 per 5 Active Points; -1). Total cost: 1 point.
- 6) **Easy Spell:** Change to Requires An Enchantment Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 7) **Master's Version:** Remove Requires An Enchantment Roll (-½). Total cost: 2 points.
- 8) **Lengthy Spell:** Add Extra Time (1 Week per 10 Active Points; -½). Total cost: 1 point.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 2 points.
- 10) **Untiring Spell:** Remove Increased Endurance Cost (x5 END; -2). Total cost: 2 points.



NECROMANCY



The arcana of *Necromancy* includes spells relating to, manipulating, or invoking the forces of life, death, undeath, and related phenomena. Throughout most of the Tura-kian lands, people consider it a black and evil art, and with good reason; the forces Necromancy uses tend to attract students of wicked, malicious, or disturbed mind. Still, some necromancers use their Art in more benign ways, such as to heal the injured.

In addition to the spells listed here, the GM may want to make some of the Darkness spells described on pages 111-16 part of Necromancy.

UNDEAD CREATION SPELLS

At the heart of Necromancy lie spells used to create undead creatures to serve necromancers as soldiers and slaves. In the case of corporeal undead (such as skeletons, zombies, or wights), the necromancer must have a sufficient number of bodies to bring back to “life”; with incorporeal undead, the creation bears more resemblance to traditional conjuring magics.

The costs for the undead listed in these spells are derived from *The HERO System Bestiary* and *Monsters, Minions, And Marauders*. You can easily adjust the spells’ costs to allow for more (or less) powerful undead, undead with special abilities, and so forth.

CREATE GHOST

Effect: Summon one 405-point ghost, Slavishly Loyal
Target/Area Affected: One ghost

Casting Time: 1 Hour

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -16

END Cost: 16

Description: This spell conjures a ghost to serve the necromancer. To cast it, the necromancer must draw a magic circle with necromantic runes, then place a bowl of fresh human blood in the center of the circle before uttering the final incantations. When the spell is complete, the ghost appears, consumes the blood, and enters into the necromancer’s service.

At the GM’s option, the necromancer receives a +1 bonus to his Necromancy roll to cast this spell if he casts it at a cemetery, former battlefield, or other place where lots of bodies are buried.

Game Information: *Summon one 405-point ghost, Slavishly Loyal (+1) (162 Active Points); OAF Expendable (bowl of fresh human blood and other necromantic supplies, Extremely*

Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Necromancy Roll (-½). Total cost: 19 points.

OPTIONS:

1) More Ghosts: Increase to four 405-point ghosts. 182 Active Points; total cost 21 points.

2) Many More Ghosts: Increase to 16 405-point ghosts. 202 Active Points; total cost 24 points.

3) Free Spell: Remove OAF (-2). Total cost: 25 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 20 points.

5) Silenced Spell: Remove Incantations (-½). Total cost: 20 points.

6) Apprentice’s Version: Add Side Effects (created undead attacks caster; -1). Total cost: 17 points.

7) Difficult Spell: Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 18 points.

8) Easy Spell: Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 20 points.

9) Master’s Version: Remove Requires A Necromancy Roll (-½). Total cost: 20 points.

10) Quick Spell: Change to Extra Time (1 Minute; -1½). Total cost: 23 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: 22 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 202 Active Points; total cost 24 points.

13) Vazander’s Phantomweaving: This spell creates a ghost with all of the optional powers listed on page 120 of *The HERO System Bestiary*. Increase to Summon one 525-point ghost. 210 Active Points; total cost 25 points.

14) Create Specific Ghost: This version of the spell conjures the ghost of a specific person to serve the necromancer. Add Specific Being (+1). 243 Active Points; total cost 29 points.

15) Ghost-Summoning Ritual: This form of the spell requires several necromancers to cast. Add Ritual (3 casters; -½). Total cost: 18 points.

CREATE MUMMY

Effect: Summon one 395-point mummy, Slavishly Loyal

Target/Area Affected: One mummy

Casting Time: 1 Day

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -16

END Cost: 16

Description: This spell turns a normal human corpse into a mummy who serves the necromancer. To cast it, the necromancer must have a corpse to work with, and that corpse must be largely intact (it might have suffered a wound or two, but it cannot be missing any limbs or the like). Casting the spell is a day-long process in which the necromancer treats the body with various substances (such as salts of natron), removes the body's internal organs and replaces them with magical amulets and talismans, and then binds the body with strips of specially-prepared linen cloth. Any significant interruption ruins the whole process.

At the GM's option, Embalming is a Complementary Skill for the Necromancy roll for this spell.

Game Information: *Summon one 395-point mummy, Slavishly Loyal (+1) (158 Active Points); OAF Expendable (death scarab amulet carved of jet and anointed with human blood, plus mummification supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Day; -4), Gestures (throughout; -½), Incantations (throughout; -½), Must Have Proper Body And Mummification Facilities (-1), Requires A Necromancy Roll (-½). Total cost: 15 points.*

OPTIONS:

- 1) **More Mummies:** Increase to four 395-point mummies. 178 Active Points; total cost 17 points.
- 2) **Many More Mummies:** Increase to 16 395-point mummies. 198 Active Points; total cost 19 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 19 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 16 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 16 points.
- 6) **Apprentice's Version:** Add Side Effects (created undead attacks caster; -1). Total cost: 14 points.
- 7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.
- 9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 16 points.
- 10) **Quick Spell:** Change to Extra Time (1 Minute; -1½). Total cost: 20 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 17 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 197 Active Points; total cost 19 points.

13) **Sorrelin's Spell Of Greater Mummy Creation:**

This spell creates a mummy with all of the optional powers listed on page 123 of *The HERO System Bestiary*. Increase to Summon one 579-point mummy. 232 Active Points; total cost 22 points.

14) **Create Specific Mummy:** This version of the spell creates a mummy from a specific person, thus returning that person to "life" to serve the necromancer. Add Specific Being (+1). 237 Active Points; total cost 23 points.

15) **Mummy Creation Ritual:** This form of the spell requires several necromancers to cast. Add Ritual (3 casters; -½). Total cost: 14 points.

CREATE SKELETON

Effect: Summon one 179-point skeleton, Slavishly Loyal

Target/Area Affected: One skeleton

Casting Time: 5 Minutes

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -7

END Cost: 7

Description: With this spell, a caster can turn a jumble of ordinary human bones, or a mostly excarnated body, into a necromantically-animated skeleton. Skeletons make superb servants and warriors in many respects; they do not tire, feel pain, or question orders. However, they do tend to interpret commands literally, and cannot think on their own.

Game Information: *Summon one 179-point skeleton, Slavishly Loyal (+1) (72 Active Points); OAF Expendable (amulet of bone carved with necromantic runes, some human blood, and necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Gestures (throughout; -½), Incantations (throughout; -½), Must Have Body Or Bones (-1), Requires A Necromancy Roll (-½). Total cost: 8 points.*

OPTIONS:

- 1) **More Skeletons:** Increase to four 179-point skeletons. 92 Active Points; total cost 11 points.
- 2) **Many More Skeletons:** Increase to 16 179-point skeletons. 112 Active Points; total cost 13 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 11 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 9 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 9 points.
- 6) **Apprentice's Version:** Add Side Effects (created undead attacks caster; -1). Total cost: 8 points.
- 7) **Difficult Spell:** Change to Requires A Necro-



mancy Roll (-1 per 5 Active Points; -1). Total cost: 8 points.

8) Easy Spell: Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.

9) Master's Version: Remove Requires A Necromancy Roll (-½). Total cost: 9 points.

10) Quick Spell: Change to Extra Time (1 Minute; -1½). Total cost: 9 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: 10 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 11 points.

13) Tharagoth's Spell Of Skeletal Recruitment: This spell creates a veritable army of skeletons. To cast it, the necromancer must be in a cemetery, a recent battlefield, or some other place with lots of bodies or skeletons. Increase to 1,000 179-point skeletons. 172 Active Points; total cost 20 points.

CREATE SPECTER

Effect: Summon one 799-point specter, Slavishly Loyal

Target/Area Affected: One specter

Casting Time: 1 Hour

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -32

END Cost: 32

Description: This spell conjures a specter to serve the necromancer. The spell's procedures are similar in many respects to those of Create Ghost, but instead of a bowl of human blood the caster must have a live sacrifice of some sort — typically a human, but some necromancers substitute various animals instead.

At the GM's option, the necromancer receives a +1 bonus to his Necromancy roll to cast this spell if he casts it at a cemetery, battlefield, or other place where lots of bodies are buried.

Game Information: *Summon one 799-point specter, Slavishly Loyal (+1) (320 Active Points); OAF Expendable (human [or other] sacrifice and other necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Necromancy Roll (-½). Total cost: 38 points.*

OPTIONS:

- 1) **More Specters:** Increase to four 799-point specters. 340 Active Points; total cost 40 points.
- 2) **Many More Specters:** Increase to 16 799-point specters. 360 Active Points; total cost 42 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 49 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 40 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 40 points.
- 6) **Apprentice's Version:** Add Side Effects (created undead attacks caster; -1). Total cost: 34 points.
- 7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 35 points.
- 8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 39 points.
- 9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 40 points.
- 10) **Quick Spell:** Change to Extra Time (1 Minute; -1½). Total cost: 46 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 43 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 400 Active Points; total cost 47 points.
- 13) **Create Specific Specter:** This version of the spell conjures the specter of a specific person to serve the necromancer. Add Specific Being (+1). 480 Active Points; total cost 56 points.
- 14) **Specter-Summoning Ritual:** This form of the spell requires several necromancers to cast. Add Ritual (3 casters; -½). Total cost: 35 points.

CREATE VAMPIRE

Effect: Summon one 412-point lesser vampire, Slavishly Loyal

Target/Area Affected: One lesser vampire

Casting Time: 1 Day

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -16

END Cost: 16

Description: With this spell, a necromancer can transform an ordinary corpse into a lesser vampire. The corpse must be largely intact (it might have suffered a wound or two, but it cannot be missing any limbs or the like). During the creation process, the necromancer infuses the body not only with fresh human blood, but essence of bat, wolf's blood, and many other foul substances.

At the GM's option, Embalming is a Complementary Skill for the Necromancy roll for this spell.

Game Information: *Summon one 412-point lesser vampire, Slavishly Loyal (+1) (164 Active Points); OAF Expendable (human blood and other foul substances, plus necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Day; -4), Gestures (throughout; -½), Incantations (throughout; -½), Must Have Proper Body (-1), Requires A Necromancy Roll (-½). Total cost: 16 points.*

OPTIONS:

- 1) **More Vampires:** Increase to four 412-point lesser vampires. 184 Active Points; total cost 17 points.
- 2) **Many More Vampires:** Increase to 16 412-point lesser vampires. 204 Active Points; total cost 19 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 19 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 16 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 16 points.
- 6) **Apprentice's Version:** Add Side Effects (created undead attacks caster; -1). Total cost: 14 points.
- 7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 15 points.
- 8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.
- 9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 16 points.
- 10) **Quick Spell:** Change to Extra Time (1 Minute; -1½). Total cost: 20 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 17 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 205 Active Points; total cost 19 points.
- 13) **Create Specific Vampire:** This version of the spell creates a lesser vampire from a specific person,

thus returning that person to “life” to serve the necromancer. Add Specific Being (+1). 246 Active Points; total cost 23 points.

14) Vampire Creation Ritual: This form of the spell requires several necromancers to cast. Add Ritual (3 casters; -½). Total cost: 15 points.

CREATE WIGHT

Effect: Summon one 314-point wight, Slavishly Loyal
Target/Area Affected: One wight

Casting Time: 1 Day

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -12

END Cost: 12

Description: Instead of letting the corpse of a powerful or noteworthy man rest easy in death, a necromancer can use this spell to bring the dead person back to life as a fearsome wight. The corpse must be largely intact (it might have suffered a wound or two, but it cannot be missing any limbs or the like). The necromancer dresses the body in appropriate funerary garb anointed in human blood, performs various preliminary rituals and incantations, and after a day’s effort utters the final blasphemous words that bring the wight back to the land of the living.

At the GM’s option, Embalming is a Complementary Skill for the Necromancy roll for this spell.

Game Information: *Summon one 314-point wight, Slavishly Loyal (+1) (126 Active Points); OAF Expendable (death mask or robes anointed in human blood, plus necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Day; -4), Gestures (throughout; -½), Incantations (throughout; -½), Must Have Proper Body (-1), Requires A Necromancy Roll (-½). Total cost: 12 points.*

OPTIONS:

1) More Wights: Increase to four 314-point wights. 146 Active Points; total cost 14 points.

2) Many More Wights: Increase to 16 314-point wights. 166 Active Points; total cost 16 points.

3) Free Spell: Remove OAF (-2). Total cost: 15 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 13 points.

5) Silenced Spell: Remove Incantations (-½). Total cost: 13 points.

6) Apprentice’s Version: Add Side Effects (created undead attacks caster; -1). Total cost: 11 points.

7) Difficult Spell: Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 11 points.

8) Easy Spell: Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.

9) Master’s Version: Remove Requires A Necromancy Roll (-½). Total cost: 13 points.

10) Quick Spell: Change to Extra Time (1 Minute; -1½). Total cost: 16 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: 13 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 157 Active Points; total cost 15 points.

13) Create Specific Wight: This version of the spell creates a wight from a specific person, thus returning that person to “life” to serve the necromancer. Add Specific Being (+1). 189 Active Points; total cost 18 points.

14) Wight Creation Ritual: This form of the spell requires several necromancers to cast. Add Ritual (3 casters; -½). Total cost: 11 points.

CREATE WRAITH

Effect: Summon one 568-point wraith, Slavishly Loyal
Target/Area Affected: One wraith

Casting Time: 1 Hour

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -23

END Cost: 23

Description: This spell conjures a wraith to serve the necromancer. The spell’s procedures resemble those of Create Ghost, but the spell can only be cast at night and involves the sacrifice of a live black cat.

Game Information: *Summon one 568-point wraith, Slavishly Loyal (+1) (228 Active Points); OAF Expendable (black cat sacrifice and other necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Only Works At Night (-½), Requires A Necromancy Roll (-½). Total cost: 25 points.*

OPTIONS:

1) More Wraiths: Increase to four 568-point wraiths. 248 Active Points; total cost 27 points.

2) Many More Wraiths: Increase to 16 568-point wraiths. 268 Active Points; total cost 30 points.

3) Free Spell: Remove OAF (-2). Total cost: 33 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 27 points.

5) Silenced Spell: Remove Incantations (-½). Total cost: 27 points.

6) Apprentice’s Version: Add Side Effects (created undead attacks caster; -1). Total cost: 23 points.

7) Difficult Spell: Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 24 points.

8) Easy Spell: Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 26 points.

- 9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 27 points.
- 10) **Quick Spell:** Change to Extra Time (1 Minute; -1½). Total cost: 30 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 28 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 285 Active Points; total cost 32 points.
- 13) **Create Specific Wraith:** This version of the spell conjures the wraith of a specific person to serve the necromancer. Add Specific Being (+1). 342 Active Points; total cost 38 points.
- 14) **Wraith-Summoning Ritual:** This form of the spell requires several necromancers to cast. Add Ritual (3 casters; -½). Total cost: 24 points.

CREATE ZOMBIE

Effect: Summon one 178-point zombie, Slavishly Loyal
Target/Area Affected: One zombie
Casting Time: 5 Minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -7
END Cost: 7

Description: With this spell, a caster can turn a mostly-intact corpse into a necromantically-animated zombie. Zombies make superb servants and warriors in many respects; they do not tire, feel pain, or question orders. However, they do tend to interpret commands literally, and cannot think on their own.

Game Information: *Summon one 178-point zombie, Slavishly Loyal (+1) (72 Active Points); OAF Expendable (amulet of bone carved with necromantic runes, some human blood, and necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Gestures (throughout; -½), Incantations (throughout; -½), Must Have Body Or Bones (-1), Requires A Necromancy Roll (-½). Total cost: 8 points.*

OPTIONS:

- 1) **More Zombies:** Increase to four 178-point zombies. 92 Active Points; total cost 11 points.
- 2) **Many More Zombies:** Increase to 16 178-point zombies. 112 Active Points; total cost 13 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 11 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 9 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 9 points.
- 6) **Apprentice's Version:** Add Side Effects (created undead attacks caster; -1). Total cost: 8 points.
- 7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.

- 9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 9 points.
- 10) **Quick Spell:** Change to Extra Time (1 Minute; -1½). Total cost: 9 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 10 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 11 points.
- 13) **Tharagoth's Spell Of The Unliving Brigades:** This spell creates a veritable army of zombies. To cast it, the necromancer must be in a cemetery, a recent battlefield, or some other place with lots of as yet undecayed bodies. Increase to 1,000 178-point zombies. 172 Active Points; total cost 20 points.

OFFENSIVE SPELLS

DEATH TOUCH

Effect: RKA 6d6, NND, Does BODY
Target/Area Affected: One character
Casting Time: Full Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Touch
Magic Roll Penalty: -13
END Cost: 27

Description: One of the most powerful spells of Necromancy is this one, which allows a necromancer to kill with but a touch.

Game Information: *RKA 6d6, NND (defense is Hargenzarian's Spell Of Lifeshielding; +1), Does BODY (+1) (270 Active Points); OAF Expendable (shrunk human skull, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Necromancy Roll (-1 per 20 Active Points; -¼), Spell (-½). Total cost: 57 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 8d6. 360 Active Points; total cost 76 points.
- 2) **Weak Spell:** Decrease to RKA 4d6. 180 Active Points; total cost 38 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 83 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 60 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 60 points.
- 6) **Apprentice's Version:** Add Side Effects (caster suffers effects of spell; -1). Total cost: 47 points.
- 7) **Very Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 49 points.
- 8) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 10 Active Points; -½). Total cost: 54 points.

UNIVERSAL CREATE UNDEAD SPELL

With the GM's approval, necromancers can simply combine all the undead creation spell into one spell of general application:

Summon one undead being built on 799 Character Points or less, Expanded Class (any undead; +½), Slavishly Loyal (+1) (400 Active Points); OAF Expendable (appropriate material components and other necromantic supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Necromancy Roll (-½). Total cost: 47 points.

This lacks the flavor of having the individual creation spells and their variations, but saves the necromancer Character Points in the long run.



9) Master's Version: Remove Requires A Necromancy Roll (-¼). Total cost: 60 points.

10) Quick Spell: Remove Extra Time (Full Phase; -½). Total cost: 63 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 54 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 315 Active Points; total cost 66 points.

13) Lesser Name Of Death: By speaking the True Name of Death to someone, the necromancer can cause him to die instantly. Replace No Range (-½) with Limited Range (-¼). 270 Active Points; total cost 60 points.

14) Greater Name Of Death: If the necromancer speaks the True Name of Death, everyone who hears it dies. Add Area Of Effect (20" Radius ["voice range Incantations"]; +1) and Personal Immunity (+¼). 382 Active Points; total cost 80 points.

DRUATHEK'S NECROMANTIC FETTERS

Effect: Mind Control 12d6, Only Versus Undead

Target/Area Affected: One undead being

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -6

END Cost: 6

Description: Druathek the Maleficent, one of the most feared necromancers and sorcerers in the Turakian lands, long ago improved on existing spells for controlling the undead to create one of singular potency and effectiveness. A necromancer who knows this spell need not fear his created undead turning on him.

Game Information: *Mind Control 12d6 (60 Active Points); OAF Expendable (corroded miniature bronze chain-and-manacles, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Versus Undead Beings (-1), Requires A Necromancy Roll (-½), Spell (-½). Total cost: 13 points.*

OPTIONS:

1) Strong Spell: Increase to Mind Control 15d6. 75 Active Points; total cost 16 points.

2) Weak Spell: Decrease to Mind Control 9d6. 45 Active Points; total cost 9 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 17 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 13 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 13 points.

6) Apprentice's Version: Add Side Effects (-3 to Necromancy rolls for 1d6 hours; -¼). Total cost: 12 points.

7) Difficult Spell: Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 11 points.

8) Easy Spell: Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.

9) Master's Version: Remove Requires A Necromancy Roll (-½). Total cost: 14 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 11 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 12 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 19 points.

DRUATHEK'S OSSEOUS MALADY

Effect: RKA 1d6, NND, Does BODY, +2 Increased STUN Multiplier

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 30"

Magic Roll Penalty: -7

END Cost: 7

Description: Another creation of Druathek the Maleficent, this spell allows a caster to warp and break another person's skeleton, causing horrific pain and injuries. It was with this spell that Druathek slew the master assassin Raygr Blackthorn, whom one of his many enemies had sent to murder him.

Game Information: RKA 1d6, Continuous (+1), +2 Increased STUN Multiplier (+½), NND (defense is Power Defense or having no skeletal structure; +1), Does BODY (+1) (67 Active Points); OAF Expendable (amulet made of warped and twisted bones, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (30"; -¼), Requires A Necromancy Roll (-½), Spell (-½). Total cost: 17 points.

OPTIONS:

1) Strong Spell: Increase to RKA 2d6. 135 Active Points; total cost 34 points.

2) Weak Spell: Decrease to RKA ½d6. 45 Active Points; total cost 11 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 24 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 18 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 18 points.

6) Apprentice's Version: Add Side Effects (-3 to DEX Rolls for 1d6 hours; -¼). Total cost: 16 points.

7) Difficult Spell: Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 15 points.

8) Easy Spell: Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 18 points.

9) Master's Version: Remove Requires A Necromancy Roll (-½). Total cost: 19 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 16 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 16 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 19 points.

HISTORY OF BLOOD

Effect: RKA 2d6, NND, Does BODY

Target/Area Affected: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 20"

Magic Roll Penalty: -13

END Cost: 6

Description: This unusual spell has the terrifying effect of causing the target's old wounds to re-open, one at a time, until he bleeds to death. Each Phase another old wound opens, or one that's already opened becomes bigger.

This spell only affects beings that have been wounded or injured in the past, and only to the extent they have suffered injury. Someone who's never suffered a serious injury is immune to the spell. Someone who's only suffered a few injuries can only suffer from the effects of this spell to their extent. In general, the GM can assume that most people have suffered enough cuts, nicks, and minor injuries to take at least one BODY per Phase from this spell, but he may restrict the total damage History Of Blood can do to some people. For example, if he knows that a character has only suffered three serious injuries in his life (for 2 BODY, 3 BODY, and 5 BODY damage, respectively), then the most damage that character can take from History Of Blood is 10 BODY.

Game Information: RKA 2d6, Continuous (+1), NND (defense is having never been injured, or Hargenzarian's Spell Of Lifeshielding; +1), Does BODY (+1), Reduced Endurance (½ END; +¼) (127 Active Points); OAF Expendable (miniature silver dagger, its blade coated with fresh human blood, Very Difficult to obtain; -1½), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Limited Range (20"; -¼), Requires A Necromancy Roll (-½), Spell (-½). Total cost: 28 points.

OPTIONS:

1) Strong Spell: Increase to RKA 3d6. 191 Active Points; total cost 42 points.

- 2) **Weak Spell:** Decrease to RKA 1d6. 64 Active Points; total cost 14 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 42 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 30 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 30 points.
- 6) **Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 27 points.
- 7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 25 points.
- 8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 30 points.
- 9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 32 points.
- 10) **Quick Spell:** Remove Extra Time (-¼). Total cost: 30 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 27 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 142 Active Points; total cost 31 points.
- 13) **Sa'akiv's History Of Blood:** The feared Red Necromancer has devised a particularly painful version of this spell. Add +1 Increased STUN Multiplier (+¼). 135 Active Points; total cost 30 points.

SA'AKIV'S PREMONITION OF THE GRAVE

Effect: Drain PRE 5d6, NND

Target/Area Affected: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 30"

Magic Roll Penalty: -7

END Cost: 7

Description: The enigmatic wizard Sa'akiv, known as the Red Necromancer, refined and improved earlier versions of this spell, and his variant has since been learned by many other necromancers throughout the Turakian lands. Premonitions Of The Grave afflicts living beings with the terror of their own mortality — the knowledge that they will one day die, that death will not be pleasant, and that the afterlife holds no comforts. It has no effect on long-lived or immortal beings, such as dwarves, elves, the undead, or gods.

Game Information: Drain PRE 5d6, NND (defense is Life Support [Longevity]; +½), Limited Range (+¼) (87 Active Points); OAF Expendable (chip of stone from a grave marker or tomb, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Necromancy Roll (-½), Spell (-½). Total cost: 20 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Drain PRE 6d6. 105 Active Points; total cost 25 points.



- 2) **Weak Spell:** Decrease to Drain PRE 4d6. 70 Active Points; total cost 16 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 29 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 22 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 22 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain PRE 4d6; -½). Total cost: 18 points.
- 7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 18 points.
- 8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 22 points.
- 9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 23 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 23 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 19 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 112 Active Points; total cost 26 points.
- 13) **Sargath's Premonitions Of Death:** Sargath the Vampire Lord has augmented the Red Necromancer's spell further, so that the terror of death lasts longer. Add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½). 112 Active Points; total cost 26 points.

SA'AKIV'S SOULRIPPING

Effect: RKA 4d6, Penetrating

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 30"

Magic Roll Penalty: -9

END Cost: 9

Description: Another creation of the feared master of the Whispering Wastes, Sa'akiv's Soulripping allows a necromancer to literally tear the soul out of a person's body, killing him instantly. It does not work against beings that lack souls, such as demons, the undead, golems (and other constructs), elementals, and the like. The GM determines what beings do and do not have souls.

Game Information: RKA 4d6, Penetrating (+½) (90 Active Points); OAF Expendable (page from a priest's holy book overwritten with necromantic runes written in human blood, Extremely Difficult to obtain; -2), Gestures (-¼), Incantations (-¼), Limited Range (30"; -¼), Not Versus Soulless Beings (-¼), Requires A Necromancy Roll (-½), Spell (-½). Total cost: 18 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 6d6. 135 Active Points; total cost 27 points.
- 2) **Weak Spell:** Decrease to RKA 3d6. 67 Active Points; total cost 13 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 30 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 19 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 19 points.
- 6) **Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 17 points.
- 7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 16 points.
- 8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 19 points.
- 9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 20 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 16 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 17 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 120 Active Points; total cost 24 points.
- 13) **Karrek's Soulripping:** Karrek the Black has created a version of this spell that keeps tearing the soul from the victim's body until he dies. Decrease to RKA 3d6 and add Continuous (+1). 112 Active Points; total cost 22 points.



SUMMON GHOUL

Effect: Summon one 147-point ghoul

Target/Area Affected: One ghoul

Casting Time: 20 Minutes

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -3

END Cost: 3

Description: In addition to being able to create many types of undead, necromancers can call forth existing undead. This particular spell summons ghouls, with whom the necromancer must negotiate for service; the options below include spells for other types of undead. The spell only works if there are ghouls nearby (the GM determines what constitutes “nearby”), and the ghouls must come to the necromancer under their own power.

Game Information: *Summon one 147-point ghoul (29 Active Points); OAF Expendable (hunk of rancid meat, Easy to obtain; -1), Summoned Being Must Inhabit Locale (-½), Arrives Under Own Power (-½), Concentration (0 DCV throughout; -1), Extra Time (20 Minutes; -2½), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Necromancy Roll (-½). Total cost: 4 points.*

OPTIONS:

1) Many Ghouls: Increase to eight 147-point ghouls. 44 Active Points; total cost 5 points.

2) Many, Many Ghouls: Increase to 16 147-point ghouls. 49 Active Points; total cost 6 points.

3) Free Spell: Remove OAF (-1). Total cost: 4 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 4 points.

5) Silenced Spell: Remove Incantations (-½). Total cost: 4 points.

6) Apprentice's Version: Add Side Effects (Summoned beings automatically attack caster; -1). Total cost: 3 points.

7) Difficult Spell: Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

8) Easy Spell: Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.

9) Master's Version: Remove Requires A Necromancy Roll (-½). Total cost: 4 points.

10) Quick Spell: Change to Extra Time (Full Phase; -½). Total cost: 5 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: 4 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 43 Active Points; total cost 5 points.

- 13) Friendly Ghoul:** Add Friendly (+¼). 36 Active Points; total cost 4 points.
- 14) Loyal Ghoul:** Add Loyal (+½). 43 Active Points; total cost 5 points.
- 15) Devoted Ghoul:** Add Devoted (+¾). 51 Active Points; total cost 6 points.
- 16) Slavishly Loyal Ghoul:** Add Slavishly Loyal (+1). 58 Active Points; total cost 7 points.
- 17) Weak-Willed Ghoul:** Add Weak-Willed (-4 to EGO Rolls; +½). 43 Active Points; total cost 5 points.
- 18) Other Necromantic Summoning Spells:**

Summon Ghost: *Change to Summon one 405-point ghost (Focus: small piece of a burial shroud): 81 Active Points; total cost 10 points.*

Summon Mummy: *Change to Summon one 395-point mummy (Focus: small piece of a mummy's wrappings): 79 Active Points; total cost 10 points.*

Summon Skeletons: *Change to Summon four 179-point skeletons (Focus: small piece of human bone). 46 Active Points; total cost 6 points.*

Summon Specter: *Change to Summon one 799-point specter (Focus: small piece of an elegant burial shroud): 160 Active Points; total cost 20 points.*

Summon Vampires (Lesser): *Change to Summon two 412-point Lesser Vampires (Focus: splinter of wood from a coffin): 87 Active Points; total cost 11 points.*

Summon Vampire (Greater): *Change to Summon one 696-point Greater Vampire (Focus: splinter of wood from a coffin): 139 Active Points; total cost 17 points.*

Summon Wights: *Change to Summon four 314-point wights (Focus: bit of earth from a grave-mound or barrow): 73 Active Points; total cost 9 points.*

Summon Wraiths: *Change to Summon two 568-point wraiths (Focus: small piece of black cloth): 119 Active Points; total cost 15 points.*

Summon Zombies: *Change to Summon four 178-point zombies (Focus: small piece of decaying flesh): 46 Active Points; total cost 6 points.*

- 19) Sa'akiv's Spell Of Undead Summoning:** This spell summons one of any type of undead. Change to Summon one undead being built on up to 799 points, Expanded Class (undead; +½). 240 Active Points; total cost 30 points.

THRONEK'S AURA OF NECROMANTIC POWER

Effect: +60 PRE, Only Versus Undead Beings
Target/Area Affected: One or more undead beings
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -6
END Cost: 6

Description: The mighty First Epoch necromancer Thronek learned early in his career that sometimes the best way to exert control over an undead was not to leash them with the Necromantic Fetters, but to persuade and intimidate them with displays of power. He developed this spell to take advantage of that fact. He later discovered he could also use it to inspire his undead servants to resist the effects of priestly powers and the like.

Game Information: +60 PRE (60 Active Points); OAF Expendable (two gold coins anointed in human blood, Very Difficult to obtain; -1½), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only Works Against Undead Creatures (-1), Requires A Necromancy Roll (-½), Spell (-½). Total cost: 11 points.

OPTIONS:

- 1) Strong Spell:** Increase to +80 PRE. 80 Active Points; total cost 14 points.
- 2) Weak Spell:** Decrease to +40 PRE. 40 Active Points; total cost 7 points.
- 3) Free Spell:** Remove OAF (-1½). Total cost: 15 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.
- 6) Apprentice's Version:** Add Side Effects (focuses undead's unwelcome attentions solely on caster; -1). Total cost: 9 points.
- 7) Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 8) Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 12 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 10 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 16 points.

THRONEK'S SPELL OF WITHERING

Effect: RKA 2d6, NND, Does BODY plus Drain Physical Characteristics 1d6, NND

Target/Area Affected: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 40"

Magic Roll Penalty: -17

END Cost: 17

Description: When King Horgel the Golden led his knights against Thronek to slay him and destroy the grip of fear in which he held the land, the author of the infamous Bloodstained Scrolls used this spell against him. Before the horrified eyes of his retainers, Horgel aged dozens of years in the space of but a few seconds, quickly collapsing and dying of extreme old age. Pausing not even long enough to gather the king's corpse for burial, his warriors fled, and Thronek's hold over the North was assured for many years to come.

Game Information: RKA 2d6, Continuous (+1), NND (defense is Life Support [Longevity]; +½), Does BODY (+1) (105 Active Points); OAF Expendable (piece of flesh from the body of a person who died of old age, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (40"; -¼), Requires A Necromancy Roll (-½), Spell (-½) (total cost: 23 points) **plus** Drain Physical Characteristics 1d6 (STR, DEX, CON, BODY), four Characteristics simultaneously (+1), Delayed Return Rate (target recovers his REC in Character Points' worth of each Characteristic per Month; +2), Continuous (+1), Limited Range (40"; +¼), NND (defense is Life Support [Longevity]; +½), Does BODY (+1) (67 Active Points); OAF Expendable (piece of flesh from the body of a person who died of old age, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Linked (-½), Requires A Necromancy Roll (-½), Spell (-½) (total cost: 14 points). Total cost: 37 points.

OPTIONS:

1) **Strong Spell:** Increase to RKA 3d6 + Drain 2d6. 157 + 135 = 292 Active Points; total cost 35 + 28 = 63 points.

2) **Weak Spell:** Decrease to RKA 1d6 + Drain ½d6. 52 + 34 = 86 Active Points; total cost 11 + 7 = 18 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 32 + 19 = 51 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 25 + 15 = 40 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 25 + 15 = 40 points.

6) **Apprentice's Version:** Add Side Effects (RKA 1d6; -¼) to RKA. Total cost: 22 + 14 = 36 points.

7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 21 + 13 = 34 points.

8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 25 + 15 = 40 points.

9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 26 + 16 = 42 points.

10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 26 + 16 = 42 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 22 + 13 = 35 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 120 + 72 = 192 Active Points; total cost 27 + 15 = 42 points.

ULGAR'S HAMMER OF THE UNDEAD

Effect: RKA 4d6, Affects Desolidified, Only Versus Undead

Target/Area Affected: One undead being

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 375"

Magic Roll Penalty: -7

END Cost: 7

Description: Sometimes a necromancer cannot control or cow a renegade undead or the undead servitors of an enemy necromancer. In that case, he may simply have to destroy the undead creature using this spell. It disrupts the forms of undead beings, even incorporeal ones such as ghosts and wraiths.

Game Information: RKA 4d6, Affects Desolidified (undead and Necromancy-based forms of Desolidification only; +¼) (75 Active Points); OAF Expendable (small piece of a burial shroud soaked in oil, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Only Versus Undead Beings (-1), Requires A Necromancy Roll (-½), Spell (-½). Total cost: 17 points.

OPTIONS:

1) **Strong Spell:** Increase to RKA 6d6. 112 Active Points; total cost 25 points.

2) **Weak Spell:** Decrease to RKA 2d6. 37 Active Points; total cost 8 points.

3) **Free Spell:** Remove OAF (-1). Total cost: 21 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 18 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 18 points.

6) **Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 16 points.

7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 15 points.

8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 18 points.

9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 19 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 15 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 16 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 105 Active Points; total cost 23 points.

13) Ulgar's Greater Hammer Of The Undead: Ulgar also created a version of his spell that affects any undead in a large area. Add Area Of Effect (8" Radius; +1). 135 Active Points; total cost 30 points.

VAMPIRIC TOUCH

Effect: Transfer BODY and STUN 2d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -6

END Cost: 6

Description: This spell drains life-force from the target into the caster. Though the effects are only temporary, they often provide a significant advantage to the necromancer, who's simultaneously strengthening himself and weakening his foe.

Game Information: *Transfer BODY and STUN 2d6, take two Characteristics at once from target (+½), grant two Characteristics at once to caster (+½) (60 Active Points); OAF Expendable (strip from a burial shroud tied into a complex necromantic knot, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Necromancy Roll (-½), Spell (-½). Total cost: 16 points.*

OPTIONS:

1) Strong Spell: Increase to Transfer 3d6. 90 Active Points; total cost 24 points.

2) Weak Spell: Decrease to Transfer 1d6. 30 Active Points; total cost 8 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 24 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 17 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 17 points.

6) Apprentice's Version: Add Side Effects (Drain STUN 3d6; -½). Total cost: 14 points.

7) Difficult Spell: Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 14 points.

8) Easy Spell: Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.

9) Master's Version: Remove Requires A Necromancy Roll (-½). Total cost: 18 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 14 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 15 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 20 points.

13) Druathek's Vampiric Touch: Druathek the Maleficent often casts a version of this spell with much longer-lasting effects. Tavern tales say he used it to slay the Wizard of Goblin-Face Rock and steal his grimoires and magical items. Add Delayed Recover Rate (points return/fade at the rate of 5 per Hour; +1). 90 Active Points; total cost 24 points.

VELTHAREX'S SPELL OF TORMENT

Effect: Drain DEX 2d6 plus Ego Attack 3d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -7

END Cost: 7

Description: This spell inflicts horrific agony on the target. Those who do not pass out find themselves crippled by the torment, unable to make their hands and feet move as swiftly or dexterously as normal.

Game Information: *Drain DEX 2d6, Ranged (+½), Line Of Sight (+½) (40 Active Points); OAF Expendable (a small piece of human flesh, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Necromancy Roll (-½), Spell (-½) (total cost: 11 points) plus Ego Attack 3d6 (30 Active Points); OAF Expendable (a small piece of human flesh, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Linked (-½), Requires A Necromancy Roll (-½), Spell (-½) (total cost: 7 points). Total cost: 18 points*

OPTIONS:

1) Strong Spell: Increase to Drain DEX 3d6 plus Ego Attack 4d6. 60 + 40 = 100 Active Points; total cost 16 + 9 = 25 points.

2) Weak Spell: Decrease to Drain DEX 1d6 plus Ego Attack 2d6. 20 + 20 = 40 Active Points; total cost 5 + 5 = 10 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 16 + 10 = 26 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 11 + 7 = 18 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 11 + 7 = 18 points.

6) Apprentice's Version: Add Side Effects (Drain DEX 1d6; -¼). Total cost: 10 + 7 = 17 points.

7) Difficult Spell: Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 9 + 6 = 15 points.

8) Easy Spell: Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 11 + 7 = 18 points.



9) Master's Version: Remove Requires A Necromancy Roll ($-\frac{1}{2}$). Total cost: $12 + 8 = 20$ points.

10) Lengthy Spell: Add Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: $9 + 6 = 15$ points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: $10 + 7 = 17$ points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). $50 + 45 = 95$ Active Points; total cost $13 + 11 = 24$ points.

13) Veltharex's Chains Of Torment: This form of the spell, also developed by the lich Veltharex, continues to afflict the victim as long as the caster pays END. Add Continuous (+1) to both powers. $60 + 60 = 150$ Active Points; total cost $16 + 14 = 30$ points.

WRAITHTOUCH

Effect: Drain BODY and STUN 3d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -4

END Cost: 4

Description: This spell duplicates the fearsome touch of the wraith, allowing a necromancer to leech the vitality and life-force out of another person.

Game Information: Drain BODY and STUN 3d6, two Characteristics simultaneously ($+\frac{1}{2}$) (45 Active Points); OAF Expendable (piece of cloth from a wraith's robes, Extremely Difficult to obtain; -2), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Necromancy Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 10 points.

OPTIONS:

1) Strong Spell: Increase to Drain BODY and STUN 4d6. 60 Active Points; total cost 13 points.

2) Weak Spell: Decrease to Drain BODY and STUN 2d6. 30 Active Points; total cost 7 points.

3) Free Spell: Remove OAF (-2). Total cost: 18 points.

4) Stilled Spell: Remove Gestures ($-\frac{1}{4}$). Total cost: 11 points.

5) Silenced Spell: Remove Incantations ($-\frac{1}{4}$). Total cost: 11 points.

- 6) Apprentice's Version:** Add Side Effects (Drain STUN 2d6; -¼). Total cost: 9 points.
- 7) Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 8) Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 11 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 9 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 13 points.
- 13) Lurasha's Wraithtouch:** The effects of this form of the Wraithtouch last much longer than those of the standard spell. Add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½). 60 Active Points; total cost 13 points.
- 14) Bailthund's Wraith-Grasp:** The necromancer Bailthund, who lived during the troll-wars of the early Second Epoch, found that many trolls resisted the effects of the Wraithtouch — they were too large and strong for it to have much effect unless cast repeatedly. To counteract that, he developed this version of the spell, which remains in effect as long as the caster continues to touch the target. Add Continuous (+1) and Only Versus Grabbed Targets (-½). 75 Active Points; total cost 15 points.
- 15) Bailthund's Ray Of The Wraith:** Bailthund also found that having to touch trolls was far too dangerous for his liking, so he developed a form of the spell that works at range. Add Ranged (+½). 60 Active Points; total cost 13 points.

ZALTHORU'S SPELL OF ETERNAL DEATH

Effect: Suppress Healing 10d6, Only Versus Resurrection Healing

Target/Area Affected: One character

Casting Time: Extra Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 10 years, +10 years per point by which the caster makes his Necromancy roll)

Range: 500"

Magic Roll Penalty: -10

END Cost: 0

Description: Zalthoru Priestbane, a necromancer of the First Epoch, created this spell after discovering that one of his greatest enemies, the high priest Eunorius, had used a resurrection-spell to return to life after Zalthoru thought him slain. Enraged that his enemy would cheat him thus of victory, Zalthoru created a spell that prevents the use of resurrection spells for decades, even centuries.

In game terms, the necromancer casts this spell on a dead body, and the GM makes a note of the total on the Suppress dice. For the duration of the spell, any time a Healing Resurrection power is used to bring the body back to life, it fails to work unless its Active Points exceed the Suppress total.

Game Information: *Suppress Healing 10d6, Reduced Endurance (0 END, effect can be negated with a successful Dispel Magic spell; +½), Uncontrolled (duration of 10 years, +10 years per point by which the caster makes his Necromancy roll; +½) (100 Active Points); OAF Expendable (tiny golden lock, Very Difficult to obtain; -1½), Extra Time (Extra Phase to cast; -½), Gestures (-¼), Incantations (-¼), Only Versus Resurrection Healing (-1), Requires A Necromancy Roll (-½), Spell (-½). Total cost: 18 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Suppress Healing 12d6. 120 Active Points; total cost 22 points.
- 2) Weak Spell:** Decrease to Suppress Healing 8d6. 80 Active Points; total cost 14 points.
- 3) Free Spell:** Remove OAF (-1½). Total cost: 25 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 19 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 19 points.
- 6) Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 17 points.
- 7) Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 17 points.
- 8) Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 19 points.
- 9) Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 20 points.



10) Quick Spell: Remove Extra Time (Full Phase; -½). Total cost: 20 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 17 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 125 Active Points; total cost 23 points.

13) Ckothem's Spell Of Interruption: Building on Zalthoru's work, the early Second Epoch necromancer Ckothem created a spell that inhibits any use of Healing Regeneration. Many spellcasters find this spell a valuable weapon against regenerating monsters as well as some enemy wizards. Change to duration of 1 day (+1 day per point by which the caster makes his Necromancy roll) and Only Versus Regeneration Or Resurrection Healing (-¾). Total cost: 19 points.

DEFENSIVE SPELLS

FEKURA'S SPELL OF THE UNDEAD FORM

Effect: Physical and Energy Damage Reduction, Resistant, 50%

Target/Area Affected: Self

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 Minute, +1 Minute per point by which the caster makes his Necromancy roll)

Range: Self

Magic Roll Penalty: -9

END Cost: 0

Description: This spell temporarily imbues the caster's body with the injury-resisting properties possessed by many corporeal undead. However, this protection comes with one drawback: the undead attributes taken on are so strong that the necromancer becomes susceptible to certain spells that otherwise could not affect him, primarily Druathek's Necromantic Fetters and Thronek's Aura Of Necromantic Power (the GM decides if other undead-affecting spells can affect the character).

Game Information: *Physical and Energy Damage Reduction, Resistant, 50%, Uncontrolled (duration of 1 Minute, +1 Minute per point by which the caster makes his Necromancy roll; +½) (90 Active Points); OAF Expendable (tiny shield made of bone from a slain skeleton or other corporeal undead, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼),*

Requires A Necromancy Roll (-½), Side Effect (character becomes susceptible to certain Necromancy spells [see text], automatically occurs; -½). Total cost: 20 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Physical and Energy Damage Reduction, Resistant, 75%. 180 Active Points; total cost 40 points.
- 2) **Weak Spell:** Decrease to Physical and Energy Damage Reduction, Resistant, 25%. 45 Active Points; total cost 10 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 30 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 21 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 21 points.
- 6) **Apprentice's Version:** Add Side Effects (character becomes Vulnerable [2 x effect] to all undead attacks for 1d6 hours; -¼). Total cost: 19 points.
- 7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 18 points.
- 8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 21 points.
- 9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 22 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 22 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 19 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 120 Active Points; total cost 27 points.
- 13) **Fekura's Second Spell Of The Undead Form:** Fekura also developed a version of this spell that she could apply to her allies. In later centuries, necromancers discovered they could sometimes trick someone into accepting the Second Spell, then use the Necromantic Fetters to take control of the victim's mind. Add Usable By Other (+¼). 105 Active Points; total cost 22 points.

HARGENZARIAN'S SPELL OF LIFE-SHIELDING

Effect: Power Defense (20 points), Usable By Other, Only Versus Necromancy And Undead Powers
Target/Area Affected: One character
Casting Time: Full Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (duration of 10 minutes, +5 minutes per point by which the caster makes his Necromancy roll)
Range: Touch
Magic Roll Penalty: -3
END Cost: 0

Description: Hargenzarian Tomb-Lord, a late First Epoch necromancer renowned for both building new tombs and exploring ancient ones, created this spell to protect himself and his comrades from the attacks of undead creatures such as wraiths and liches. It also shields the recipient from various Necromancy spells.

Game Information: *Power Defense (20 points), Uncontrolled (duration of 10 minutes, +5 minutes per point by which the caster makes his Necromancy roll; +½), Usable By Other (+¼) (35 Active Points); OAF Expendable (tiny wax effigy of a person wrapped in a bit of cloth taken from a priest's vestments, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Necromancy Roll (-½), Only Versus Necromancy And Undead Powers (-1). Total cost: 7 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Power Defense (30 points). 52 Active Points; total cost 10 points.
- 2) **Weak Spell:** Decrease to Power Defense (10 points). 17 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 10 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (caster becomes Vulnerable [2 x effect] to undead Drains for 1d6 hours; -¼). Total cost: 7 points.
- 7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 8 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 8 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 9 points.



HIDDEN HEART

Effect: Healing 3d6 (Regeneration; 3d6 per Turn), Resurrection

Target/Area Affected: Self

Casting Time: Special

Casting Procedures: Special

Duration: Persistent

Range: Self

Magic Roll Penalty: N/A

END Cost: 0

Description: This unusual but powerful spell allows a necromancer to render his body indestructible by most forms of harm. During a long, strange ritual, the necromancer removes his internal organs and places them, still living, in mystic tanks (which he typically then hides and protects with the strongest magical wards and defenses available to him). As long as his organs remain safely outside his body, he rapidly heals any damage he takes (though he cannot regrow severed limbs), and can even return from the dead!

Although Hidden Heart involves a spell-like ritual, it grants the caster a mystic power that requires no spell preparations or procedures. Therefore a necromancer who wants it simply has to buy it as listed below, without reducing the cost through any Limitations or divisors. He may reverse the process and sell off the ability completely by replacing the organs in his body via the same ritual, but if he does so, he may never buy the ability again.

Game Information: *Healing 3d6 (Regeneration; 3d6 per Turn), Resurrection (others can stop Resurrection by completely destroying the wizard's body or by killing his removed organs), Reduced Endurance (0 END; +½), Persistent (+½) (100 Active Points); Extra Time (3 BODY/Turn; -1¼), Self Only (-½). Total cost: 36 points.*

OSSEOUS ARMOR

Effect: Armor (8 PD/8 ED)

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -2

END Cost: 2

Description: This spell provides a necromancer with protection equal to that of fine plate armor. It requires a special amulet carved from human bone, typically worn on a chain around the neck outside the clothing. When the necromancer casts the spell, the amulet instantly grows and expands to create a suit of bone armor.

Game Information: *Armor (8 PD/8 ED) (24 Active Points); OAF (carved bone amulet; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Necromancy Roll (-½), Spell (-½). Total cost: 6 points.*

OPTIONS:

- 1) **Clothem's Osseous Armor:** Increase to Armor (10 PD/10 ED). 30 Active Points; total cost 7 points.
- 2) **Vashira's Osseous Armor:** Decrease to Armor (4 PD/4 ED). 12 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 8 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 6 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 6 points.
- 6) **Apprentice's Version:** Add Side Effects (-1 to Necromancy rolls for 1d6 minutes; -¼). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 7 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 6 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 36 Active Points; total cost 9 points.

SORRELIN'S SLUMBER OF THE TOMB

Effect: Simulate Death, EGO Roll +7, Usable By Other plus Life Support (Diminished Eating), Usable By Other
Target/Area Affected: One character

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Special

Range: Touch

Magic Roll Penalty: -2

END Cost: 0

Description: This spell allows the caster (or one person whom he designates) to feign death. To all appearances, the recipient appears dead; he can even survive without eating while the spell remains in effect (though he still needs to breathe). The recipient designates under what circumstances he awakens (typically the passage of a certain amount of time).

Game Information: *Simulate Death, EGO Roll +7, Usable By Other (+¼) (12 Active Points); OAF Expendable (tiny, exquisitely-made funerary mask, Very Difficult to obtain; -1½), Concentration (0 DCV throughout; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Necromancy Roll (-½) (total cost: 2 points) **plus** Life Support (Diminished Eating), Usable By Other (+¼) (4 Active Points); OAF Expendable (tiny, exquisitely-made funerary mask, Very Difficult to obtain; -1½), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn to cast; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Linked (-½), Requires A Necromancy Roll (-½) (total cost: 1 point). Total cost: 3 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to EGO Roll +10. 16 + 3 = 19 Active Points; total cost 3 + 1 = 4 points.
- 2) **Weak Spell:** Decrease to EGO Roll +3. 7 + 3 = 10 Active Points; total cost 1 + 1 = 2 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 2 + 1 = 3 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 2 + 1 = 3 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 2 + 1 = 3 points.
- 6) **Apprentice's Version:** Add Side Effects (-1 to Necromancy rolls for 1d6 hours; -¼). Total cost: 2 + 1 = 3 points.
- 7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 2 + 1 = 3 points.
- 8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 2 + 1 = 3 points.
- 9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 2 + 1 = 3 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 2 + 1 = 3 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: $2 + 1 = 3$ points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). $17 + 4 = 21$ Active Points; total cost $3 + 1 = 4$ points.

WALL OF BONES

Effect: Entangle 3d6, 3 DEF

Target/Area Affected: 8" line

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 210"

Magic Roll Penalty: -4

END Cost: 4

Description: This spell creates a wall, up to 8" long and 2" tall, of bones woven together to form a solid, durable mass.

Game Information: *Entangle 3d6 (standard Effect: 3 BODY), 3 DEF, Larger Wall (up to 8" long and 2" tall) (42 Active Points); OAF Expendable (small cube of bone with a rune etched in each side, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only To Form Barriers (-1), Requires A Necromancy Magic Roll (-½), Wall Must Contact The Ground On At Least One Edge (-¼). Total cost: 9 points.*

OPTIONS:

1) Weak Spell: Decrease to Entangle 2d6 (standard Effect: 2 BODY), 3 DEF. 37 Active Points; total cost 8 points.

2) Free Spell: Remove OAF (-1¼). Total cost: 13 points.

3) Stilled Spell: Remove Gestures (-¼). Total cost: 10 points.

4) Silenced Spell: Remove Incantations (-¼). Total cost: 10 points.

5) Apprentice's Version: Add Side Effects (Entangle 2d6, 2 DEF; -¼). Total cost: 9 points.

6) Difficult Spell: Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 8 points.

7) Easy Spell: Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.

8) Master's Version: Remove Requires A Necromancy Roll (-½). Total cost: 10 points.

9) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 8 points.

10) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 9 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 63 Active Points; total cost 14 points.

12) Greater Wall Of Bone: This form of the Wall Of Bone is longer than the standard version. Add Larger Wall (+1" height and +4" length). 52 Active Points; total cost 11 points.

13) Shapeable Greater Wall Of Bone: This variation on the Greater Wall Of Bone allows the caster to change the Wall's height or length from use to use. As the Greater Wall Of Bone, but add Varying Dimensions. 62 Active Points; total cost 14 points.

14) Wall Of Existing Bones: This form of the Wall Of Bones spell only works when the caster has a large quantity of real bones to work with (at least 10 kg per hex of wall). Typically this restricts the use of the spell to cemeteries, battlefields, and the like. Add Requires Existing Bones (-1½). Total cost: 7 points.

WRAITHFORM

Effect: Desolidification (affected by Necromancy)

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -4

END Cost: 4

Description: This spell allows a necromancer to take on the intangibility powers of a wraith.

Game Information: *Desolidification (affected by Necromancy) (40 Active Points); OAF Expendable (piece of cloth from a wraith's robes, Extremely Difficult to obtain; -2), Gestures (-¼), Incantations (-¼), Requires A Necromancy Roll (-½). Total cost: 10 points.*

OPTIONS:

1) Strong Spell: Add Reduced Endurance (½ END; +¼). 50 Active Points; total cost 12 points.

2) Weak Spell: Add Increased Endurance Cost (x2 END; -½). 40 Active Points; total cost 9 points.

3) Free Spell: Remove OAF (-2). Total cost: 20 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 11 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 11 points.

6) Apprentice's Version: Add Side Effects (Drain END 3d6; -½). Total cost: 9 points.

7) Difficult Spell: Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 9 points.

8) Easy Spell: Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.

9) Master's Version: Remove Requires A Necromancy Roll (-½). Total cost: 11 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 9 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 9 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 15 points.

13) Carlaysha's Wraithform: The necromancer Carlaysha developed this version of the spell so she



could send her familiar, a black dog, through walls on scouting missions. Add Usable By Other (+¼), Reduced Endurance (0 END; +½), Persistent (+½). 90 Active Points; total cost 22 points.

MOVEMENT SPELLS

OPENING THE GREY PORTAL

Effect: Extra-Dimensional Movement (to the Land of the Dead)

Target/Area Affected: Self

Casting Time: 1 Minute

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -2

END Cost: 20

Description: The most powerful and daring necromancers sometimes visit the Land of the Dead to converse with the departed, or mayhap with Death himself. This rare spell allows them to do so. It can only be cast at night, or in a completely lightless place such as an underground chamber. It causes a vast grey door to appear, through which only the necromancer may pass. Once he has done so, he finds himself at the foot of the Bridge of Last Repose, the crossing of which gains him access to the rest of Death's Realm. Whispered tales hint at the horrors that dwell within the chasm the Bridge crosses, but the wise necromancer puts them out of his head as he steps onto it...

Game Information: *Extra-Dimensional Movement (to the Land of the Dead)* (20 Active

Points); OAF Expendable (miniature model of the door, carved of precious woods and studded with gems, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout; -1), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x10 END; -4), Only Works At Night Or In Darkness (-¼), Requires A Necromancy Roll (-½). Total cost: 2 points.

OPTIONS:

- 1) **Strong Spell:** Add Increased Weight (can transport a total of 1,600 kg). 40 Active Points; total cost 3 points.
- 2) **Free Spell:** Remove OAF (-2). Total cost: 2 points.
- 3) **Stilled Spell:** Remove Gestures (-½). Total cost: 2 points.
- 4) **Silenced Spell:** Remove Incantations (-½). Total cost: 2 points.
- 5) **Apprentice's Version:** Add Side Effects (Drain END 1d6; -¼). Total cost: 2 points.
- 6) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 7) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 8) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 2 points.
- 9) **Quick Spell:** Remove Extra Time (-1½). Total cost: 2 points.
- 10) **Inattentive Spell:** Remove Concentration (-1). Total cost: 2 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 3 points.

12) Untiring Spell: Remove Increased Endurance Cost (-4). Total cost: 3 points.

SENSORY SPELLS

DETECT LIFE

Effect: Detect Life (INT + 3), Discriminatory, Range Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -2

END Cost: 2

Description: With this spell, the caster can detect the presence of life nearby. The necromancer knows how intense the life is (roughly speaking, how healthy and innately powerful the being is) as well as its location (but not well enough to target attacks). However, he cannot discern the fact that someone using Sorrelin's Slumber Of The Tomb is not really dead; that spell trumps this one.

Game Information: *Detect Life* (INT + 3) (no Sense Group), Discriminatory, Range (23 Active Points); OAF Expendable (lens ground from the glass of a funerary goblet, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Necromancy Roll (-½). Total cost: 6 points.

OPTIONS:

1) Strong Spell: Increase to INT + 6. 26 Active Points; total cost 7 points.

2) Weak Spell: Decrease to INT + 0. 20 Active Points; total cost 5 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 9 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 7 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 7 points.

6) Apprentice's Version: Add Side Effects (-2 to PER Rolls for 1d6 x 10 minutes; -¼). Total cost: 6 points.

7) Difficult Spell: Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

8) Easy Spell: Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.

9) Master's Version: Remove Requires A Necromancy Roll (-½). Total cost: 7 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 6 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 6 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 34 Active Points; total cost 9 points.

13) Lurasha's Eye Of Life: This version of the spell is so precise that not even Sorrelin's Slumber Of The Tomb can thwart it. Change to Detect Life And The Use Of Sorrelin's Slumber Of The Tomb. 28 Active Points; total cost 7 points.

THE SPELL OF TRUE NECROMANCY

Effect: Precognition

Target/Area Affected: Self

Casting Time: 5 Minutes

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -4

END Cost: 4

Description: "Necromancy" literally means "foretelling the future via the dead," and this spell represents that most basic function of the arcana. With it, a necromancer can compel a shade or corpse to speak of what will come to pass — though he cannot guarantee that he can properly interpret the oft-vague words of the dead. To cast the spell, the necromancer needs access to a dead body, be it a corpse in his laboratory or a body buried in a graveyard.

Game Information: *Clairsentience* (Sight Group), Precognition (40 Active Points); OAF Expendable (tiny silver horn plus necromantic supplies, Very Difficult to obtain; -1½), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes to cast; -1), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Precognition Only (-1), Requires Dead Body (see text; -1), Requires A Necromancy Roll (-½), Vague And Unclear (-½). Total cost: 5 points.

OPTIONS:

1) Strong Spell: Remove Vague And Unclear (-½). Total cost: 5 points.

2) Weak Spell: Add Time Modifiers (-½). Total cost: 4 points.

3) Free Spell: Remove OAF (-1½). Total cost: 6 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 5 points.

5) Silenced Spell: Remove Incantations (-½). Total cost: 5 points.

6) Apprentice's Version: Add Side Effects (ghost or zombie attacks caster; -1). Total cost: 4 points.

7) Difficult Spell: Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 4 points.

8) Easy Spell: Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.

9) Master's Version: Remove Requires A Necro-



mancy Roll (-½). Total cost: 5 points.

10) Quick Spell: Change to Extra Time (1 Turn to cast; -¾). Total cost: 5 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: 5 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 7 points.

MISCELLANEOUS SPELLS

PERFECT EMBALMING

Effect: Change Environment (preserve corpse)

Target/Area Affected: One corpse

Casting Time: Extra Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 Year, +1 Year per point by which the caster makes his Necromancy roll)

Range: No Range

Magic Roll Penalty: -1

END Cost: 0

Description: Sometimes a necromancer needs to preserve a body for a time, perhaps so he can get it back to his laboratory to experiment with it, perhaps so he has time to resurrect it before it decays. In those cases, he can use this spell, which perfectly preserves a corpse in the state the necromancer found it for a period of one year (or longer). The corpse can still suffer damage from being dropped, attacked, eaten by insects, or the like, but the passage of time will not affect it.

Game Information: *Change Environment 1" radius (preserve corpse), Reduced Endurance (0 END; +½), Uncontrolled (duration of 1 Year, +1 Year per point by which the caster makes his Necromancy roll; +½) (10 Active Points); OAF Expendable (small gold sphere, Difficult to obtain; -1¼), Extra Time (Extra Phase; -¾), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Necromancy Roll (-½). Total cost: 2 points.*

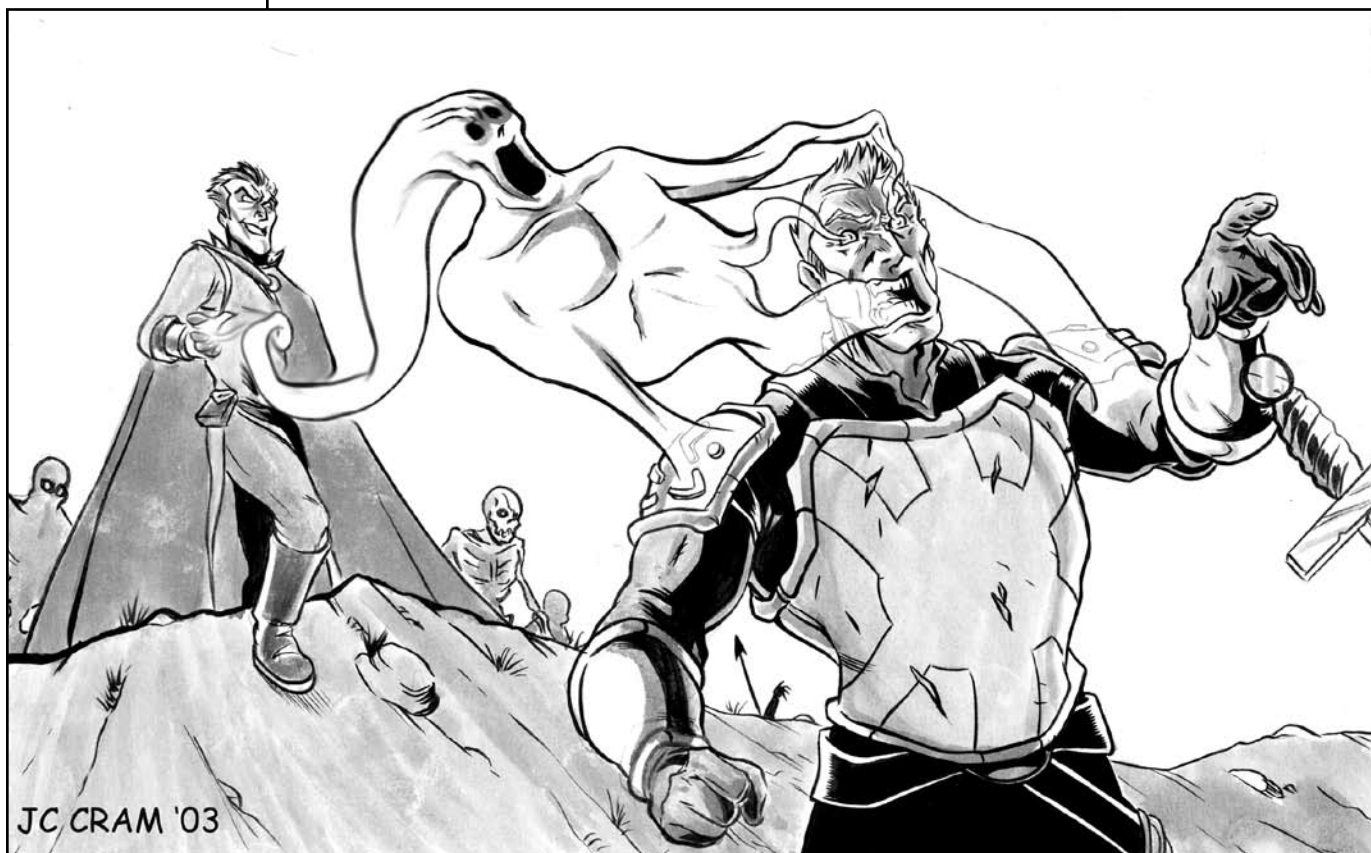
OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 3 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 2 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 2 points.
- 4) **Apprentice's Version:** Add Side Effects (-2 to Necromancy rolls for 1d6 hours; -¼). Total cost: 2 points.
- 5) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 6) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 7) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 2 points.
- 8) **Quick Spell:** Remove Extra Time (-¾). Total cost: 2 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 2 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 12 Active Points; total cost 3 points.

THE SPELL OF THE SECOND SELF**Effect:** Summon one 350-point spellcaster**Target/Area Affected:** One spellcaster**Casting Time:** 1 Season**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Instant**Range:** No Range**Magic Roll Penalty:** -14**END Cost:** 14

Description: This powerful necromantic working allows the caster to grow a second version of himself from just a few drops of his own blood. The growing process takes months, and requires a lab full of vats and other delicate necro-alchemical equipment, but in the end the caster has a second self as a companion. This simulacrum possesses all the knowledge and abilities (including spells) that the caster had when he began the process, and is free-willed — he is not automatically the caster's slave, and in fact may not even like the caster.

The write-up below assumes the character is built on 350 Character Points when he begins the creation process, and that he builds his second self on exactly that many points.



Game Information: *Summon one 350-point spellcaster, Specific Being (+1) (140 Active Points); OAF Expendable Immobile (drops of the caster's blood, various rare and expensive supplies, plus laboratory full of vats and like equipment; -3), Extra Time (1 Season; -5½), Requires A Necromancy Roll (-½). Total cost: 14 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Summon one 450-point spellcaster. 180 Active Points; total cost 18 points.
- 2) **Weak Spell:** Decrease to Summon one 250-point spellcaster. 100 Active Points; total cost 10 points.
- 3) **Apprentice's Version:** Add Antagonistic (-¾). Total cost: 13 points.
- 4) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 5) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 6) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 15 points.

SOUL FEEDING

Effect: Aid END and STUN 2d6, Delayed Recovery Rate (5 points per Hour), Trigger
Target/Area Affected: Self
Casting Time: 1 Minute
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (duration of 1 Hour, +1 Hour per point by which the caster makes his Necromancy roll)
Range: Self
Magic Roll Penalty: -8
END Cost: 0

Description: Credited to many necromancers, but not definitively proven to have been created by any of them, this spell allows a necromancer to draw into himself the soul of a dying intelligent being to temporarily boost his stamina and vitality. Because doing this destroys the soul and prevents any chance of resurrection or reincarnation, most cultures and religions consider Soul Feeding an abomination and a clear sign that the caster using it is evil.

To use Soul Feeding, the necromancer casts the spell, which remains in effect for one hour or more (this is an unusual use of Uncontrolled, which normally only applies to Constant Powers, and requires the GM's permission). During that period, any time an intelligent being dies within 3" of the caster, the Aid activates and increases his END and STUN; once the spell's duration ends, so does the ability to gain END and STUN, even if the Trigger has not yet activated. The GM may, at his option, increase or decrease the Aid dice to reflect the relative life-force of various beings; a demigod, powerful wizard, or kindly priest might have a much "richer" soul for the necromancer to feed on, for example.

Game Information: *Aid END and STUN 2d6, Can Aid Maximum Of 30 Points' Worth Of Effect, Delayed Recovery Rate (points fade at the rate of 5 per Hour; +1), Trigger (when intelligent being dies within 3" of caster; +¼), Uncontrolled (duration of 1 Hour, +1 Hour per point by which the caster makes his Necromancy roll; +½) (80 Active Points); OAF Expendable (tiny piece of flawless obsidian, carved to resemble a net and anointed in human blood, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Necromancy Roll (-½), Self Only (-½), Side Effects (prevents resurrection of persons whose souls are consumed; -0). Total cost: 11 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Aid 3d6, maximum of 40 points. 113 Active Points; total cost 15 points.
- 2) **Weak Spell:** Decrease to Aid 1d6, maximum of 20 points. 47 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 14 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 11 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 11 points.
- 6) **Apprentice's Version:** Add Side Effects (RKA 3d6; -½). Total cost: 10 points.
- 7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 16 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 12 points.
- 11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 94 Active Points; total cost 12 points.

THE SPELL OF NECROMANTIC HEALING

Effect: Simplified Healing 4d6**Target/Area Affected:** One character**Casting Time:** Full Phase (Attack Action)**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Instant**Range:** Touch**Magic Roll Penalty:** -4**END Cost:** 4

Description: Since Necromancy involves control of and manipulation of the energies of life and unlfe, necromancers can use it to heal as well as harm. This spell is a common one in the repertoires of many adventuring necromancers.

Game Information: *Simplified Healing 4d6 (40 Active Points); OAF Expendable (small piece of rune-carved wood smeared with the subject's own blood, Easy to obtain; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Necromancy Roll (-½). Total cost: 11 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Simplified Healing 6d6. 60 Active Points; total cost 17 points.
- 2) **Weak Spell:** Decrease to Simplified Healing 3d6. 30 Active Points; total cost 9 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 16 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 12 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 12 points.

6) **Apprentice's Version:** Add Side Effects (Drain BODY 1d6; -¼). Total cost: 11 points.

7) **Difficult Spell:** Change to Requires A Necromancy Roll (-1 per 5 Active Points; -1). Total cost: 10 points.

8) **Easy Spell:** Change to Requires A Necromancy Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.

9) **Master's Version:** Remove Requires A Necromancy Roll (-½). Total cost: 13 points.

10) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 11 points.

11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 17 points.

12) **Zalthoru's Spell Of Life Regiven:** Although he's widely remembered (and reviled) for his struggles against the priest Eunorius and others of his ilk, the lore of Necromancy also credits Zalthoru with creating the first arcane spell able to bring the dead back to life — true life, not the unlfe of zombie or vampire. Change to Healing BODY 4d6, Resurrection (stopped by burning the body) and change Extra Time to (1 Hour; -3). 60 Active Points; total cost 10 points.



SORCERY



Sorcery is the arcana that covers magics of the mind, thought, illusion, and deception, as well as some related subjects such as sleep and dreams. Because their spells are strange, frightening, and invasive, many people fear and loathe sorcerers, dealing with them only when they must.

At the GM's option, characters may base their Sorcery rolls on EGO instead of INT.

OFFENSIVE SPELLS

For ease of reference, the offensive Sorcery spells are organized into four groups: Mind-Spells (spells which directly attack or affect the mind); Spells Of Illusion; Wizard's Hand Spells (telekinetic spells); and Oneiromantic Spells (spells of sleep and dreams).

Mind-Spells

BELZORATH'S DOMINION OF THE MIND

Effect: Mind Control 10d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -5

END Cost: 5

Description: This powerful mind-spell, refined in the late First Epoch by the legendary sorcerer Belzorath and not significantly changed or improved since then, allows a sorcerer to take control of the mind of another person. Since there's often no clue that this has occurred, and the effects can last for a long time, this spell is greatly feared by many people (particularly those in positions of power.)

Game Information: *Mind Control 10d6 (50 Active Points); OAF Expendable (specially-minted gold coin with a sorcery rune carved in each side, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 12 points.*

OPTIONS:

1) Strong Spell: Increase to Mind Control 12d6. 60 Active Points; total cost 15 points.

2) Weak Spell: Decrease to Mind Control 8d6. 40 Active Points; total cost 10 points.

3) Free Spell: Remove OAF (-1½). Total cost: 20 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 13 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 13 points.

6) Apprentice's Version: Add Side Effects (-1d6 points of EGO for 1d6 x 10 minutes; -¼). Total cost: 12 points.

7) Difficult Spell: Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 11 points.

8) Easy Spell: Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.

9) Master's Version: Remove Requires A Sorcery Roll (-½). Total cost: 14 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 11 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 12 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 19 points.

13) Algashar's Dominion Of The Mind: One improvement to Belzorath's Dominion that has achieved widespread acceptance was developed by the sorcerer Algashar in 3475. It allows the caster to deliver commands to the victim via mind-speech. Add Telepathic (+¼). 62 Active Points; total cost 15 points.

14) Restricted Range: Thanks to an error made in copying that was later copied itself, some versions of Belzorath's Dominion can only affect targets within 30". Add Limited Normal Range (30"; -½). Total cost: 12 points.

15) The Spell Of The Overwhelming Purpose: Many permutations of the Dominion-spell that only allow the caster to deliver one specific order or command have been created throughout the centuries. The caster must choose the Set Effect when he buys the spell, and cannot change it thereafter; usually he changes the spell's name as well. Total cost: 11 points for Set Effect (-½); 10 points for Set Effect (-1). The best-known of the Spells Of The Overwhelming Purpose is Calikorian's Charm Of Acquisition, which has as its command "give me all your treasure and let me depart in peace."



BENTHARA'S SPELL OF BLISS AND DESPAIR

Effect: Mind Control 12d6, Only To Alter/Inflict Emotional States

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -6

END Cost: 6

Description: Rather than directly dominating a victim's mind, this spell changes his emotions. It can make a happy person sad, an uncaring person fall in love, or a greedy person lose his desire for gold. The accompanying tables indicate the general level of effect required for various emotional states.

Game Information: *Mind Control 12d6 (60 Active Points); OAF Expendable (crystal vial of tears, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only To Alter/Inflict Emotional States (-½), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 14 points.*

OPTIONS:

1) **Strong Spell:** Increase to Mind Control 15d6. 75 Active Points; total cost 18 points.

2) **Weak Spell:** Decrease to Mind Control 9d6. 45 Active Points; total cost 11 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 20 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 15 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 15 points.

6) **Apprentice's Version:** Add Side Effects (-2 to Sorcery rolls for 1d6 x 10 minutes; -¼). Total cost: 13 points.

7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 13 points.

8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.

9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 16 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 13 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 13 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 21 points.

13) **The Spell Of Intense Emotions:** This variant of the Bliss And Despair only allows the caster to alter or inflict a single emotion, which he must choose when buying the spell (this often entails changing the name as well). Change to Only To Alter/Inflict [A Single Emotional State] (-1). Total cost: 13 points.

Some examples of this spell:

Benthara's Glamour (*alter/inflct love*)

Enragement (*alter/inflct anger*)

The Spell Of The Grasping Mind (*alter/inflct greed*)

Vashira's Pall Of Dread (*alter/inflct fear*)

BENTHARA'S SPELL OF BLISS AND DESPAIR

Anger

Annoyed/Frustrated

Mind Control Roll Needed

Greater than EGO: Attack people/objects the character would attack anyway; automatically trigger appropriate Enrages/Berserks; if attempting to calm an Enraged/Berserk character, target gets a roll to break free from his Enraged/Berserk when character achieves this level of control

Angry

EGO +10: Attack people/objects the character dislikes; automatically calm down Enraged/Berserk characters

Furious

EGO +20: Attack people/objects the character likes

Insanely Angry

EGO +30: Attack people/objects the character loves

Anger: An sorcerer uses control of anger to make a target so angry at something or someone that he attacks it (or to remove anger the character presently feels). At lower levels of anger, the target only attacks to hurt or damage; at higher levels, he attacks to kill or destroy. The sorcerer may direct the character's anger at something general ("Aren't tapestries annoying?") or something specific ("Your girlfriend has been cheating on you with Duke Dorakus! Doesn't that make you really angry at him?").

With some modification in terms and effects, you can also use this chart for Hatred.

Fear

Apprehensive/Uneasy

Mind Control Roll Needed

Greater than EGO: Ego Roll at +5 to maintain composure; if failed, character avoids the situation or phenomenon causing the fear. Danger Sense automatically triggered.

Fearful

EGO +10: As Greater than EGO, but the EGO Roll is unmodified

Terrified

EGO +20: As Greater than EGO, but the EGO Roll is at -5

Blind Panic

EGO +30: Character moves away from feared object or phenomenon as fast as possible

Fear: An sorcerer uses control over the primal emotion of fear to terrify a victim, or to inspire courage in someone. Victims who fail their EGO Roll normally flee, though they may be paralyzed with fear or may lash out at the feared object or phenomenon in panic. In combat, they do not usually attack the feared object/phenomenon, they only Dodge it. If trapped and unable to flee, they become paralyzed with fear

or act in whatever way the GM considers appropriate. If subjected to interrogation, they answer questions willingly (the GM may allow a separate EGO Roll to resist particularly damaging questions). A successful Fear attack automatically triggers the target's Danger Sense, if any. Interpret the results oppositely (*i.e.*, confront or stand up to the situation or phenomenon), when using this chart for Courage.

Sadness

Pensive

Mind Control Roll Needed

Greater than EGO: Ego Roll at +5 to maintain composure; if failed, character becomes listless and apathetic, and has difficulty taking any action

Sad

EGO +10: As EGO +0, but the EGO Roll is unmodified

Despairing

EGO +20: As EGO +0, but the EGO Roll is at -5

Depressed

EGO +30: Character becomes totally listless and apathetic; he seriously considers suicide or other extreme "solutions"

Sadness: The effects of sadness and depression are difficult to adjudicate in a game setting. The GM should use his best judgment. In general an affected character becomes listless and apathetic, unwilling to act or take control of a situation. This may extend to his entire life, or only to certain situations (for example, a particular battle or mission).

Love

Sympathetic

Mind Control Roll Needed

Greater than EGO: Character is attracted to people he likes already; he will be inclined to do what they ask of him and will generally try to please them

Loving

EGO +10: Character is attracted to people he feels neutral about

Passionate

EGO +20: Character is attracted to people he does not like

Crazed/Head Over Heels

EGO +30: Character is attracted to people he hates, or who repulse him

Love: If the character is already favorably inclined toward someone, using Alter/Inflict Emotions can make him love that person — a minor crush becomes full-blown, heartfelt love. If he's not favorably inclined, higher levels of effect are required to inspire feelings of attraction and desire.

With some modification in terms and effects, you can also use this chart for Greed or Lust.

DARTHUVUVA'S AFFLICTION OF THE CONFUSED MIND

Effect: Change Environment, -3 to INT and EGO Rolls, Usable As Attack

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: LOS

Magic Roll Penalty: -7

END Cost: 7

Description: This spell afflicts the target's mind with confusion and befuddlement. Unable to think clearly, the victim often has trouble doing anything. Whenever the victim tries to take an Action, he must make an EGO or INT Roll (whichever the GM considers more appropriate); if he fails, he can do nothing (or can only attempt the action with significant penalties to any rolls).

Game Information: *Change Environment 1" radius, -3 to INT and EGO Rolls, Multiple Combat Effects, Usable As Attack (+1), Ranged (+½), Line Of Sight (+½) (75 Active Points); OAF Expendable (a complicated knot of gold thread, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Affects One Specific Person (-¼), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 19 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to -4 to INT and EGO Rolls. 93 Active Points; total cost 23 points.
- 2) **Weak Spell:** Decrease to -2 to INT and EGO Rolls. 57 Active Points; total cost 14 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 27 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 20 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 20 points.
- 6) **Apprentice's Version:** Add Side Effects (caster suffers the spell's effects for 1d6 minutes; -1). Total cost: 15 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 17 points.
- 8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 20 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 21 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 18 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 18 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 87 Active Points; total cost 22 points.

FEKURA'S BONDS OF FEAR

Effect: Drain PRE 6d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 300"

Magic Roll Penalty: -9

END Cost: 9

Description: Necromancers have Sa'akiv's Premonition Of The Grave, and some sorcerers favor Vashi-ra's Pall Of Dread, but most sorcerers who want to create feelings of terror in others use this spell, created by the necromancer-sorcerer Fekura during the Drakine Wars of the First Epoch.

Game Information: *Drain PRE 6d6, Ranged (+½) (90 Active Points); OAF Expendable (piece of obsidian inscribed with fear-runes, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 24 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Drain PRE 8d6. 120 Active Points; total cost 32 points.
- 2) **Weak Spell:** Decrease to Drain PRE 4d6. 60 Active Points; total cost 16 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 36 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 26 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 26 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain PRE 3d6; -¼). Total cost: 22 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 21 points.
- 8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 26 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 28 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 21 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 22 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 120 Active Points; total cost 32 points.
- 13) **Fekura's Spell Of Unshakeable Terror:** Fekura also created a version of this spell whose effects last considerably longer. Add Delayed Recovery Rate (points return at the rate of 5 per 5 Minutes; +½). 120 Active Points; total cost 32 points.

HARTHUVIAN'S SPELL OF MARRED RECOLLECTION

Effect: Minor Transform 9d6/Major Transform 6d6, BOECV

Target/Area Affected: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -11

END Cost: 11

Description: This powerful spell alters the victim's mind so that he forgets crucial facts. Depending on the strength of the victim's mind and the vividness and importance of the memory, the sorcerer may have to apply the spell more than once to inflict full forgetfulness (in the interest of dramatic sense, the GM may choose to apply the absolute effects rule to allow any single casting to work automatically).

The victim, having forgotten a particular memory, is not aware he forgot anything. He may later have trouble explaining gaps in his memory, but only another casting of this spell can restore what was taken away.

This spell can only *remove* memories. Implanting false memories requires the Spell Of The Untrustworthy Mind (see below).

Game Information:

Cost Power

47 *Harthuvian's Spell Of Marred Recollection:* Multipower, 225-point reserve; all slots OAF Expendable (small, cracked marble sphere, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Target (sentient beings; -¼), Only To Make Target Forget Memories (-½), Requires A Sorcery Roll (-1 per 20 Active Points; -¼), Spell (-½)

5u 1) *Forget Basic Memories:* Minor Transform 9d6 (sentient being into sentient being without a specific basic memory, heals back through a second application of this spell), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (½ END; +¼); common Limitations listed above

5u 2) *Forget Deep Memories:* Major Transform 6d6 (sentient being into sentient being without a specific deep memory, heals back through a second application of this spell), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (½ END; +¼); common Limitations listed above

Total cost: 57 points.

OPTIONS:

1) **Strong Spell:** Increase to Minor Transform 12d6, Major Transform 8d6. Total cost: 75 points.

2) **Weak Spell:** Decrease to Minor Transform 6d6, Major Transform 4d6. Total cost: 38 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 76 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 60 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 60 points.

6) **Apprentice's Version:** Add Side Effects (caster forgets a corresponding memory; -1). Total cost: 47 points.

7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 49 points.

8) **Less Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 10 Active Points; -½). Total cost: 53 points.

9) **Master's Version:** Remove Requires A Sorcery Roll (-¼). Total cost: 60 points.

10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 63 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 53 points.

12) **Stored Spell:** Increase reserve to 270 points and add Delayed Effect (x2 spells usable at once; +½) to both slots. Total cost: 69 points.

HOLKUR'S SPELL OF COURAGEOUS FORM

Effect: Aid PRE 4d6, only to enhance courage and morale

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 200"

Magic Roll Penalty: -6

END Cost: 6

Description: With this spell, a sorcerer can augment the courage and morale of himself or another person. While he does not make the recipient more impressive, he renders him much more likely to resist the effects of fear or intimidation.

Game Information: Aid PRE 4d6, Ranged (+½) (60 Active Points); OAF Expendable (miniature gold sword, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), PRE Only Works To Resist Harmful Presence Attacks And Make Morale/Courage-Related PRE Rolls (-½), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 14 points.

OPTIONS:

1) **Strong Spell:** Increase to Aid PRE 6d6. 90 Active Points; total cost 21 points.

2) **Weak Spell:** Decrease to Aid PRE 2d6. 30 Active Points; total cost 7 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 20 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 15 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 15 points.

- 6) **Apprentice's Version:** Add Side Effects (Drain PRE 3d6; -½). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 16 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 13 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 13 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 80 Active Points; total cost 19 points.
- 13) **Holkur's Spell Of The Glorious Pronouncement:** Another version of this spell, also created by Holkur, greatest of the battle-mages of the Dukes of Naath Korian, affects anyone who hears the sorcerer cast it. Add Area Of Effect (6" Radius ["voice range"]; +1). 100 Active Points; total cost 23 points.

MINDREADING

Effect: Telepathy 12d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: LOS

Magic Roll Penalty: -6

END Cost: 6

Description: One of the most basic — and most useful — spells of Sorcery, Mindreading allows a sorcerer to peer into another person's mind and discern his thoughts, memories, loves, and fears. Sorcerers can use it to interrogate captives, glean useful information from passersby, or discover secrets with which to blackmail someone.

Game Information: *Telepathy 12d6 (60 Active Points); OAF Expendable (tiny mirror painted with runes of Sorcery, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 16 points.*



OPTIONS:

- 1) **Strong Spell:** Increase to Telepathy 15d6. 75 Active Points; total cost 20 points.
- 2) **Weak Spell:** Decrease to Telepathy 9d6. 45 Active Points; total cost 12 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 24 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 17 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 17 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Sorcery rolls for 1d6 hours; -¼). Total cost: 15 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 18 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 14 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 15 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 24 points.
- 13) **Cythara's Mindtouch:** This version of Mindreading does not work at range; the caster must touch the victim's head and stare into his eyes. Add Eye Contact Required (-½) and Skin Contact Required (-1). Total cost: 11 points.
- 14) **Vazander's Spell Of Mental Interrogation:** This spell achieves the same result as Mindreading, but inflicts intense pain in the process. Add Ego Attack 2d6, Continuous (+1) (40 Active Points); same Limitations plus Linked (-½) (total cost: 9 points). 60 + 40 = 100 Active Points; total cost 16 + 9 = 25 points.

MINDTRAP

Effect: Entangle 4d6, 4 DEF, BOECV
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -10
END Cost: 10

Description: This spell, a favorite of many sadistic-minded sorcerers, traps the victim's mind in twisting, shimmering planes of sorcerous force. Until his mind can win its way free of the spell, the victim's body remains paralyzed. But the Mindtrap does have one well-known weakness; the spell known as Torment Of The Mind is particularly effective against it.

Game Information: *Entangle 4d6, 4 DEF, BOECV (Mental Defense applies; +1), Works Against EGO, Not STR (+¼), Takes No Damage From Physical Attacks (+¼) (100 Active Points); OAF Expendable (two tiny mirrors, each inscribed with runes of Sorcery, then glued with their faces together, Difficult to obtain; -1¼), Cannot Form Barriers (-¼), Gestures (-¼), Incantations (-¼), Mental Defense Adds To EGO (-½), Requires A Sorcery Roll (-½), Spell (-½), Vulnerable (to Torment Of The Mind spell; -1). Total cost: 18 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Entangle 6d6, 6 DEF. 150 Active Points; total cost 27 points.
- 2) **Weak Spell:** Decrease to Entangle 3d6, 3 DEF. 75 Active Points; total cost 14 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 23 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 19 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 19 points.
- 6) **Apprentice's Version:** Add Side Effects (Ego Attack 2d6; -¼). Total cost: 17 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 17 points.
- 8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 19 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 20 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 17 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 17 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 120 Active Points; total cost 22 points.
- 13) **Calikorian's Mindtrap:** During his long feud with the Crimson Sorcerers of Vurân, Calikorian of Valicia discovered that the Mindtrap was almost useless, since one of the Sorcerers could easily free a trapped ally using Torment Of The Mind. To

counteract this, Calikorian developed a new version of the spell without that weakness. Remove Vulnerable (-1). Total cost: 22 points.

THE SPELL OF THE UNTRUSTWORTHY MIND

Effect: Major Transform 6d6 (sentient being into sentient being with new/different memories), BOECV

Target/Area Affected: One character

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -11

END Cost: 11

Description: This spell goes further than Harthuvian's Spell Of Marred Recollection, allowing a sorcerer to change existing memories or create fictitious ones that seem completely real to the victim. With it, a sorcerer can make his greatest enemy consider him his best friend, or replace a queen's orders with ones he prefers.

Game Information: *Major Transform 6d6 (sentient being into sentient being with new/different memories, heals back through a second application of this spell), BOECV (Mental Defense applies; +1), Works Against EGO, Not BODY (+¼), Reduced Endurance (½ END; +¼) (225 Active Points); OAF Expendable (carved pane of smoky quartz, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Limited Target (sentient beings; -¼), Only To Change Target's Memories (-½), Requires A Sorcery Roll (-1 per 20 Active Points; -¼), Spell (-½). Total cost: 32 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Major Transform 8d6. 300 Active Points; total cost 43 points.
- 2) **Weak Spell:** Decrease to Major Transform 4d6. 150 Active Points; total cost 21 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 39 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 35 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 35 points.
- 6) **Apprentice's Version:** Add Side Effects (spell affects caster; -1). Total cost: 28 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 29 points.
- 8) **Less Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 10 Active Points; -½). Total cost: 31 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-¼). Total cost: 33 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 36 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 270 Active Points; total cost 39 points.

TORMENT OF THE MIND

Effect: Ego Attack 6d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -6

END Cost: 6

Description: One of the most basic Sorcery attack spells, Torment Of The Mind allows a sorcerer to inflict intense mental agony on another being.

Game Information: *Ego Attack 6d6 (60 Active Points); OAF Expendable (special lens of crystal and amber, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 15 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Ego Attack 8d6. 80 Active Points; total cost 20 points.
- 2) **Weak Spell:** Decrease to Ego Attack 4d6. 40 Active Points; total cost 10 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 24 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 16 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 16 points.
- 6) **Apprentice's Version:** Add Side Effects (Ego Attack 3d6; -½). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 17 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 13 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 14 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 22 points.
- 13) **Valazemurian's Spell Of Lasting Torment:** Rather than simply attack his victims a single time, the evil sorcerer Valazemurian, he who served the Dark Mother with such zeal, devised a version that continues the agony as long as the sorcerer pays END. Decrease to Ego Attack 3d6 and add Continuous (+1). 60 Active Points; total cost 15 points.

Spells Of Illusion

ALGASHAR'S GLAMOUR OF FRIGHT

Effect: Drain PRE 3d6

Target/Area Affected: 5" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 300"

Magic Roll Penalty: -7

END Cost: 7

Description: The Glamour Of Fright creates a brief illusion that seems so real, and so terrifying, that it frightens anyone caught within it. Algashar, the spell's creator, recorded in his workbook two instances in which victims of the spell died of sheer fright.

Game Information: *Drain PRE 3d6, Area Of Effect (5" Radius; +1), Ranged (+½) (75 Active Points); OAF Expendable (tiny demon-mask carved of jade, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 19 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Drain PRE 4d6. 100 Active Points; total cost 25 points.
- 2) **Weak Spell:** Decrease to Drain PRE 2d6. 50 Active Points; total cost 12 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 30 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 20 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 20 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain PRE 2d6; -¼). Total cost: 18 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 17 points.
- 8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 20 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 21 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 17 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 18 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 22 points.
- 13) **Systrosa's Glamour Of Fright:** Systrosa Nightweaver, a gnomish sorceress of great skill, created a version of this spell whose effects last, and deepen, as long as the caster pays END. Decrease to Drain PRE 2d6 and add Continuous (+1) and Reduced Endurance (½ END; +¼). 75 Active Points; total cost 19 points.

BELZORATH'S INVOCATION OF IMPASSABLE TERRAIN

Effect: Sight, Hearing, Smell/Taste, and Touch Group Images

Target/Area Affected: 250" Radius

Casting Time: Extra Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 Hour, +1 Hour per point by which the caster makes his Sorcery roll)

Range: 500"

Magic Roll Penalty: -10

END Cost: 0

Description: This spell, often used as battle magic, allows a sorcerer to change the appearance, feel, and smell of the terrain, as well as any associated sounds (such as birdcalls or the roar of a waterfall). Persons who fail their PER Roll react to the terrain as if it were real, which may significantly slow their passage through the area. (Casters also conversant with Druidry may combine this spell with Selgar's Unfriendly Terrain so that the "altered" terrain slows people down whether they see through the illusion or not.)

Game Information: *Sight, Hearing, Smell/Taste, and Touch Group Images, -8 to PER Rolls, Increased Size (250" radius; +2), Reduced Endurance (0 END; +½), Uncontrolled (duration of 1 Hour, +1 Hour per point by which the caster makes his Sorcery roll; +½) (196 Active Points); OAF Expendable (tiny ball of wax sculpted with various terrains, Difficult to obtain; -1¼), Concentration (½ DCV throughout casting; -½), Extra Time (Extra Phase; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Range (500"; -¼), Requires A Sorcery Roll (-1 per 20 Active Points; -¼), Set Effect (any type of terrain; -½), Spell (-½). Total cost: 33 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to -12 to PER Rolls. 244 Active Points; total cost 41 points.
- 2) **Weak Spell:** Decrease to -4 to PER Rolls. 148 Active Points; total cost 25 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 41 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 36 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 36 points.
- 6) **Apprentice's Version:** Add Side Effects (-3 to Sorcery rolls for 1d6 hours; -¼). Total cost: 31 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 29 points.
- 8) **Less Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 10 Active Points; -½). Total cost: 31 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-¼). Total cost: 34 points.



BOB

10) Quick Spell: Remove Extra Time ($-\frac{3}{4}$). Total cost: 37 points.

11) Inattentive Spell: Remove Concentration ($-\frac{1}{2}$). Total cost: 36 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 220 Active Points; total cost 37 points.

13) Smaller Or Larger Terrain: Some sorcerers prefer versions of this spell that affect smaller or larger areas:

1,000" radius: 220 Active Points; total cost 37 points.

500" radius: 208 Active Points; total cost 35 points.

125" radius: 184 Active Points; total cost 31 points.

64" radius: 171 Active Points; total cost 28 points.

32" radius: 159 Active Points; total cost 26 points.

BELZORATH'S SPELL OF WAKING DREAMS

Effect: Sight, Touch, and Hearing Sense Groups Images

Target/Area Affected: 2" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 125"

Magic Roll Penalty: -2

END Cost: 2

Description: This spell, crafted aeons ago by the famed sorcerer Belzorath and since refined and perfected by many hands, allows the caster to create illusions so believable they even appear real to the touch. It's also called Simbalon's Second Spell Of Illusion, but the attribution to Belzorath is so well-known that many sorcerers continue to use it.

Game Information: Sight, Touch, and Hearing Sense Groups Images, Increased Size (2" radius; $+\frac{1}{4}$) (25 Active Points); OAF Expendable (three quartz crystals of different colors, Difficult to obtain; $-1\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Sorcery Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 7 points.

OPTIONS:

1) Simbalon's Third Spell Of Illusion: Add -4 to PER Rolls. 40 Active Points; total cost 11 points.

2) Simbalon's First Spell Of Illusion: Decrease to 1" radius. 20 Active Points; total cost 5 points.

3) Free Spell: Remove OAF ($-1\frac{1}{4}$). Total cost: 10 points.

- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Sight PER Rolls for 1d6 minutes; -¼). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 8 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 6 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 35 Active Points; total cost 9 points.
- 13) **Larger Images:** Some sorcerers prefer versions of this spell that affect larger areas:

4" radius: 30 Active Points; total cost 8 points.

8" radius: 35 Active Points; total cost 9 points.

16" radius: 40 Active Points; total cost 11 points.

32" radius: 45 Active Points; total cost 12 points.

64" radius: 50 Active Points; total cost 13 points.

125" radius: 55 Active Points; total cost 15 points.

PRISMATIC BLAST

Effect: Energy Blast 4d6, AVLD (Sight Group Flash Defense)

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 40"

Magic Roll Penalty: -5

END Cost: 5

Description: One of the few direct attack spells in the arcana of Sorcery, the Prismatic Blast creates a beam of scintillating colors so bright, vivid, and chaotic that they stun the mind of the person they hit.

Game Information: *Energy Blast 4d6, AVLD (Sight Group Flash Defense; +1½) (50 Active Points); OAF Expendable (small topaz crystal, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (40"; -¼), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 12 points.*

OPTIONS:

1) **Strong Spell:** Increase to Energy Blast 6d6. 75 Active Points; total cost 19 points.

2) **Weak Spell:** Decrease to Energy Blast 3d6. 37 Active Points; total cost 9 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 18 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 13 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 13 points.

6) **Apprentice's Version:** Add Side Effects (spell affects caster; -1). Total cost: 10 points.

7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 11 points.

8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.

9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 14 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 11 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 12 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 15 points.

13) **Simbalon's First Prismatic Storm:** With this version of the spell, the scintillating colors continue to whirl around the target's head as long as the caster pays END. Add Constant (+1). 70 Active Points; total cost 17 points.

14) **Simbalon's Second Prismatic Storm:** Simbalon also developed a version of the Prismatic Storm that can affect more than one person at once. As with the First Prismatic Storm, but add Area Of Effect (7" Radius; +1). 90 Active Points; total cost 22 points.

SIMBALON'S FIFTH SPELL OF ILLUSION

Effect: Mental Illusions 12d6**Target/Area Affected:** One character**Casting Time:** Half Phase (Attack Action)**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Instant**Range:** LOS**Magic Roll Penalty:** -6**END Cost:** 6

Description: Three centuries ago, Simbalon of the Seven Mists, greatest sorcerer of the modern age, began a vast work: the collecting, cataloging, and harmonizing of the illusion-spells of the Turakian lands. It took him nearly a hundred years, but when he was finished he had refined the myriad spells of illusion into six spells of varying power and effect. The first three created standard illusions perceivable by many people. The second three were illusions cast directly into a single person's mind. So profound and efficient was Simbalon's revision that in the 200 years since he completed his work, his versions of the illusion-spells have become common throughout the world.

Game Information: *Mental Illusions 12d6 (60 Active Points); OAF Expendable (a small prism treated with certain alchemical oils, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 15 points.*

OPTIONS:

- 1) **Simbalon's Sixth Spell Of Illusion:** Increase to Mental Illusions 15d6. 75 Active Points; total cost 19 points.
- 2) **Simbalon's Fourth Spell Of Illusion:** Decrease to Mental Illusions 9d6. 45 Active Points; total cost 11 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 24 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 16 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 16 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to PER Rolls for 1d6 x 10 minutes; -¼). Total cost: 14 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 17 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 13 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 14 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 22 points.
- 13) **D'ansif's Spell Of Manifold Illusions:** The wizardess D'ansif, who apprenticed with Simbalon for

a time, created a version of his Fifth Spell that can affect many minds at once. Add Area Of Effect (6" Radius; +1), Selective (+¼), and Reduced Endurance (½ END; +¼). 150 Active Points; total cost 37 points.

14) Simbalon's Sorcerous Slayer: Simbalon also created an illusion-spell so realistic and dangerous that it's far more likely than normal to inflict physical harm on the victim. Add Mental Illusions +6d6, same Limitations as above, plus Only To Achieve Damaging Effect Rolls (-1) (30 Active Points; total cost 6 points). 60 + 30 = 90 Active Points; total cost 15 + 6 = 21 points.

THE SPELL OF DOUBLE DECEPTION

Effect: Images to Detect Illusion, -4 to PER Rolls**Target/Area Affected:** 250" radius**Casting Time:** Half Phase (Attack Action)**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Constant**Range:** 255"**Magic Roll Penalty:** -5**END Cost:** 5

Description: The bane of many sorcerers is the Detect Illusion spell (page 184), which quickly and easily reveals their deceptive magics for what they are. But this spell, when cast in conjunction with another illusion-spell, fools Detect Illusion into reading the illusion as being "real."

Although the *Spell* Limitation ordinarily forbids casting spells as multiple-Power attacks, the GM should waive that restriction in the case of this spell, which is meant to be cast together with other illusion-spells. Treat this spell as being Linked with any other illusion-spell it's cast with, and combine the Sorcery roll penalties and END costs. This spell covers an area equal to that of the base illusion-spell, to a maximum of a 250" radius.

Game Information: *Images to Detect Illusion, -4 to PER Rolls, Increased Size (250" radius; +2) (51 Active Points); OAF Expendable (small twisted and warped prism, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½). Total cost: 15 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to -8 to PER Rolls. 87 Active Points; total cost 25 points.
- 2) **Weak Spell:** Decrease to -2 to PER Rolls. 33 Active Points; total cost 9 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 25 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 16 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 16 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Sorcery rolls for 1d6 hours; -¼). Total cost: 14 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 13 points.



8) Easy Spell: Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.

9) Master's Version: Remove Requires A Sorcery Roll (-½). Total cost: 17 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 14 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 14 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 59 Active Points; total cost 17 points.

13) Untiring Spell: Add Reduced Endurance (0 END; +½). 59 Active Points; total cost 17 points.

14) Larger Images: Some sorcerers prefer versions of this spell that affect larger areas:

500" radius: 55 Active Points; total cost 16 points.

1,000" radius: 59 Active Points; total cost 17 points.

TARVALLIN'S IMAGES OF DELIGHT

Effect: Sight and Hearing Group Images, +1 to PER Rolls

Target/Area Affected: 2" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 20"

Magic Roll Penalty: -2

END Cost: 2

Description: A staple of Sorcery, this spell allows the caster to create simple but vivid illusions for entertainment purposes. In most cases they're obviously illusions, but sometimes sorcerers in desperate straits find ways to use this spell against their enemies.

Game Information: *Sight and Hearing Group Images, +1 to PER Rolls, Increased Size (2" radius; +¼) (22 Active Points); OAF Expendable (small colored crystal, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (20"; -¼), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 5 points.*

OPTIONS:

1) Strong Spell: Increase to +2 to PER Rolls. 26 Active Points; total cost 6 points.

2) Weak Spell: Decrease to +0 to PER Rolls. 19 Active Points; total cost 5 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 8 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 6 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 6 points.

6) Apprentice's Version: Add Side Effects (-1 Sight and Hearing Group PER Rolls for 1d6 Turns; -¼). Total cost: 5 points.

7) Difficult Spell: Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

8) Easy Spell: Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.

9) Master's Version: Remove Requires A Sorcery Roll (-½). Total cost: 6 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 5 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 5 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 31 Active Points; total cost 8 points.

13) Larger Images: Some sorcerers prefer versions of this spell that affect larger areas:

4" radius: 27 Active Points; total cost 7 points.

8" radius: 31 Active Points; total cost 8 points.

Wizard's Hand Spells

WIZARD'S HAND

Effect: Telekinesis (10 STR)

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 75"

Magic Roll Penalty: -1

END Cost: 1

Description: This spell allows a character to affect and move objects at a distance, without having to physically touch them.

Game Information: *Telekinesis (10 STR) (15 Active Points); OAF (hand-shaped talisman made of precious wood or stone; -1), Affects Whole Object (-¼), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 4 points.*

OPTIONS:

1) Strong Spell: Increase to Telekinesis (20 STR). 30 Active Points; total cost 8 points.

2) Stronger Spell: Increase to Telekinesis (30 STR). 45 Active Points; total cost 12 points.

3) Even Stronger Spell: Increase to Telekinesis (40 STR). 60 Active Points; total cost 16 points.

4) Weak Spell: Decrease to Telekinesis (6 STR). 9 Active Points; total cost 2 points.

5) Free Spell: Remove OAF (-1). Total cost: 5 points.

6) Stilled Spell: Remove Gestures (-¼). Total cost: 4 points.

7) Silenced Spell: Remove Incantations (-¼). Total cost: 4 points.

8) Apprentice's Version: Add Side Effects (Drain END 2d6; -¼). Total cost: 4 points.

9) Difficult Spell: Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

10) Easy Spell: Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.

11) Master's Version: Remove Requires A Sorcery Roll (-½). Total cost: 5 points.

12) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 4 points.

13) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 4 points.

14) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 6 points.

15) Wizard's Fist: A sorcerer can use this form of the Wizard's Hand to "punch" people. Remove Affects Whole Object (-¼). Total cost: 4 points.

16) Wizard's Dexterous Hand: Some sorcerers prefer a version of Wizard's Hand that allows them to perform precise tasks. Add Fine Manipulation:

Telekinesis (6 STR): 19 Active Points; total cost 5 points.

Telekinesis (10 STR): 25 Active Points; total cost 7 points.

Telekinesis (20 STR): 40 Active Points; total cost 11 points.

Telekinesis (30 STR): 55 Active Points; total cost 15 points.

Telekinesis (40 STR): 70 Active Points; total cost 19 points.

Oneiromantic Spells

MALIGARD'S MORPHEAN ASSAULT

Effect: Energy Blast 8d6, NND
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 40"
Magic Roll Penalty: -8
END Cost: 8

Description: This spell, the best known of several created by Maligard the Oneiromancer early in the Second Epoch, causes victims to become sleepy and fall into slumber.

Game Information: *Energy Blast 8d6, NND (defense is Life Support [Diminished Sleep]; +1) (80 Active Points); OAF Expendable (feather, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Limited Range (40"; -¼), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 21 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Energy Blast 10d6. 100 Active Points; total cost 27 points.
- 2) **Weak Spell:** Decrease to Energy Blast 6d6. 60 Active Points; total cost 16 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 29 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 23 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 23 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain STUN 2d6; -¼). Total cost: 20 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 19 points.
- 8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 23 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 25 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 19 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 20 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 100 Active Points; total cost 27 points.
- 13) **Maligard's Morphean Siege:** Maligard also created a version of his Morphean Assault that has less initial power, but continues to affect the target until he falls asleep. Decrease to Energy Blast 5d6 and add Continuous (+1). 75 Active Points; total cost 20 points.
- 14) **Simbalon's Slumbrous Vapors:** Simbalon has improved upon Maligard's Morphean Siege so that it affects everyone in a 6" area. As is typical for the lord of the Seven Mists, the spell's effects manifest as a colored vapor that fills the area. Decrease to Energy

Blast 4d6 and add Area Of Effect (6" Radius; +1) and Continuous (+1). 80 Active Points; total cost 21 points.

SYSTROSA'S SPELL OF DREAM MANIPULATION

Effect: Mental Illusions 12d6, Only To Alter Dreams
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -6
END Cost: 6

Description: Systrosa Nightweaver created this spell for use against several courtiers who opposed her policies in council. Wanting to manipulate their actions, but so subtly no one would detect her actions, she used this spell to alter their dreams so they would think they were receiving messages from the gods. Since her time, other sorcerers (who learned the spell from the workbooks she left behind when she died) have made similar use of it, or employed it for more benign purposes (such as easing a child's nightmares).

Game Information: *Mental Illusions 12d6 (60 Active Points); OAF Expendable (a small piece of lapis lazuli wrapped in black velvet; Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), No Range (-½), Only To Alter Dreams (-1), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 11 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Mental Illusions 15d6. 75 Active Points; total cost 14 points.
- 2) **Weak Spell:** Decrease to Mental Illusions 9d6. 45 Active Points; total cost 8 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 15 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Sorcery rolls for 1d6 hours; -¼). Total cost: 10 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 12 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 10 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 16 points.

13) Systrosa's Spell Of Distant Dreams: For times when she could not get close to her sleep victims, Systrosa created this version of her Dream Manipulation spell. Remove No Range (-½). Total cost: 12 points.

DEFENSIVE SPELLS

ALZAMAR'S CLOAK OF THE UNSEEN

Effect: Invisibility to Sight Group
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This spell masks the sorcerer from the sight of others. While protected by Alzamar's Cloak, a spellcaster can walk right past an observant city watchman or guardian golem without being seen.

Game Information: *Invisibility to Sight Group* (20 Active Points); *OAF Expendable* (perfectly clear polished quartz crystal, *Difficult to obtain*; -1¼), *Gestures* (-¼), *Incantations* (-¼), *Requires A Sorcery Roll* (-½). Total cost: 6 points.

OPTIONS:

- 1) **Strong Spell:** Add No Fringe. 30 Active Points; total cost 9 points.
- 2) **Weak Spell:** Add Bright Fringe (-¼). 20 Active Points; total cost 6 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 10 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.

6) **Apprentice's Version:** Add Side Effects (-2 to Sight PER Rolls for 1d6 hours; -¼). Total cost: 6 points.

7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.

9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 7 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 6 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 9 points.

13) Alzamar's Mantle Of Misperception: Alzamar also created a version of this spell which conceals the sounds of the caster's footfalls. Add Hearing Group. 25 Active Points; total cost 8 points.

14) Petros's Spell Of Elusion: Unfortunately, the Cloak Of The Unseen was not enough to save Alzamar from a squad of drakine soldiers, who discovered his location by smell and butchered him. Petros, thinking so sorry a fate particularly inappropriate for a mage of power, devised this variant, which masks the caster



to smell as well as sight. Add Smell/Taste Group. 25 Active Points; total cost 8 points.

15) Untiring Spell: Add Reduced Endurance (0 END; +½). 30 Active Points; total cost 9 points.

16) Uncontrolled Spell: This spell remains in effect for several minutes, regardless of what else the caster does, or even if he loses consciousness. Add Reduced Endurance (0 END; +½) and Uncontrolled (duration of 10 minutes, +10 minutes per point by which the caster makes his Sorcery roll; +½). 40 Active Points; total cost 12 points.

17) Shared Spell: Add Usable By Other (+¼). 25 Active Points; total cost 8 points.

18) Sicard's Obfuscating Cloud: This variant of the Cloak Of The Unseen creates a "cloud" of arcane energies that conceal anyone near the caster when he casts the spell. As long as those people remain within 5" of him, the invisibility continues to cover them; if they leave that area, they become visible again (and do not become invisible if they re-enter the area). Add Area Of Effect (5" Radius; +1), Mobile (+1), and Reduced Endurance (0 END; +½). 70 Active Points; total cost 21 points.

SICARD'S SPELL OF THE VARYING VISAGE

Effect: Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form), Imitation

Target/Area Affected: Self

Casting Time: 1 Minute

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -4

END Cost: 4

Description: This spell allows the caster to cover himself in a potent illusion that changes his appearance (he can even imitate other persons). He cannot alter his height more than a little, but he could appear to have wings or claws. Casting the spell requires the blood of a masquer, a humanoid monster with similar abilities.

Game Information: *Shape Shift (Sight, Hearing, and Touch Groups, any humanoid form), Imitation (36 Active Points); OAF Expendable (drop of blood from a masquer, Very Difficult to obtain; -1½), Concentration (½ DCV throughout casting; -½), Extra Time (1 Minute to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Sorcery Roll (-½). Total cost: 7 points.*

OPTIONS:

1) Strong Spell: Add Smell/Taste Group. 39 Active Points; total cost 7 points.

2) Weak Spell: Remove Hearing and Touch Groups. 30 Active Points; total cost 6 points.

3) Free Spell: Remove OAF (-1½). Total cost: 10 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 8 points.

5) Silenced Spell: Remove Incantations (-½). Total cost: 8 points.

6) Apprentice's Version: Add Side Effects (+2 to others' PER Rolls to perceive caster for 1d6 hours; -¼). Total cost: 6 points.

7) Difficult Spell: Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 6 points.

8) Easy Spell: Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.

9) Master's Version: Remove Requires A Sorcery Roll (-½). Total cost: 8 points.

10) Quick Spell: Change to Extra Time (Full Phase to cast; -¼). Total cost: 8 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 54 Active Points; total cost 10 points.

12) Shared Spell: Add Usable By Other (+¼). 45 Active Points; total cost 9 points.

13) Less Tiring Spell: Add Costs Endurance Only To Change Shape (+¼). 45 Active Points; total cost 9 points.

THE SPELL OF THE DIVERSE SELF

Effect: Sight and Hearing Group Images, -5 to PER Rolls, Set Effect (5 copies of self)

Target/Area Affected: 4" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -4

END Cost: 4

Description: This spell creates an illusion to sight and sound of five duplicates of the character. The image also makes it look as if all six "people" are moving around within the 4" radius of the power, and makes all five duplicates mimic whatever the character does. The illusion even mirrors wounds or other effects received by the character or one image on all six of them. However, if an attack would "kill" one of the images, it simply disappears, leaving the remaining images behind and unchanged.

If an attacker has no way to figure out which of the six is the real person (such as making a Smell-based PER Roll to sniff him out), and no area-affecting attack big enough to cover the 4" radius, the GM should roll 1d6 for each attack. On a 1, the real character gets hit; otherwise, an image takes the blow, leaving the character unharmed.

Game Information: *Sight and Hearing Group Images, -5 to PER Rolls, Increased Size (4" radius; +½) (45 Active Points); OAF Expendable (five tiny humanoid figurines, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), No Range (-½), Requires A Sorcery Roll (-½), Set Effect (see text; -1). Total cost: 9 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to -8 to PER Rolls. 58 Active Points; total cost 12 points.
- 2) **Weak Spell:** Decrease to -3 to PER Rolls. 36 Active Points; total cost 8 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 13 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 10 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 10 points.
- 6) **Apprentice's Version:** Add Side Effects (-1 DCV for 1 Turn; -¼). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 11 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 9 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 13 points.

THE SPELL OF THE IRON MIND

Effect: Mental Defense (14 points + EGO/5), Usable By Other

Target/Area Affected: One character

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 10 minutes, +10 minutes per point by which the caster makes his Sorcery roll)

Range: Self/Touch

Magic Roll Penalty: -2

END Cost: 0

Description: This spell heightens the powers of the caster's mind (or the mind of the person he casts it on), making him less susceptible to many Sorcery spells.

Game Information: *Mental Defense (14 points + EGO/5), Usable By Other (+¼), Uncontrolled (duration of 10 minutes, +10 minutes per point by which the caster makes his Sorcery roll; +½) (24 Active Points); OAF Expendable (iron tower figurine, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½). Total cost: 6 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Mental Defense (20 points + EGO/5). 35 Active Points; total cost 9 points.
- 2) **Weak Spell:** Decrease to Mental Defense (10 points + EGO/5). 17 Active Points; total cost 4 points.

- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 10 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain EGO 1d6; -¼). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 7 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 7 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 31 Active Points; total cost 8 points.

SENSORY SPELLS**DETECT ILLUSION**

Effect: Detect Illusion

Target/Area Affected: Self

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -2

END Cost: 2

Description: This spell detects whether a given phenomena or substance is actually an illusion created by a spell or like ability. At the GM's option, the spell can also determine whether a person is being affected by a Mental Illusions power defined as an illusion-spell.

Game Information: *Detect Illusion (INT Roll +2) (no Sense Group), Discriminatory, Range (17 Active Points); OAF Expendable (finely-ground lens, Difficult to obtain; -1¼), Costs Endurance (-½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½). Total cost: 4 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to INT Roll +4. 19 Active Points; total cost 4 points.
- 2) **Weak Spell:** Decrease to INT Roll. 15 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 6 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 4 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 4 points.



6) Apprentice's Version: Add Side Effects (-2 PER Rolls for 1d6 minutes; -¼). Total cost: 4 points.

7) Difficult Spell: Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 4 points.

8) Easy Spell: Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.

9) Master's Version: Remove Requires A Sorcery Roll (-½). Total cost: 4 points.

10) Quick Spell: Remove Extra Time (Full Phase to cast; -¼). Total cost: 4 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 4 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 25 Active Points; total cost 6 points.

DETECT INVISIBILITY

Effect: Detect Invisibility

Target/Area Affected: Self

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -1

END Cost: 1

Description: This spell detects whether an invisibility spell, such as Alzamar's Cloak Of The Unseen, is in use in a given area.

Game Information: *Detect Invisibility* (INT Roll +2) (no Sense Group), Range (10 Active Points); OAF Expendable (finely-ground amber lens, Difficult to obtain; -1¼), Costs Endurance (-½), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½). Total cost: 2 points.

OPTIONS:

1) Strong Spell: Increase to INT Roll +4. 12 Active Points; total cost 3 points.

2) Weak Spell: Decrease to INT Roll. 8 Active Points; total cost 2 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 4 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 3 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 3 points.

- 6) Apprentice's Version:** Add Side Effects (-2 PER Rolls for 1d6 minutes; -¼). Total cost: 2 points.
- 7) Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 8) Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 9) Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 3 points.
- 10) Quick Spell:** Remove Extra Time (Full Phase to cast; -¼). Total cost: 3 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 2 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 15 Active Points; total cost 4 points.

MINDSEEKING

Effect: Mind Scan 10d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Special

Magic Roll Penalty: -5

END Cost: 5 END to activate

Description: This spell allows a sorcerer to use the power of his mind to search an area for another mind. If he succeeds in finding and “contacting” that mind, he can then use many other Sorcery attack spells against it.

Game Information: *Mind Scan 10d6 (50 Active Points); OAF Expendable (small crystal sphere wrapped in a map of the area to be Scanned, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½), Spell (-½). Total cost: 13 points.*

OPTIONS:

- 1) Strong Spell:** Increase to Mind Scan 12d6. 60 Active Points; total cost 16 points.
- 2) Weak Spell:** Decrease to Mind Scan 8d6. 40 Active Points; total cost 11 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 20 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 6) Apprentice's Version:** Add Side Effects (Drain STUN 3d6; -½). Total cost: 12 points.
- 7) Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 8) Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 9) Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 15 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 12 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 12 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 20 points.

ONEIROMANCY

Effect: Precognition

Target/Area Affected: Self

Casting Time: 6 Hours (see text)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -4

END Cost: 4

Description: Oneiromancy — the art of interpreting dreams to read the future — allows a sorcerer to see what is soon to pass. To cast this spell, the caster must make half the preparations necessary, then lay down to sleep for at least six hours. When he awakens, he completes the procedures of the spell, and his dreams and their import are revealed to him.

Game Information: *Clairsentience (Sight Group), Precognition (40 Active Points); OAF Expendable (onyx amulet of an eye, plus oneiromantic supplies, Very Difficult to obtain; -1½), Concentration (0 DCV throughout; -1), Extra Time (6 Hours; -3½), Gestures (throughout; -½), Incantations (throughout; -½), Instant (-½), Precognition Only (-1), Requires A Sorcery Roll (-½), Vague And Unclear (-½). Total cost: 4 points.*

OPTIONS:

- 1) Strong Spell:** Remove Vague And Unclear (-½). Total cost: 4 points.
- 2) Weak Spell:** Add Time Modifiers (-½). Total cost: 4 points.
- 3) Free Spell:** Remove OAF (-1½). Total cost: 4 points.
- 4) Stilled Spell:** Remove Gestures (-½). Total cost: 4 points.
- 5) Silenced Spell:** Remove Incantations (-½). Total cost: 4 points.
- 6) Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 4 points.
- 7) Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 8) Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.
- 9) Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 4 points.
- 10) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 6 points.

MISCELLANEOUS SPELLS

THE SPELL OF THE CLEAR MIND

Effect: Aid INT and EGO 3d6

Target/Area Affected: Self

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -6

END Cost: 0

Description: This spell grants a sorcerer the ability to clear his mind and enhance its power for the casting of Sorcery. Sorcerers often use it right before a battle to improve their chances of defeating their foes.

Game Information: Aid INT and EGO 3d6, two Characteristics simultaneously (+½), Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½) (60 Active Points); OAF Expendable (black lotus powder, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Sorcery Roll (-½), Self Only (-½). Total cost: 13 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid INT and EGO 4d6. 80 Active Points; total cost 18 points.
- 2) **Weak Spell:** Decrease to Aid INT and EGO 2d6. 40 Active Points; total cost 9 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 20 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain INT and EGO 1d6; -¼). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 8) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 9) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 15 points.
- 10) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 13 points.
- 11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 17 points.
- 12) **Shared Spell:** Remove Self Only (-½). Total cost: 15 points.

THE SPELL OF THE SORCERER'S SACRIFICE

Effect: Simplified Healing 5d6, Side Effects (caster takes all damage healed)

Target/Area Affected: One character

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -5

END Cost: 5

Description: This spell provides a sorcerer with the power to heal, but at a price: he must take the injuries healed upon himself. For obvious reasons, even the most brawny sorcerer dare not use it more than once or twice a day.

Game Information: Simplified Healing 5d6 (50 Active Points); OAF Expendable (miniature double-edged silver dagger blade, Difficult to obtain; -1¼), Extra Time (1 Turn; -1¼), Gestures (-¼), Incantations (-¼), Others Only (-½), Requires A Sorcery Roll (-½), Side Effects (caster automatically takes all damage he heals; -1). Total cost: 8 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Simplified Healing 6d6. 60 Active Points; total cost 10 points.
- 2) **Weak Spell:** Decrease to Simplified Healing 4d6. 40 Active Points; total cost 7 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 10 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 9 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 9 points.
- 6) **Difficult Spell:** Change to Requires A Sorcery Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 7) **Easy Spell:** Change to Requires A Sorcery Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 8) **Master's Version:** Remove Requires A Sorcery Roll (-½). Total cost: 9 points.
- 9) **Quick Spell:** Decrease to Extra Time (Full Phase; -½). Total cost: 9 points.
- 10) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 8 points.
- 11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 12 points.

THAUMATURGY



Thaumaturgy is the Art of transforming, altering, and redirecting energies and matter. It includes shapeshifting magics and related spells. It's a complex and unusual arcana, one that's difficult to master... but which rewards dedicated study.

Generally speaking, Thaumaturgy spells fall into four categories: spells involving the changing or augmentation of the self; spells involving the changing or augmentation of others (some of which the thaumaturge can also apply to himself); spells involving the creation of objects "out of thin air"; and spells involving the redirection or harnessing of energies both mystical and natural.

SELF-CHANGING SPELLS

CALMIR'S FIRST SPELL OF THE MONSTROUS FORM

Effect: Multiform (16 monsters of up to 300 Character Points)

Target/Area Affected: Self

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -8

END Cost: 16

Description: This spell allows the character to assume the form and abilities of various "lesser" monsters — ones built on up to 300 Character Points. This includes many of the creatures in *Monsters, Minions, And Marauders* and Chapter Two of *The HERO System Bestiary*, but the character cannot assume the form of any infernal or divine being (such as demons, angels, and the like). The GM may add other forms to the "restricted" list (such as djinni or ifrits), and is the final judge of what constitutes a "monster" (as opposed to a person or normal animal). In any event, the thaumaturge dare not remain in monster form too long, lest he take on the monster's instincts and personality and stay in that shape forever.

Typically a character chooses which 16 monster forms he can assume when he buys the spell, and later spends points to increase the number of forms if he wants more. However, the GM may allow him to leave some or all of the forms undefined at the start of the game, and then define them as the need arises.

This spell counts as Constant because it costs END to change forms. Since it costs no END to maintain the change, and the Power has the *Person-*

ality Loss Limitation, the character does not revert to his true form if Knocked Out while in monster shape; he retains the monstrous form.

Game Information: *Multiform* (16 monsters of up to 300 Character Points) (80 Active Points); *OAF Expendable* (lump of alchemically-treated clay, Difficult to obtain; -1¼), *Costs Endurance* (to change only; -½), *Extra Time* (Full Phase; -½), *Gestures* (-¼), *Incantations* (-¼), *Increased Endurance Cost* (x2 END; -½), *Personality Loss* (1 Hour; -1), *Requires A Thaumaturgy Roll* (-½). Total cost: 14 points.

OPTIONS:

- 1) **More Forms:** Increase to 32 monsters. 85 Active Points; total cost 15 points.
- 2) **Many More Forms:** Increase to 64 monsters. 90 Active Points; total cost 16 points.
- 3) **Fewer Forms:** Decrease to 4 monsters. 70 Active Points; total cost 12 points.
- 4) **Free Spell:** Remove OAF (-1¼). Total cost: 18 points.
- 5) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 6) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 7) **Apprentice's Version:** Add Side Effects (Drain END 4d6; -½). Total cost: 13 points.
- 8) **Difficult Spell:** Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 9) **Easy Spell:** Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 10) **Master's Version:** Remove Requires A Thaumaturgy Roll (-½). Total cost: 15 points.
- 11) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 15 points.
- 12) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 13 points.
- 13) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 120 Active Points; total cost 21 points.
- 14) **Less Tiring Spell:** Remove Increased Endurance Cost (-½). Total cost: 15 points.
- 15) **Limited Duration Spell:** Remove Costs Endurance (-½) and Increased Endurance Cost (-½) and add Restricted Duration (1 day, +4 hours per point by which the caster makes his Thaumaturgy roll; -¼). Total cost: 16 points.



CALMIR'S SECOND SPELL OF THE MONSTROUS FORM

Effect: Multiform (16 monsters of 301-1,000 Character Points)

Target/Area Affected: Self

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -11

END Cost: 22

Description: This spell is similar to Calmir's First Spell, but allows the caster to assume the forms and abilities of monsters built on 301 to 1,000 Character Points.

Game Information: *Multiform (16 monsters of 301-1,000 Character Points) (220 Active Points); OAF Expendable (small, high-quality diamond, Very Difficult to obtain; -1½), Concentration (½ DCV throughout casting; -½), Costs Endurance (to change only; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Personality Loss (1 Hour; -1), Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 31 points.*

OPTIONS:

1) More Forms: Increase to 32 monsters. 225 Active Points; total cost 32 points.

2) Many More Forms: Increase to 64 monsters. 230 Active Points; total cost 33 points.

3) Fewer Forms: Decrease to 4 monsters. 210 Active Points; total cost 30 points.

4) Free Spell: Remove OAF (-1½). Total cost: 40 points.

5) Stilled Spell: Remove Gestures (-½). Total cost: 34 points.

6) Silenced Spell: Remove Incantations (-½). Total cost: 34 points.

7) Apprentice's Version: Add Side Effects (Drain END 4d6; -¼). Total cost: 30 points.

8) Difficult Spell: Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 28 points.

9) Easy Spell: Change to Requires A Thaumaturgy Roll (-1 per 10 Active Points; -½). Total cost: 30 points.

10) Master's Version: Remove Requires A Thaumaturgy Roll (-¼). Total cost: 33 points.

11) Quick Spell: Change to Extra Time (Full Phase; -½). Total cost: 35 points.

12) Inattentive Spell: Remove Concentration (-½). Total cost: 34 points.

13) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 330 Active Points; total cost 47 points.

14) Limited Duration Spell: Remove Costs Endurance (-½) and add Restricted Duration (1 day, +4 hours per point by which the caster makes his Thaumaturgy roll; -¼). Total cost: 33 points.

JEZRIC'S SPELL OF TRUE SEEMING

Effect: Multiform (16 animals of up to 200 points each)
Target/Area Affected: Self
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -6
END Cost: 18

Description: This spell grants the thaumaturge the power to assume the form of various animals. However, he must not spend too long in any one form, lest he take on the animal's personality and instincts and remain trapped in that shape forever.

Typically a character chooses which 16 animal forms he can assume when he buys the spell, and later spends points to increase the number of forms if he wants more. However, the GM may allow him to leave some or all of the forms undefined at the start of the game, and then define them as the need arises.

This spell counts as Constant because it costs END to change forms. Since it costs no END to maintain the change, and the Power has the *Personality Loss* Limitation, the character does not revert to his true form if Knocked Out while in animal shape; he retains the animal form.

Game Information: *Multiform (16 animals of up to 200 points each) (60 Active Points); OAF Expendable (tiny animal figurine made of semi-precious stone, Difficult to obtain; -1¼), Costs Endurance (to change only; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Increased Endurance Cost (x3 END; -1), Personality Loss (1 Hour; -1), Requires A Thaumaturgy Roll (-½). Total cost: 8 points.*

OPTIONS:

- 1) **More Forms:** Increase to 32 animals. 65 Active Points; total cost 9 points.
- 2) **Many More Forms:** Increase to 64 animals. 70 Active Points; total cost 9 points.
- 3) **Weak Spell:** Decrease to 8 animals. 55 Active Points; total cost 7 points.
- 4) **Free Spell:** Remove OAF (-1¼). Total cost: 10 points.
- 5) **Stilled Spell:** Remove Gestures (-½). Total cost: 9 points.
- 6) **Silenced Spell:** Remove Incantations (-½). Total cost: 9 points.
- 7) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 7 points.
- 8) **Difficult Spell:** Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 9) **Easy Spell:** Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.
- 10) **Master's Version:** Remove Requires A Thaumaturgy Roll (-½). Total cost: 9 points.

11) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 9 points.

12) **Attentive Spell:** Add Concentration (½ DCV throughout casting; -½). Total cost: 7 points.

13) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 12 points.

14) **Hethtor's Spell Of True Seeming:** About two thousand years after Jezric developed his spell of True Seeming, the thaumaturge Hethtor created a revised version that allows the caster to assume more powerful animal forms. Change to 16 animals of up to 300 points each. 80 Active Points; total cost 11 points.

SHAPE OF STONE

Effect: Shape Shift (Sight and Touch Groups, any inanimate object)
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This spell allows the caster to assume the shape of any inanimate object of roughly equal size and mass. As its name suggests, it's usually used to take the shape of stones, stumps, trees, and other natural objects, but the caster can just as easily become a piece of furniture or decorative artwork.

Game Information: *Shape Shift (Sight and Touch Groups, any inanimate object) (23 Active Points); OAF Expendable (small pebble incised with thaumaturgic runes, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Thaumaturgy Roll (-½). Total cost: 8 points.*

OPTIONS:

- 1) **Strong Spell:** Add Costs Endurance Only To Change Shape (+¼). 29 Active Points; total cost 10 points.
- 2) **Weak Spell:** Decrease to four predefined shapes. 18 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 11 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 8 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 8 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Thaumaturgy rolls for 1d6 hours; -¼). Total cost: 7 points.
- 7) **Difficult Spell:** Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) **Easy Spell:** Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.
- 9) **Master's Version:** Remove Requires A Thaumaturgy Roll (-½). Total cost: 9 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 7 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 7 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 34 Active Points; total cost 11 points.

13) Nommath's Shape Of Stone: This version of the spell, created by the halfling thaumaturge Nommath so that his hawk familiar could carry him on journeys, allows the caster to assume the shape of tiny inanimate objects, such as pebbles or goblets. Add Shrinking (.032 m tall, .0004 kg mass, -12 to PER Rolls to perceive character, +12 DCV, takes +18" KB) (60 Active Points); same Limitations as above, plus Linked ($-\frac{1}{4}$) (total cost: 18 points). 23 + 60 = 83 Active Points; total cost 8 + 18 = 26 points.

14) Yormath's Shape Of Stone: On the other hand, Nommath's brother Yormath, also a thaumaturge of some repute, created a permutation of Shape Of Stone that allowed him to become much larger than normal. Add Growth (+60 STR, +12 BODY, +12 STUN, -12" KB, 400,000 kg, -8 DCV, +8 PER Rolls to perceive character, 32 m tall, 16 m wide) (60 Active Points); same Limitations as above, plus Linked ($-\frac{1}{4}$) (total cost: 18 points). 23 + 60 = 83 Active Points; total cost 8 + 18 = 26 points.

THE SPELL OF THE PRESERVED FORM

Effect: Power Defense (20 points), Only Versus Transforms And Thaumaturgic Attacks

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Restricted Duration (1 Hour, +1 Hour per point by which the caster makes his Thaumaturgy roll)

Range: Self

Magic Roll Penalty: -2

END Cost: 0

Description: As masters of shapechanging, thaumaturges often have a great deal of control over their own forms. Using this spell, they can prevent other thaumaturges from forcing shape-changes upon them.

Game Information: *Power Defense (20 points) (20 Active Points); OAF Expendable (bit of lycanthrope fur, Difficult to obtain; $-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Only Versus Transforms And Thaumaturgic Attacks (-1), Requires A Thaumaturgy Roll ($-\frac{1}{2}$), Restricted Duration (1 Hour, +1 Hour per point by which the caster makes his Thaumaturgy roll; $-\frac{1}{4}$). Total cost: 4 points.*

OPTIONS:

1) Strong Spell: Increase to Power Defense (25 points). 25 Active Points; total cost 5 points.

2) Weak Spell: Decrease to Power Defense (15 points). 15 Active Points; total cost 3 points.

3) Free Spell: Remove OAF ($-\frac{1}{4}$). Total cost: 6 points.

4) Stilled Spell: Remove Gestures ($-\frac{1}{4}$). Total cost: 5 points.

5) Silenced Spell: Remove Incantations ($-\frac{1}{4}$). Total cost: 5 points.

6) Apprentice's Version: Add Side Effects (Drain END 1d6; $-\frac{1}{4}$). Total cost: 4 points.

7) Difficult Spell: Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 4 points.

8) Easy Spell: Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 5 points.

9) Master's Version: Remove Requires A Thaumaturgy Roll ($-\frac{1}{2}$). Total cost: 5 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; $-\frac{1}{4}$). Total cost: 4 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 4 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 30 Active Points; total cost 7 points.

13) Thurlond's Spell Of The Preserved Form: Thurlond Fiveforms expanded this spell so that the caster can apply it to himself or others. Add Usable By Other ($+\frac{1}{4}$). 25 Active Points; total cost 5 points.

14) Talgrath's Spell Of The Preserved Form: Two thousand years after Thurlond, the thaumaturge Talgrath expanded the spell again so that multiple people could use it at once. Add Usable Simultaneously (up to 8 people at once; +1). 40 Active Points; total cost 9 points.

THURLOND'S SPELL OF REWORKING

Effect: Shape Shift (Sight, Hearing, and Touch Groups, any humanoid shape), Imitation

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -4

END Cost: 4

Description: This spell is the ultimate form of disguise. It allows the caster to change his shape to that of any other humanoid being — and to imitate the features of others with great accuracy, if he so desires. He cannot, however, assume the powers of those forms; for example, if he takes the shape of a vulture-man, he has wings, but cannot fly.

Game Information: *Shape Shift (Sight, Hearing, and Touch Groups, any humanoid shape), Imitation (36 Active Points); OAF Expendable (small doll made of cloth and straw, with a semi-precious stone as the heart, Difficult to obtain; $-\frac{1}{4}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Requires A Thaumaturgy Roll ($-\frac{1}{2}$). Total cost: 11 points.*

OPTIONS:

1) Strong Spell: Add Smell/Taste Group. 39 Active Points; total cost 12 points.

2) Weak Spell: Remove Hearing Group. 33 Active Points; total cost 10 points.

3) Free Spell: Remove OAF ($-\frac{1}{4}$). Total cost: 18 points.



4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 12 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 12 points.

6) **Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 10 points.

7) **Difficult Spell:** Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 10 points.

8) **Easy Spell:** Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.

9) **Master's Version:** Remove Requires A Thaumaturgy Roll (-½). Total cost: 13 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 10 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 54 Active Points; total cost 17 points.

13) **Less Tiring Spell:** Add Costs Endurance Only To Change (+¼). 45 Active Points; total cost 14 points.

14) **Shared Spell:** Add Usable By Other (+¼). 45 Active Points; total cost 14 points.

OTHER-CHANGING SPELLS

These spells all reflect how Thaumaturgy can shape things other than the spellcaster himself. Thaumaturgic Transforms generally only affect the Body; they cannot alter the Spirit, and thaumaturges leave alterations of the Mind to Sorcery.

THE BESTIAL CURSE OF PHOGORATH TAMM

Effect: Major Transform 7d6 (humanoid beings into animals)

Target/Area Affected: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 50"

Magic Roll Penalty: -13

END Cost: 13

Description: The irascible and arrogant First Epoch thaumaturge Phogorath Tamm created this spell as a way of disposing of people who bothered him or took up too much of his time. It transforms any humanoid being into any animal of the caster's choosing. However, the GM should not allow characters to use this as an "instant death" spell by Transforming people into fish (or other creatures that can't survive in the local environment) or insects (which the character then crushes).

Game Information: Major Transform 7d6 (humanoid beings into animals, heals back through another application of this spell or a like spell), Increased Results Group (any animal; +¼) (131 Active Points); OAF Expend-

able (knot made of string woven from the fur of five different types of animals, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Range (50"; -¼), Limited Target (humanoid beings; -½), Requires A Thaumaturgy Roll (-½), Spell (-½). Total cost: 26 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Major Transform 8d6. 150 Active Points; total cost 30 points.
- 2) **Weak Spell:** Decrease to Major Transform 6d6. 112 Active Points; total cost 22 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 35 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 28 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 28 points.
- 6) **Apprentice's Version:** Add Side Effects (-3 to Thaumaturgy rolls for 2d6 hours; -¼). Total cost: 25 points.
- 7) **Difficult Spell:** Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 24 points.
- 8) **Easy Spell:** Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 28 points.
- 9) **Master's Version:** Remove Requires A Thaumaturgy Roll (-½). Total cost: 29 points.
- 10) **Lengthy Spell:** Change to Extra Time (1 Minute; -1½). Total cost: 22 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 25 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 184 Active Points; total cost 37 points.
- 13) **Vandicar's Bestial Curse:** The thaumaturge Vandicar changed this spell so that it works slowly but surely. Decrease to Major Transform 3d6 and add Continuous (+1). 101 Active Points; total cost 20 points.

HAWK'S EYES AND HOUND'S NOSE

Effect: +5 PER with all Sense Groups, Usable By Other
Target/Area Affected: One character
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Restricted Duration (1 Hour, +30 minutes per point by which the caster makes his Thaumaturgy roll)
Range: Touch
Magic Roll Penalty: -2
END Cost: 0

Description: This spell alters the character's body to enhance his sight, hearing, smell, and other senses. He may take on some slightly animalistic facial features, but a skilled caster (i.e., one who makes his Thaumaturgy roll by 3 or more) can prevent this if he desires.

Game Information: +5 PER with all Sense Groups, Usable By Other (+¼) (19 Active Points); OAF Expendable (hawk's eye, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Thaumaturgy Roll (-½), Restricted Duration (1 Hour, +30 minutes per point by which the caster makes his Thaumaturgy roll; -¼). Total cost: 5 points.

OPTIONS:

- 1) **Strong Spell:** Increase to +6 PER. 22 Active Points; total cost 6 points.
- 2) **Weak Spell:** Decrease to +4 PER. 15 Active Points; total cost 4 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 8 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 6 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 6 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 PER Rolls for 1d6 minutes; -¼). Total cost: 5 points.
- 7) **Difficult Spell:** Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 8) **Easy Spell:** Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 9) **Master's Version:** Remove Requires A Thaumaturgy Roll (-½). Total cost: 6 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 5 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 5 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 26 Active Points; total cost 7 points.
- 13) **More People:** Change to Usable Simultaneously (up to eight people at once; +1). 30 Active Points; total cost 9 points.

THE SPELL OF TITANIC MIGHT

Effect: Aid STR 3d6**Target/Area Affected:** One character**Casting Time:** Half Phase (Attack Action)**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Instant**Range:** Touch**Magic Roll Penalty:** -3**END Cost:** 3

Description: This spell temporarily alters a character's body to make his muscles and bones larger and tougher, thus increasing his Strength (often to a tremendous degree).

Game Information: Aid STR 3d6 (30 Active Points); OAF Expendable (tiny magnifying lense wrapped in a bear's sinew, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Thaumaturgy Roll (-½), Spell (-½). Total cost: 7 points.

OPTIONS:

1) **Strong Spell:** Increase to Aid STR 4d6. 40 Active Points; total cost 9 points.

2) **Weak Spell:** Decrease to Aid STR 2d6. 20 Active Points; total cost 5 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 10 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.

6) **Apprentice's Version:** Add Side Effects (Drain STR 1d6; -¼). Total cost: 7 points.

7) **Difficult Spell:** Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 6 points.

8) **Easy Spell:** Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.

9) **Master's Version:** Remove Requires A Thaumaturgy Roll (-½). Total cost: 8 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 6 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 11 points.

13) **Ashira's Spell Of Titanic Might:** This permutation of the Titanic Might lasts much longer than the standard form. Add Delayed Recovery Rate (points fade at the rate of 5 per 5 Minutes; +½). 45 Active Points; total cost 11 points.

14) **Expanded Spell I:** This form of the spell affects any two physical Characteristics at once (see below). Add any two physical Characteristics simultaneously (+½). 45 Active Points; total cost 11 points.

15) **Expanded Spell II:** This form of the spell affects any four physical Characteristics at once (see below). Add any four physical Characteristics simultaneously (+1). 60 Active Points; total cost 14 points.



16) Expanded Spell III: This form of the spell affects all physical Characteristics at once (see below). Add all physical Characteristics simultaneously (+2). 90 Active Points; total cost 21 points.

17) Other Characteristics: Over the epochs, thaumaturges have developed many similar spells to enhance other physical attributes. These have the same costs and options; they just affect different Characteristics.

DEX: The Spell Of Acrobatic Excellence

CON: Calmir's Spell Of Dwarven Resilience

BODY: Jalerak's Physical Enhancement

PD: Warrior's Blessing

ED: Withstand The Fire

SPD: The Spell Of The Falcon's Swiftiness

END: Stamina Of The Ox

STUN: Might Of The Bear

Running: Swift-Limb

Leaping: Legs Of The Frog

THAUMATURGIC SCULPTING

Effect: Major Transform 1d6 (grant physical form-based powers)

Target/Area Affected: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant (see text)

Range: No Range

Magic Roll Penalty: -3

END Cost: 3

Description: This spell allows a thaumaturge to transmute the body of another person to grant powers based upon changing the physical form. Examples include Flight (from wings), HKA (from claws), Enhanced Senses (from larger eyes and the like), and Swimming (from webbed hands and feet). The standard rules for adding abilities via Transform apply. The change lasts for a maximum of 1 Minute, +1 Minute per point by which the caster makes his Thaumaturgy roll.

Game Information: *Major Transform 1d6 (grant physical form-based powers, heals back through another application of this spell or a like spell or the expiration of a duration of 1 Minute +1 Minute per point by which the caster makes his Thaumaturgy roll), Continuous (+1), Improved Results Group (any physical form-based power; +¼) (34 Active Points); OAF Expendable (claw from a bear and a feather from an eagle bound by a crimson thread, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Target (humanoid beings; -½), No Range (-½), Requires A Thaumaturgy Roll (-½), Spell (-½). Total cost: 6 points.*

OPTIONS:

1) Strong Spell: Increase to Major Transform 2d6. 67 Active Points; total cost 13 points.

2) Weak Spell: Decrease to Major Transform ½d6. 22 Active Points; total cost 4 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 8 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 7 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 7 points.

6) Apprentice's Version: Add Side Effects (Drain END 3d6; -½). Total cost: 6 points.

7) Difficult Spell: Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 6 points.

8) Easy Spell: Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.

9) Master's Version: Remove Requires A Thaumaturgy Roll (-½). Total cost: 7 points.

10) Quick Spell: Remove Extra Time (Full Phase; -½). Total cost: 7 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 6 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 41 Active Points; total cost 8 points.

13) Ranged Spell: Remove No Range (-½). Total cost: 7 points.

VANDICAR'S SPELL OF STONY DOOM

Effect: Major Transform 8d6 (living being to stone)

Target/Area Affected: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 600"

Magic Roll Penalty: -12

END Cost: 12

Description: This spell, one of the most feared in the thaumaturge's arsenal, transmutes a single living being to stone. The victim remains petrified until this spell is applied to him again.

Game Information: *Major Transform 8d6 (living being to stone, heals back through another application of this spell or a like spell) (120 Active Points); OAF Expendable (chip of polished granite incised with thaumaturgic runes, Easy to obtain; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Target (living beings; -¼), Requires A Thaumaturgy Roll (-½), Spell (-½). Total cost: 28 points.*

OPTIONS:

1) Strong Spell: Increase to Major Transform 10d6. 150 Active Points; total cost 35 points.

2) Weak Spell: Decrease to Major Transform 6d6. 90 Active Points; total cost 21 points.

3) Free Spell: Remove OAF (-1). Total cost: 37 points.



- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 30 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 30 points.
- 6) **Apprentice's Version:** Add Side Effects (-3 to Thaumaturgy rolls for 2d6 hours; -¼). Total cost: 27 points.
- 7) **Difficult Spell:** Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 25 points.
- 8) **Easy Spell:** Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 30 points.
- 9) **Master's Version:** Remove Requires A Thaumaturgy Roll (-½). Total cost: 32 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 32 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 27 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 180 Active Points; total cost 42 points.
- 13) **Dereketh's Touch Of The Gargoyle:** This permutation of the Stony Doom only works if the caster touches the target. Add No Range (-½). Total cost: 25 points.
- 14) **Stelrane's Spell Of The Stony Doom:** The renowned mage Stelrane created a version of the Stony Doom powerful enough to affect many beings at once. Add Area Of Effect (15" Radius; +1), Selective (+¼). 270 Active Points; total cost 63 points.

WIZARD'S WHETSTONE

Effect: Aid HKA or RKA 4d6

Target/Area Affected: One weapon

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -5

END Cost: 5

Description: This spell is an example of how thaumaturges use their power to enhance inanimate objects instead of living beings. When cast upon a weapon, the Wizard's Whetstone makes it sharper, harder, and lighter so that a warrior can wield it to greater effect.

Game Information: Aid HKA or RKA 4d6, either Power one at a time (+¼) (50 Active Points); OAF Expendable (piece of whetstone soaked in human blood, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Thaumaturgy Roll (-½), Spell (-½), Weapons-Based KAs Only (-½). Total cost: 10 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid HKA or RKA 5d6. 62 Active Points; total cost 12 points.
- 2) **Weak Spell:** Decrease to Aid HKA or RKA 3d6. 37 Active Points; total cost 7 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 14 points.

- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 10 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 10 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Thaumaturgy rolls for 1d6 minutes; -¼). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 9 points.
- 8) **Easy Spell:** Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.
- 9) **Master's Version:** Remove Requires A Thaumaturgy Roll (-½). Total cost: 11 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 11 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 70 Active Points; total cost 14 points.
- 13) **Longer Duration:** Add Delayed Recovery Rate (points fade at the rate of 5 per 5 Minutes; +½). 70 Active Points; total cost 14 points.
- 14) **Storgrim's Spell Of Solidity:** With appropriate changes in the Power Modifiers, you can use this spell as a template for other object-enhancing spells. For example, the wizard Storgrim created a Spell Of Solidity which increases the toughness of objects. Change to Aid BODY and DEF 3d6, two Characteristics simultaneously (+½), Delayed Recovery Rate (points fade at the rate of 5 per 1 Hour; +1). 75 Active Points; total cost 15 points.

CREATION SPELLS

Thaumaturgy also encompasses the power to create objects out of raw materials. It cannot create living beings, nor create things out of thin air — a thaumaturge must have material to work with to use his creation spells.

ASHIRA'S FEASTING-SPELL

Effect: Minor Transform 4d6 (raw/uncooked foodstuffs into sumptuous feast)

Target/Area Affected: Special

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -5

END Cost: 5

Description: This spell transmutes raw, uncooked, or unprepared foodstuffs into gourmet food and drink. For example, the caster could turn just-harvested wheat into delicious bread, a bunch of grapes into fine wine, or a slaughtered boar into pork chops. Since the "BODY" of foodstuffs tends to be slight, the spell can usually Transform a great deal of food at once, but the final decision on what it can do is up to the GM.

Game Information: *Minor Transform 4d6 (raw/uncooked foodstuffs into sumptuous feast, heals back over time as it spoils/rots), Improved Results Group (any type of appropriate food; +¼) (50 Active Points); OAF Expendable (miniature silver ladel, Difficult to obtain; -1¼), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Thaumaturgy Roll (-½), Spell (-½). Total cost: 8 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Minor Transform 5d6. 62 Active Points; total cost 9 points.
- 2) **Weak Spell:** Decrease to Minor Transform 3d6. 37 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 9 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 8 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 8 points.
- 6) **Apprentice's Version:** Add Side Effects (-1 to Thaumaturgy rolls for 1d6 hours; -¼). Total cost: 7 points.
- 7) **Difficult Spell:** Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) **Easy Spell:** Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.
- 9) **Master's Version:** Remove Requires A Thaumaturgy Roll (-½). Total cost: 8 points.

10) Quick Spell: Change to Extra Time (Full Phase; -½). Total cost: 9 points.

11) Inattentive Spell: Remove Concentration (-½). Total cost: 8 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 70 Active Points; total cost 11 points.

JEZRIC'S WAINWRIGHT

Effect: Summon 200-point Vehicle

Target/Area Affected: One Vehicle

Casting Time: 5 Minutes

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -9

END Cost: 9

Description: This spell transforms a pile of lumber, nails, and other supplies into a finished vehicle of the thaumaturge's choice. The GM may change the Extra Time required depending on how simple or complex the vehicle is, if desired.

Game Information: *Summon 200-point Vehicle, Expanded Class (any wooden vehicle appropriate to setting; +¼), Slavishly Loyal (+1) (90 Active Points); OAF Expendable (miniature model of vehicle to be Summoned, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Thaumaturgy Roll (-½), Requires Appropriate Raw Materials (-½).* Total cost: 12 points.

turgy Roll (-½), Requires Appropriate Raw Materials (-½). Total cost: 12 points.

OPTIONS:

1) Strong Spell: Increase to Summon 250-point Vehicle. 112 Active Points; total cost 15 points.

2) Weak Spell: Decrease to Summon 150-point Vehicle. 67 Active Points; total cost 9 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 15 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 13 points.

5) Silenced Spell: Remove Incantations (-½). Total cost: 13 points.

6) Apprentice's Version: Add Side Effects (Drain END 3d6; -¼). Total cost: 12 points.

7) Difficult Spell: Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 12 points.

8) Easy Spell: Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.

9) Master's Version: Remove Requires A Thaumaturgy Roll (-½). Total cost: 13 points.

10) Quick Spell: Change to Extra Time (Full Phase; -½). Total cost: 16 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: 14 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 110 Active Points; total cost 15 points.



RUNCIFER'S SPELL OF THE INSTANT ARMORY

Effect: Minor Transform 5d6 (raw metal into finished weapons)

Target/Area Affected: Special

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -6

END Cost: 6

Description: With this spell, a thaumaturge can transmute raw metal (not ore, but ingots, bars, or the like) into finished blades and other weapons. He may still need other supplies (wooden hafts or shafts, leather wrappings, or the like) to construct a complete weapon.

Game Information: *Minor Transform 5d6 (raw metal into finished weapons), Improved Results Group (any type of metal weapon; +¼) (62 Active Points); OAF Expendable (miniature model of weapon to be created, Difficult to obtain; -1¼), Concentration (0 DCV throughout; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Thaumaturgy Roll (-½), Requires Appropriate Raw Materials (-½), Spell (-½). Total cost: 8 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Minor Transform 6d6. 75 Active Points; total cost 10 points.
- 2) **Weak Spell:** Decrease to Minor Transform 4d6. 50 Active Points; total cost 7 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 10 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 9 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 9 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 8 points.
- 7) **Difficult Spell:** Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) **Easy Spell:** Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.
- 9) **Master's Version:** Remove Requires A Thaumaturgy Roll (-½). Total cost: 9 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 9 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 9 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 87 Active Points; total cost 12 points.

REDIRECTION SPELLS

ARCHER'S BANE

Effect: Missile Deflection (any physical projectile)

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 Turn, +1 Segment per point by which the caster makes his Thaumaturgy roll)

Range: Self

Magic Roll Penalty: -1

END Cost: 0

Description: This spell creates a magical field around the thaumaturge that alters the path of arrows and other missiles so they fail to strike him. It affects only physical missiles such as arrows and sling bullets (including enchanted versions of them). It does not work against Ranged attack spells, including spells that create "mundane" missiles out of thin air (that requires the Wizard's Bane spell, below).

Game Information: *Missile Deflection (any non-gunpowder physical projectile), Uncontrolled (duration of 1 Turn, +1 Segment per point by which the caster makes his Thaumaturgy roll; +½) (15 Active Points); OAF Expendable (miniature silver bent arrow, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Thaumaturgy Roll (-½). Total cost: 5 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to +3 OCV. 37 Active Points; total cost 11 points.
- 2) **Stronger Spell:** Increase to +5 OCV. 52 Active Points; total cost 16 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 7 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 5 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 5 points.
- 6) **Apprentice's Version:** Add Side Effects (all missile attacks made against caster for the next Turn receive a +3 OCV bonus to hit him; -¼). Total cost: 4 points.
- 7) **Difficult Spell:** Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 8) **Easy Spell:** Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 9) **Master's Version:** Remove Requires A Thaumaturgy Roll (-½). Total cost: 5 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 4 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 4 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 20 Active Points; total cost 6 points.

13) Shared Spell: Add Usable By Other (+¼). 17 Active Points; total cost 5 points.

14) Esdrelan's Spell Of The Archer's Dismay:

Esdrelan Skybrow, a powerful thaumaturge and theurgist five hundred years ago, was once badly wounded by an archer. Determined to revenge himself upon their entire breed, he devised this permutation of the Archer's Bane; it not only deflects the arrows away from the caster, it sends them back at the archer! Add Reflection (at attacker only). 45 Active Points; total cost 14 points.

NATURE'S WHEEL

Effect: Aid Magic 3d6, any Magic power one at a time
Target/Area Affected: Self

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -4

END Cost: 4

Description: Many natural phenomena, such as wind, moving water, and earthquakes, contain vast amounts of energy. Using this spell, a thaumaturge can harness that energy to enhance his other spells. The thaumaturge must be close to the phenomena (within about 3", though this may vary based on the nature and intensity of the phenomena) to use this spell.

The GM determines what phenomena the thaumaturge can "tap" using this spell. He may, in his discretion, make the power of the spell proportional to that of the phenomena (for example, a

slight breeze might only allow for an Aid ½d6, but a hurricane might grant Aid 4d6 or more).

Game Information: Aid Magic 3d6, any Magic power one at a time (+¼) (37 Active Points); OAF Expendable (tiny silver wheel, Difficult to obtain; -1¼), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Thaumaturgy Roll (-½), Requires Appropriate Natural Phenomena (see text; -½), Self Only (-½). Total cost: 8 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid Magic 4d6. 50 Active Points; total cost 10 points.
- 2) **Weak Spell:** Decrease to Aid Magic 2d6. 25 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 11 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 8 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 8 points.
- 6) **Apprentice's Version:** Add Side Effects (-3 to Thaumaturgy rolls for 1d6 hours; -¼). Total cost: 7 points.
- 7) **Difficult Spell:** Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) **Easy Spell:** Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 8 points.



9) Master's Version: Remove Requires A Thaumaturgy Roll (-½). Total cost: 9 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 7 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 7 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 52 Active Points; total cost 11 points.

13) Extended Spell: Add Delayed Recovery Rate (points fade at the rate of 5 per 5 Minutes; +½). 52 Active Points; total cost 11 points.

14) Expanded Spell: Change to any two Magic powers at once (+½). 45 Active Points; total cost 9 points.

15) Talgrath's Wheel: This form of the Wheel can help either the caster, or one of his comrades. Remove Self Only (-½). Total cost: 9 points.

16) Siphoning Wheel: This version of Nature's Wheel actually removes the energy from the natural phenomena when applying it to the caster's spell. The GM has to "quantify" the phenomena in some way so he can adjudicate the effects of the Transfer (for example, see the Wind Strength sidebar on page 64). Change to Transfer 3d6 (natural phenomena to magical power), from any Natural Phenomena power one at a time (+¼), to any Magic power one at a time (+¼), Ranged (+½) and remove Self Only (-½) and Costs Endurance (-½). 90 Active Points; total cost 24 points.

THAUMATURGIC HARNESS

Effect: Transfer 2d6 (magical power to magical power)

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 225"

Magic Roll Penalty: -6

END Cost: 6

Description: With this spell, a thaumaturge can siphon the magical power from another spellcaster's spell and use it to enhance the power of one of his own spells. Some wizards regard the use of this spell as "cheating" or "a violation of honor among wizards"; others don't seem to care.

Game Information: *Transfer 2d6 (magical power to magical power), from any Magic power one at a time (+¼), to any Magic power one at a time (+¼), Ranged (+½) (60 Active Points); OAF Expendable (tiny silver chain connecting two small gems, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Thaumaturgy Roll (-½), Spell (-½). Total cost: 15 points.*

OPTIONS:

1) Strong Spell: Increase to Transfer 3d6. 90 Active Points; total cost 22 points.

2) Weak Spell: Decrease to Transfer 1d6. 30 Active Points; total cost 7 points.

3) Free Spell: Remove OAF (-1½). Total cost: 24 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 16 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 16 points.

6) Apprentice's Version: Add Side Effects (Drain 1d6 from all of the caster's spells; -½). Total cost: 13 points.

7) Difficult Spell: Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 13 points.

8) Easy Spell: Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.

9) Master's Version: Remove Requires A Thaumaturgy Roll (-½). Total cost: 17 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 13 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 14 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 19 points.

WIZARD'S BANE

Effect: Missile Deflection (any magical Ranged attack)

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 Turn, +1 Segment per point by which the caster makes his Thaumaturgy roll)

Range: Self

Magic Roll Penalty: -3

END Cost: 0

Description: This spell protects the thaumaturge from Ranged attack spells the same way Archer's Bane protects him against mundane missiles. No matter how powerful, most spells just seem to veer away from him.

Game Information: *Missile Deflection (any Ranged attack), Uncontrolled (duration of 1 Turn, +1 Segment per point by which the caster makes his Thaumaturgy roll; +½) (30 Active Points); OAF Expendable (miniature silver bent wand, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Works Against Magic Spells (-½), Requires A Thaumaturgy Roll (-½). Total cost: 8 points.*

OPTIONS:

1) Strong Spell: Increase to +3 OCV. 52 Active Points; total cost 14 points.

2) Stronger Spell: Increase to +5 OCV. 67 Active Points; total cost 18 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 12 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 9 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 9 points.

6) Apprentice's Version: Add Side Effects (all magical attacks made against caster for the next Turn receive a +2 OCV bonus to hit him; -½). Total cost: 7 points.

7) Difficult Spell: Change to Requires A Thaumaturgy Roll (-1 per 5 Active Points; -1). Total cost: 7 points.

8) Easy Spell: Change to Requires A Thaumaturgy Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.

9) Master's Version: Remove Requires A Thaumaturgy Roll (-½). Total cost: 9 points.

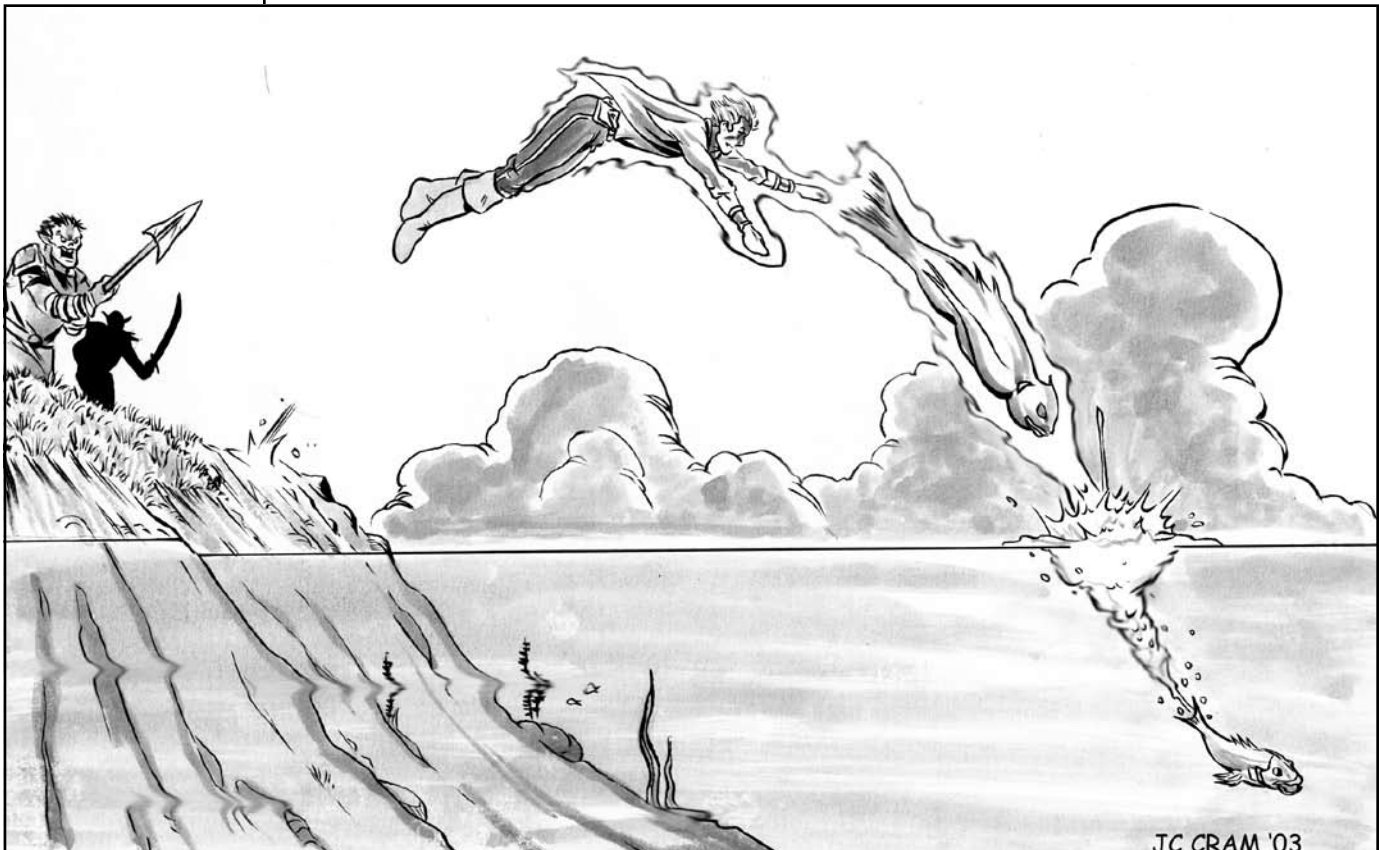
10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 7 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 7 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 40 Active Points; total cost 11 points.

13) Shared Spell: Add Usable By Other (+¼). 35 Active Points; total cost 9 points.

14) Arcane Backlash: This permutation of Wizard's Bane causes the attack spell to arc back and attack he who cast it! Add Reflection (at attacker only). 60 Active Points; total cost 16 points.



WITCHCRAFT



Witchcraft is an Art combining various lesser aspects of other arts, such as Alchemy, Conjuraction, Druidry, Elemental Magic, and Necromancy, as well as hedge magics and other “low spells,” but no less powerful than the other arcana for all that. The GM may allow characters who know Witchcraft to select appropriate spells from those (or other) arcana and define them as belonging to Witchcraft as well.

Additionally, Witchcraft sometimes delves into *black magic* — evil, harmful magic, such as curses, blood sacrifices, and trafficking with devils. Many witches avoid such spells scrupulously, but more than a few are willing to risk their souls for the power black magic offers.

Witchcraft is primarily associated with women, who often gather in *covens* (groups of 13) to practice their Art. Many Witchcraft spells were created with women in mind; they work only against men (or better against men), help women with the tasks normally assigned them in medieval-era societies, enhance women’s positive attributes, and so forth. Male witches, known as *warlocks*, are rare.

OFFENSIVE SPELLS

BEWITCHMENT

Effect: Major Transform 2d6 (free-willed male into witch’s willing slave), BOECV

Target/Area Affected: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 20”

Magic Roll Penalty: -10

END Cost: 5

Description: This spell of beguilement allows a witch to so thoroughly dominate the mind of a man that he becomes the witch’s willing and faithful servant for a lengthy period of time (usually at least a month, but it depends on how hardy and strong-willed he is). Warlocks learn a version of the spell that only works against women.

Game Information: *Major Transform 2d6 (free-willed male into witch’s willing slave, heals back normally), BOECV (Mental Defense applies;*

+1), Works Against EGO, Not STR (+¼), Continuous (+1), Reduced Endurance (½ END; +¼) (105 Active Points); OAF Expendable (small gem, Difficult to obtain; -1¼), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Normal Range (20”; -½), Limited Target (humanoid males only; -½), Requires A Witchcraft Roll (-½), Spell (-½). Total cost: 19 points.

OPTIONS:

1) **Strong Spell:** Increase to Major Transform 3d6. 157 Active Points; total cost 28 points.

2) **Weak Spell:** Decrease to Major Transform 1d6. 52 Active Points; total cost 9 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 25 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 20 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 20 points.

6) **Apprentice’s Version:** Add Side Effects (spell affects witch, making her the victim’s willing slave; -1). Total cost: 16 points.

7) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 17 points.

8) **Easy Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 20 points.

9) **Master’s Version:** Remove Requires A Witchcraft Roll (-½). Total cost: 21 points.

10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 21 points.

11) **Inattentive Spell:** Remove Concentration (-¼). Total cost: 20 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 120 Active Points; total cost 22 points.

13) **Darthuva’s Spell Of Universal Beguilement:** Some witches are just as content to have female servants as male, and so use this version of the spell. Change to Limited Target (humanoids only; -½). Total cost: 19 points.

BLIGHT

Effect: RKA 1d6, Gradual Effect, Only Versus Plants
Target/Area Affected: 160" Radius (see Game Information)

Casting Time: 1 Minute (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 225"

Magic Roll Penalty: -4

END Cost: 4

Description: One of the reasons common folk often fear witches is this spell. If angered or insulted, a witch may very well sneak back to her tormentor's farm and cast Blight, ruining his entire crop. Other possibilities, listed in the options below, are to spoil food (useful against innkeepers), dry up milk cows, and so forth.

Game Information: RKA 1d6, Area Of Effect (16"; +1¼), MegaScale (1" = 10" wide and deep; +¼) (45 Active Points); OAF Expendable (small silver scythe, Difficult to obtain; -1¼), Concentration (½ DCV throughout casting; -½), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Gradual Effect (6 Hours, up to 1 point per Hour; -1½), Incantations (throughout casting; -½), Requires A Witchcraft Roll (-½), Spell (-½). Total cost: 6 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 2d6. 90 Active Points; total cost 12 points.
- 2) **Weak Spell:** Decrease to RKA ½d6. 30 Active Points; total cost 4 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 7 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 6 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 6 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 5 points.
- 7) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 8) **Easy Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 9) **Master's Version:** Remove Requires A Witchcraft Roll (-½). Total cost: 6 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 7 points.
- 11) **Inattentive Spell:** Remove Concentration (-½). Total cost: 6 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 52 Active Points; total cost 7 points.
- 13) **Ritual Blight:** This form of the spell requires a coven to cast it. Add Ritual (13 casters; -1). Total cost: 5 points.
- 14) **Spoil Food:** Instead of blighting crops, this version of the spell spoils all the food in a house or

building. Change to Minor Transform 2d6 (good food to spoiled food, heal back through another application of this spell) (20 Active Points); OAF Expendable (bit of spoiled food, Easy to obtain; -1), Concentration (½ DCV throughout casting; -½), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Witchcraft Roll (-½), Spell (-½) (total cost: 3 points) plus Area Of Effect (32" Radius; +2) for Minor Transform 2d6 (40 Active Points); same Limitations as above plus Only Affects Food In One House Or Building (-½) (total cost: 6 points). Total cost: 9 points.

15) Dry Up Cow: This spell prevents a cow from giving any more milk. Change to Major Transform 15d6 (ordinary cow to cow that cannot give milk, heal back through another application of this spell) (225 Active Points); OAF Expendable (vial of curdled milk, Easy to obtain; -1), Concentration (½ DCV throughout casting; -½), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Gradual Effect (1 Day, 1d6 approximately every 90 minutes; -1¼), Incantations (throughout casting; -½), Limited Target (cows; -1), No Range (-½), Requires A Witchcraft Roll (-1 per 20 Active Points; -¼), Spell (-½). Total cost: 24 points.

THE CHARM OF THE THREE KNOTS

Effect: Succor Swimming 6d6/Suppress Swimming 6d6, Only For Sailed Vehicles

Target/Area Affected: One sailed vehicle

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 225"

Magic Roll Penalty: -4

END Cost: 0

Description: This spell allows a witch to control the winds to make it easier or harder to sail. The spell requires a cord tied in three knots. As long as the three knots remain tied, the witch can Succor Swimming for sailed vessels at the rate of 2d6 per knot (total of 6d6). If she unties the knots, she reverses the spell, directing the winds to hinder sailing (Suppress Swimming, 2d6 per knot untied for a total of 6d6).

Game Information:

Cost Power

- | | |
|----|--|
| 7 | <i>The Charm Of Three Knots:</i> Multipower, 45-point reserve; all OAF Expendable (short length of cord with three knots tied in it, Easy to obtain; -1), Concentration (½ DCV throughout casting; -½), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only For Vehicles With The Sailed Limitation (-1), Requires A Witchcraft Roll (-½), Spell (-½) |
| 1u | 1) <i>Strengthen The Winds:</i> Succor Swimming 6d6, Reduced Endurance (0 END; +½) |
| 1u | 2) <i>Misdirect The Winds:</i> Suppress Swimming 6d6, Reduced Endurance (0 END; +½) |

Total cost: 9 points



OPTIONS:

- 1) **Strong Spell:** Increase reserve to 67 points and both slots to 9d6. Total cost: 12 points.
- 2) **Weak Spell:** Decrease reserve to 22 points and both slots to 3d6. Total cost: 5 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 10 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 9 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 9 points.
- 6) **Apprentice's Version:** Add Side Effects (-3 to Witchcraft rolls for 1d6 hours; -¼). Total cost: 8 points.
- 7) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) **Easy Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 9) **Master's Version:** Remove Requires A Witchcraft Roll (-½). Total cost: 9 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 9 points.
- 11) **Inattentive Spell:** Remove Concentration (-½). Total cost: 9 points.
- 12) **Stored Spell:** Increase reserve to 60 points and add Delayed Effect (x2 spells usable at once; +½) to each slot. Total cost: 12 points.

DOLL MAGIC

Effect: Various attack spells
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Varies
Magic Roll Penalty: Varies
END Cost: Varies

Description: This insidious spell, which borders on (and often crosses into) black magic, gives a witch the power to harm a specific person by harming a doll made in that person's likeness. Not only does the doll have to resemble (at least superficially) the person, but it must contain at least two of the following from the victim: hair; skin; nail clippings; blood; saliva; urine; feces; a scrap of cloth from an article of clothing worn for at least one day; a tiny personal possession. A doll, once constructed, only works against that specific person; the GM should keep a list of the dolls possessed by a witch who knows this spell.

To use the spell, the witch need only harm the doll in some way. Typically this means poking it with a silver pin to inflict intense agony (and various forms of impairment), but the witch could also hold the doll over a flame, crush it under something, or the like. Other people, including the victim, can harm or destroy the doll without hurting the victim at all.

Most of the attacks a witch can make with Doll Magic don't require her to be near the victim, and ignore intervening barriers. However, if she's in the victim's presence, she can use the doll defensively — she can hold up the doll as a "shield," and any Ranged attack that strikes it hurts the victim instead!

Alternately, instead of harming the doll, the witch can use it to take control of the victim. He must be within her Line Of Sight for this to work.

With this spell, the Expendable part of the Focus are the silver pins. Unless the witch destroys it, the doll and its contents remain in existence and can be used to cast the spell repeatedly.

See page 211 regarding targeting victims with this spell (and similar spells).

Game Information:

Cost Power

48 *Doll Magic*: Multipower, 345-point reserve; all slots OAF Expendable Fragile (doll fashioned in victim's likeness and containing pieces of or items from victim, plus silver pins, Extremely Difficult to obtain; -2¼), Concentration (½ DCV; -¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Works Against Specific Characters For Whom Witch Has Prepared Dolls (-2), Requires A Witchcraft Roll (-1 per 20 Active Points; -¼), Spell (-½)

2u 1) *Kill, Short-Range*: RKA 2d6, AVLD (defense is Power Defense; +1½), Does BODY (+1), Indirect (always come from the witch, but can strike target regardless of intervening barriers; +½), Reduced Endurance (0 END; +½) (135 Active Points); common Limitations as listed above

2u 2) *Kill, Long-Range*: RKA 2d6, AVLD (defense is Power Defense; +1½), Does BODY (+1), MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼), Indirect (always come from the witch, but can strike target regardless of intervening barriers; +½), Reduced Endurance (0 END; +½) (172 Active Points); common Limitations as listed above

3u 3) *Harm, Short-Range*: RKA 4d6, AVLD (defense is Power Defense; +1½), Does BODY (+1), Indirect (always come from the witch, but can strike target regardless of intervening barriers; +½), Reduced Endurance (0 END; +½) (270 Active Points); common Limitations as listed above, plus Only To Impair/Disable Parts Of The Body (-1)

4u 4) *Harm, Long-Range*: RKA 4d6, AVLD (defense is Power Defense; +1½), Does BODY (+1), MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1¼), Indirect (always come from the witch, but can strike target regardless of intervening barriers; +½), Reduced Endurance (0 END; +½) (345 Active Points); common Limitations as listed above, plus Only To Impair/Disable Parts Of The Body (-1)

1u 5) *Deflected Harm*: Missile Deflection and Reflection (any Ranged attack) (40 Active Points); common Limitations as listed above, plus Only To Reflect Attacks Against Victim (-0)

3u 6) *Control*: Mind Control 30d6, Reduced Endurance (0 END; +½) (225 Active Points); common Limitations as listed above

Total cost: 63 points.

LOVE CHARM

Effect: Mind Control 15d6, Only To Make Victim Fall In Love

Target/Area Affected: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -7

END Cost: 7

Description: One of the best known — and most commercially valuable — spells in the witch's arsenal is Love Charm, which gives her the power to make any person fall in love. She can either designate the target of the victim's affections, or simply leave him to fall in love with the first person he sees.

Game Information: *Mind Control 15d6 (75 Active Points); OAF Expendable (heart-shaped golden amulet, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only To Make Victim Fall In Love (-1), Requires A Witchcraft Roll (-½), Spell (-½). Total cost: 14 points.*

OPTIONS:

1) **Strong Spell:** Increase to Mind Control 18d6. 90 Active Points; total cost 16 points.

2) **Weak Spell:** Decrease to Mind Control 12d6. 60 Active Points; total cost 11 points.

3) **Free Spell:** Remove OAF (-1½). Total cost: 19 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.

6) **Apprentice's Version:** Add Side Effects (witch suffers effects herself; -1). Total cost: 11 points.

7) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 12 points.

8) **Easy Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.

9) **Master's Version:** Remove Requires A Witchcraft Roll (-½). Total cost: 15 points.

10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 15 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 13 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 112 Active Points; total cost 20 points.

MAN INTO FROG

Effect: Major Transform 7d6 (person into frog)

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 50"

Magic Roll Penalty: -10

END Cost: 10

Description: Although technically belonging to the arcana of Thaumaturgy, this spell has become so closely identified with Witchcraft that most scholars consider it a Witchcraft spell. It allows a witch to transform a hapless victim into a frog. The victim may or may not retain the ability to speak, in the GM's discretion.

Game Information: *Major Transform 7d6 (person into frog, heals back through another application of this spell or being kissed by royalty) (105 Active Points); OAF Expendable (frog's skin, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Limited Range (50"; -¼), Limited Target (humanoid beings; -½), Requires A Witchcraft Roll (-½), Spell (-½). Total cost: 23 points.*

OPTIONS:

1) **Strong Spell:** Increase to Major Transform 8d6. 120 Active Points; total cost 27 points.

2) **Weak Spell:** Decrease to Major Transform 6d6. 90 Active Points; total cost 20 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 32 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 25 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 25 points.

6) **Apprentice's Version:** Add Side Effects (-3 to Witchcraft rolls for 1d6 hours; -¼). Total cost: 22 points.

7) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 21 points.

8) **Easy Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 25 points.

9) **Master's Version:** Remove Requires A Witchcraft Roll (-½). Total cost: 26 points.

10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 21 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 22 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 157 Active Points; total cost 35 points.

13) **Frog's Touch:** Change Limited Range (-¼) to No Range (-½). Total cost: 22 points.



Stevens'03

PLAGUE OF SERPENTS

Effect: Summon one small venomous animal built on up to 130 points, Slavishly Loyal

Target/Area Affected: One small, venomous animal

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -6

END Cost: 6

Description: This spell calls to the witch a single small, venomous animal — typically a serpent, but sometimes a scorpion or a spider depending on the environment. The animal serves the witch faithfully; she normally sends it to kill her enemies (hence the name of the spell) or uses it to guard her treasures.

Game Information: *Summon one small venomous animal built on up to 130 points, Expanded Class (small, venomous animals; +¼), Slavishly Loyal (+1) (58 Active Points); OAF Expendable (knot-charm woven of the skin from three different venomous serpents, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Witchcraft Roll (-½), Summoned Being Must Inhabit Locale (-½), Arrives Under Own Power (-½). Total cost: 14 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to up to 8 small, venomous animals. 92 Active Points; total cost 22 points.
- 2) **Weak Spell:** Decrease to one small venomous animal built on up to 80 points. 36 Active Points; total cost 8 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 19 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 14 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 14 points.
- 6) **Apprentice's Version:** Add Side Effects (Summoned creature attacks caster; -1). Total cost: 11 points.
- 7) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 8) **Easy Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 9) **Master's Version:** Remove Requires A Witchcraft Roll (-½). Total cost: 15 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 12 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 13 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 71 Active Points; total cost 17 points.

SENDING

Effect: Drain END 7d6, Indirect, Gradual Effect (1 week)

Target/Area Affected: One character

Casting Time: 5 Minutes (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 13,125", No Range Modifier

Magic Roll Penalty: -21

END Cost: 21

Description: This spell (which, like Doll Magic, borders on being black magic) allows a witch to send a spirit (usually in the form of a black cat) to bedevil a victim in his sleep and prevent him from gaining meaningful rest. Day after day, the victim becomes more and more tired, even though he sleeps each night, until he can't even stand up and walk. However, once the spell ends (*i.e.*, once all 7d6 of Drain END have been applied to the character), he recovers from his weariness swiftly.

Game Information: *Drain END 7d6, Ranged (+½), Indirect (always come from the witch, but can strike target regardless of intervening barriers; +½), Increased Maximum Range (13,125", or about 16 miles; +½), No Range Modifier (+½) (210 Active Points); OAF Expendable (skull of a black cat, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Gradual Effect (1 Week, 1d6/day; -2), Incantations (throughout casting; -½), Requires A Witchcraft Roll (-½), Spell (-½). Total cost: 23 points.*

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1¼). Total cost: 26 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 24 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 24 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 22 points.
- 5) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 21 points.
- 6) **Easy Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 23 points.
- 7) **Master's Version:** Remove Requires A Witchcraft Roll (-½). Total cost: 24 points.
- 8) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 27 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 25 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 245 Active Points; total cost 26 points.
- 11) **Ritual Sending:** This form of the spell requires a coven to cast it. Add Ritual (13 casters; -1). Total cost: 20 points.



WITCH'S PLAGUE

Effect: Drain 2d6, any Characteristic one at a time

Target/Area Affected: One character

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant Range: 325"

Magic Roll Penalty: -7

END Cost: 7

Description: This spell allows the witch to inflict a loathsome disease upon another person. She chooses the disease; examples include palsy (Drain DEX), brain fever (Drain INT or EGO), muscle aches (Drain STR), various disfiguring poxes (Drain COM), and diseases that tire the victim out (Drain CON or END). The person heals from the disease slowly, at roughly the same rate he'd heal injuries (REC of points of the Characteristic per Month).

Game Information: Drain 2d6, any Characteristic one at a time (+¼), Ranged (+½), Delayed Recover Rate (points return at the rate of 5 per Month; +2) (75 Active Points); OAF Expendable (the tongue of a pig steeped in serpent's venom, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Witchcraft Roll (-½), Spell (-½). Total cost: 18 points.

OPTIONS:

1) **Strong Spell:** Increase to Drain 3d6. 112 Active Points; total cost 26 points.

2) **Weak Spell:** Decrease to Drain 1d6. 37 Active Points; total cost 9 points.

3) **Free Spell:** Remove OAF (-1¼). Total cost: 25 points.

4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 19 points.

5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 19 points.

6) **Apprentice's Version:** Add Side Effects (disease afflicts the witch instead; -1). Total cost: 14 points.

7) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 16 points.

8) **Easy Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 19 points.

9) **Master's Version:** Remove Requires A Witchcraft Roll (-½). Total cost: 20 points.

10) **Lengthy Spell:** Change to Extra Time (5 Minutes; -2). Total cost: 13 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 17 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 85 Active Points; total cost 20 points.

13) **Unavoidable Plague I:** Add Line Of Sight (+½). 85 Active Points; total cost 20 points.

14) **Unavoidable Plague II:** Add Indirect (always come from the witch, but can strike target regardless of intervening barriers; +½), Increased Maximum Range (8,125", or about 10 miles; +½), No Range Modifier (+½). 105 Active Points; total cost 25 points.

15) **Ritual Plague:** This form of the spell requires a coven to cast it. Add Ritual (13 casters; -1). Total cost: 14 points.

16) **Expanded Spell I:** Change to any two Characteristics simultaneously (+½). 80 Active Points; total cost 19 points.

17) **Expanded Spell II:** Change to any four Characteristics simultaneously (+1). 90 Active Points; total cost 21 points.

MOVEMENT SPELLS

FLYING BROOMSTICK

Effect: Flight 15"

Target/Area Affected: Self

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -3

END Cost: 3

Description: With this spell, a witch can use an enchanted broomstick to fly.

Game Information: *Flight 15"* (30 Active Points); *OAF* (specially-enchanted broomstick; -1), *Extra Time* (Full Phase to cast; -¼), *Gestures* (-¼), *Incantations* (-¼), *Requires A Witchcraft Roll* (-½). *Total cost: 9 points.*

OPTIONS:

1) Strong Spell: Increase to Flight 20". 40 Active Points; total cost 12 points.

2) Weak Spell: Decrease to Flight 10". 20 Active Points; total cost 6 points.

3) Free Spell: Remove OAF (-1). Total cost: 13 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 10 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 10 points.

6) Apprentice's Version: Add Side Effects (-2 to Witchcraft rolls for 1d6 x 10 minutes; -¼). Total cost: 9 points.

7) Difficult Spell: Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 8 points.

8) Easy Spell: Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.

9) Master's Version: Remove Requires A Witchcraft Roll (-½). Total cost: 11 points.

10) Quick Spell: Remove Extra Time (-¼). Total cost: 10 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 9 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 14 points.

13) Untiring Spell: Add Reduced Endurance (0 END; +½). 45 Active Points; total cost 14 points.

14) Less Tiring Spell: Add Reduced Endurance (½ END; +¼). 37 Active Points; total cost 11 points.

15) Any Broomstick: The witch doesn't have to use a specially enchanted broomstick; any broomstick will do. Change to OIF (broomsticks of opportunity; -½). Total cost: 11 points.

16) Room For One More: The broomstick has room for one more human-sized person to ride behind the witch. Add Telekinesis (10 STR) (15 Active Points); Limitations as above plus Linked (-½), Only To Carry One Passenger On The Broom (-1) (total cost: 3 points). 30 + 15 = 45 Active Points; total cost 9 + 3 = 12 points.



SENSORY SPELLS

CARDS OF FATE

Effect: Precognition

Target/Area Affected: Self

Casting Time: 5 Minutes

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -4

END Cost: 4

Description: This spell allows the witch to foresee the future by reading what will come to pass in mystic arrangements of special fortunetelling cards (such as tarot cards). Typically the witch can only answer a specific question or determine a specific fact (hence the Instant Limitation).

Game Information: *Clairsentience (Sight Group), Precognition (40 Active Points); OAF (fortunetelling cards; -1), Concentration (0 DCV throughout; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Instant (-½), Precognition Only (-1), Requires A Witchcraft Roll (-½), Vague And Unclear (-½). Total cost: 5 points.*

OPTIONS:

1) **Strong Spell:** Remove Vague And Unclear (-½). Total cost: 5 points.

2) **Weak Spell:** Add Time Modifiers (-½). Total cost: 4 points.

3) **Free Spell:** Remove OAF (-1). Total cost: 5 points.

4) **Stilled Spell:** Remove Gestures (-½). Total cost: 5 points.

5) **Silenced Spell:** Remove Incantations (-½). Total cost: 5 points.

6) **Apprentice's Version:** Add Side Effects (-3 to Witchcraft rolls for 1d6 hours; -¼). Total cost: 5 points.

7) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 4 points.

8) **Easy Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.

9) **Master's Version:** Remove Requires A Witchcraft Roll (-½). Total cost: 5 points.

10) **Quick Spell:** Change to Extra Time (1 Turn; -1¼). Total cost: 5 points.

11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 5 points.

12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 7 points.

POTION-BREWING

Witch's potions usually aren't quite the same as those produced by alchemists. Not only do they tend to require different (and more disgusting) ingredients — eye of newt, bat's wings, serpent's spittle, goats' hearts, and so forth — but they have different uses. Whereas alchemical potions generally improve or enhance the drinker, witch-potions are *weapons*. They're intended to take control of the victim's mind and make him do something, to transform him, or the like. As such, they're bought differently (often as Mental Powers with the *Based On CON* Limitation), and the witch typically has to trick the victim into drinking them.

LOVE POTION

Effect: Mind Control 20d6, Based On CON, Only To Make Drinker Fall In Love

Target/Area Affected: One character

Quaffing Time: Half Phase (Attack Action)

Casting Procedures: None

Duration: Instant

Range: No Range

Magic Roll Penalty: -7

Charges: 4

Description: A staple of commerce with witches, the Love Potion causes the person who drinks it to fall in love with the first person he sees (typically the person who gave it to him, usually by slipping it into some ordinary drink). The effects often wear off over time (i.e., eventually the victim makes his Breakout Roll), but by then he may find himself happily (?) married!

Game Information: *Mind Control 20d6, Delayed Effect (may have available a number of potions equal to character's INT; +½) (150 Active Points); OAF Fragile (-1¼), Based On CON (-1), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Gestures (throughout brewing; -½), Incantations (throughout brewing; -½), No Range (victim must drink potion; -½), Requires A Witchcraft Roll (to brew, -1 per 20 Active Points; -¼), Set Effect (make victim fall in love with the first person he sees; -1), 4 Charges (-1). Total cost: 13 points.*

OPTIONS:

1) **Strong Potion:** Increase to Mind Control 25d6. 187 Active Points; total cost 16 points.

2) **Weak Potion:** Decrease to Mind Control 15d6. 112 Active Points; total cost 10 points.

3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 12 points.

4) **Difficult-To-Brew Potion:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 12 points.

5) **Less Difficult-To-Brew Potion:** Change to Requires A Witchcraft Roll (-1 per 10 Active Points;

LONG-RANGE WITCHCRAFT ATTACKS

Technically, long-range Witchcraft attack spells like Doll Magic, Sending, and Candle Of Life should suffer negative OCV modifiers if the witch cannot perceive the target with a Targeting Sense because she's far away. On the other hand, it usually gains extensive Surprise bonuses to OCV. In the interest of common sense and dramatic sense, GMs can, if they wish, simply let the witch make a normal Attack Roll against the target's base DCV to resolve the attack.

For GMs who prefer for witches to buy the ability to target these spells, characters can buy the following spell:

Witch's Eye: Detect Target Of Long-Range Witchcraft Attack Spell (INT +10), Range, Targeting, Telescopic (+30 versus Range Modifier) (58 Active Points); OAF Expendable (crow's eye steeped in wine, Difficult to obtain; -1 1/4), Costs Endurance (-1/2), Gestures (-1/4), Incantations (-1/4), Requires A Witchcraft Roll (-1/2). Total cost: 15 points.

-½). Total cost: 13 points.

6) Master's Version: Remove Requires A Witchcraft Roll (-¼). Total cost: 13 points.

7) Permanent Love Potion: This form of Love Potion never wears off. Change to Major Transform 7d6 (person to person in love with first person he sees after drinking potion, heals back by drinking another Love Potion), BOECV (+1), Works Against EGO, Not BODY (+¼), add Limited Target (humanoids; -½), and remove Set Effect (-1). 236 Active Points; total cost 21 points.

8) Potion Of Forgetfulness: This potion is identical to the Love Potion in game terms, but the Set Effect is "make drinker forget one fact or incident" (the person giving him the potion tells him what to forget). Total cost: 13 points.

POTION OF TRANSFORMATION

Effect: Major Transform 7d6 (drinker into animal)

Target/Area Affected: One character

Quaffing Time: Half Phase (Attack Action)

Casting Procedures: None

Duration: Instant

Range: No Range

Magic Roll Penalty: -16

Charges: 4

Description: This fiendish potion turns the drinker into an animal. The witch chooses what type of animal when she brews the potion.

Game Information: *Major Transform 7d6 (drinker into animal [type of animal is chosen by witch when brewing potion, and cannot change thereafter], heals back by drinking another Potion Of Transformation), Delayed Effect (may have available a number of potions equal to character's INT; +½) (157 Active Points); OAF Fragile (-1¼), Concentration (0 DCV throughout brewing; -1), Extra Time (6 Hours to brew; -3½), Gestures (throughout brewing; -½), Incantations (throughout brewing; -½), Limited Target (humanoids; -½), No Range (victim must drink potion; -½), Requires A Witchcraft Roll (to brew; -½), 4 Charges (-1). Total cost: 15 points.*

OPTIONS:

1) Strong Potion: Increase to Major Transform 8d6. 180 Active Points; total cost 18 points.

2) Weak Potion: Decrease to Major Transform 6d6. 135 Active Points; total cost 13 points.

3) Apprentice's Version: Add Side Effects (GM's discretion [creates poison or wrong potion, lab explosion, or the like]; -½). Total cost: 15 points.

4) Difficult-To-Brew Potion: Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 15 points.

5) Easy-To-Brew Potion: Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.

6) Master's Version: Remove Requires A Witchcraft Roll (-½). Total cost: 16 points.

CANDLE MAGIC

Some witches use their magic to create enchanted candles that create a certain effect for as long as they burn. Known as *candle magic*, this branch of Witchcraft is of little use in combat, but often proves quite effective in other situations.

CANDLE OF BEGUELEMENT

Effect: Sight, Hearing, Smell/Taste, and Touch Group Images, -6 to PER Rolls

Target/Area Affected: 8" Radius around candle

Lighting Time: Half Phase (Attack Action)

Casting Procedures: None

Duration: Constant

Range: No Range

Magic Roll Penalty: -10

Charges: 1 Continuing Fuel Charge lasting 1 Hour

Description: This candle creates an illusion of the witch's choice. The witch can change the illusion each time she lights the candle, but can't alter it while the candle remains lit. The illusion cannot conceal the candle, which must always remain in the center of the effect; thus, this candle is only useful in situations where the victims would not consider a lit candle out of place.

Game Information: *Sight, Hearing, Smell/Taste, and Touch Group Images, -6 to PER Rolls, Increased Size (8" radius; +¾), Delayed Effect (may have available a number of candles equal to character's INT; +½) (97 Active Points); OAF (-1), Concentration (0 DCV throughout making; -1), Extra Time (6 Hours to make; -3½), Gestures (throughout making; -½), Incantations (throughout making; -½), Image Cannot Hide Candle Itself (-½), No Range (illusion always covers the 8" radius around candle; -½), Requires A Witchcraft Roll (to make; -½), 1 Continuing Fuel Charge lasting 1 Hour (-0). Total cost: 11 points.*

OPTIONS:

1) Strong Candle: Increase to -8 to PER Rolls. 110 Active Points; total cost 12 points.

2) Weak Candle: Decrease to -4 to PER Rolls. 83 Active Points; total cost 9 points.

3) Apprentice's Version: Add Side Effects (GM's discretion [creates poisonous vapors or wrong candle, cauldron explosion, or the like]; -½). Total cost: 10 points.

4) Difficult-To-Make Candle: Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 10 points.

5) Easy-To-Make Candle: Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.

6) Master's Version: Remove Requires A Witchcraft Roll (-½). Total cost: 11 points.



CANDLE OF LIFE

Effect: RKA 6d6, NND, Does BODY, Indirect, Gradual Effect

Target/Area Affected: One character

Lighting Time: Half Phase (Attack Action)

Casting Procedures: None

Duration: Instant

Range: 50,625", No Range Modifier

Magic Roll Penalty: -22

Charges: 1 Charge

Description: Although its name suggests kindness and healing, in fact the Candle Of Life is so called because it holds a man's life within its enchanted wax — and as it burns, that man dies. The candle must include at least one of the items described for Doll Magic (a bit of the target's body) in the wax.

Once lit, the Candle Of Life burns for an hour, slowly killing the victim over that time. The witch must keep her concentration focused on the candle during this time. If the candle stops burning, the effect stops at that point. The victim suffers the damage up to that point, but the candle cannot be relit to hurt him further (though the witch could perhaps use what's in it to make *another* candle...).

See page 211 regarding targeting this spell.

Game Information: RKA 6d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Indirect (always come from the witch, but can strike target regardless of intervening barriers; +½), Increased Maximum Range (50,625", or about 63 miles; +½), No Range Modifier (+½), Delayed Effect (may have available a number of candles equal to character's INT; +½) (450 Active Points); OAF (-1), Concentration (0 DCV

throughout making and using; -1), Extra Time (6 Hours to make; -3½), Extra Time (1 Hour to use; -3), Gestures (throughout making; -½), Gradual Effect (1 Hour, 1d6 per 10 minutes; -1¼), Incantations (throughout making; -½), Only Works Against Specific Characters For Whom Witch Has Prepared Candle (-2) Requires A Witchcraft Roll (to make, -1 per 20 Active Points; -¼), 1 Charge (-2). Total cost: 28 points.

OPTIONS:

1) **Strong Candle:** Increase to RKA 9d6. 675 Active Points; total cost 42 points.

2) **Weak Candle:** Decrease to RKA 3d6. 225 Active Points; total cost 14 points.

3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poisonous vapors or wrong candle, cauldron explosion, or the like]; -½). Total cost: 27 points.

4) **Difficult-To-Make Candle:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 27 points.

5) **Less Difficult-To-Make Candle:** Change to Requires A Witchcraft Roll (-1 per 10 Active Points; -½). Total cost: 28 points.

6) **Master's Version:** Remove Requires A Witchcraft Roll (-¼). Total cost: 29 points.

CANDLE OF PROTECTION

Effect: Force Wall (14 PD/14 ED, 7" long), Affects Desolidified, Only Versus Spirits, Demons, And The Undead
Target/Area Affected: 8" Radius around candle
Lighting Time: Half Phase (Attack Action)
Casting Procedures: None
Duration: Constant
Range: No Range
Magic Roll Penalty: -16
Charges: 1 Continuing Fuel Charge lasting 1 Hour

Description: This candle creates a field of mystic energy that prevents demons, the undead, and spirits from approaching too closely. Powerful enemies can break through, but most such beings have no way to get inside the candle's sphere... but the sphere only lasts for an hour.

Game Information: *Force Wall (14 PD/14 ED, 7" long), Affects Desolidified (+½), Delayed Effect (may have available a number of candles equal to character's INT; +½) (164 Active Points); OAF (-1), Concentration (0 DCV throughout making; -1), Extra Time (6 Hours to make; -3½), Gestures (throughout making; -½), Incantations (throughout making; -½), No Range (Force Wall always covers the 8" radius around candle; -½), Only Versus Spirits, Demons, And The Undead (-1), Requires A Witchcraft Roll (to make; -½), Restricted Shape (circle/sphere around candle; -¼), 1 Continuing Fuel Charge lasting 1 Hour (-0). Total cost: 17 points.*

OPTIONS:

- 1) **Strong Candle:** Increase to Force Wall (18 PD/18 ED). 204 Active Points; total cost 21 points.
- 2) **Weak Candle:** Decrease to Force Wall (10 PD/10 ED). 124 Active Points; total cost 13 points.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poisonous vapors or wrong candle, cauldron explosion, or the like]; -½). Total cost: 16 points.
- 4) **Difficult-To-Make Candle:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 16 points.
- 5) **Easy-To-Make Candle:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 6) **Master's Version:** Remove Requires A Witchcraft Roll (-½). Total cost: 18 points.

CANDLE OF TRUTH

Effect: Mind Control 15d6, Set Effect (only to make people tell the truth)
Target/Area Affected: 10" Radius around candle
Lighting Time: Half Phase (Attack Action)
Casting Procedures: None
Duration: Constant
Range: No Range
Magic Roll Penalty: -13
Charges: 1 Continuing Fuel Charge lasting 1 Hour

Description: This candle, the bane of many a merchant and diplomat, compels everyone within 10" to tell the truth as long as it burns.

Technically the Area Of Effect for this candle could be as large as 19" Radius. It's been voluntarily restricted to make the candle function as intended.

Game Information: *Mind Control 15d6, Area Of Effect (10" Radius; +1), Continuous (+1), Delayed Effect (may have available a number of candles equal to character's INT; +½) (262 Active Points); OAF (-1), Concentration (0 DCV throughout making; -1), Extra Time (6 Hours to make; -3½), Gestures (throughout making; -½), Incantations (throughout making; -½), No Range (Area Of Effect always covers the 10" radius around candle; -½), Requires A Witchcraft Roll (to make, -1 per 20 Active Points; -¼), Set Effect (only to make people tell the truth; -1), 1 Continuing Fuel Charge lasting 1 Hour (-0). Total cost: 28 points.*

OPTIONS:

- 1) **Strong Candle:** Increase to Mind Control 18d6. 315 Active Points; total cost 34 points.
- 2) **Weak Candle:** Decrease to Mind Control 12d6. 210 Active Points; total cost 23 points.
- 3) **Apprentice's Version:** Add Side Effects (GM's discretion [creates poisonous vapors or wrong candle, cauldron explosion, or the like]; -½). Total cost: 27 points.
- 4) **Difficult-To-Make Candle:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 26 points.
- 5) **Less Difficult-To-Make Candle:** Change to Requires A Witchcraft Roll (-1 per 10 Active Points; -½). Total cost: 28 points.
- 6) **Master's Version:** Remove Requires A Witchcraft Roll (-¼). Total cost: 29 points.

BLACK MAGIC

Practiced only by evil witches, these spells represent the dark, hidden heart of Witchcraft. They offer great power, but often at the price of imperiling the witch's soul.

BLOOD SACRIFICE

Effect: Aid Witchcraft 4d6, any Witchcraft spell one at a time

Target/Area Affected: Self

Casting Time: 5 Minutes

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -9

END Cost: 0

Description: This terrible spell uses the power of blood to boost the power of the witch's spells. By sacrificing a medium-sized animal, such as a goat or a dog (usually a black one) in a special ceremony, the witch can augment one of her spells for several hours.

Game Information: Aid Witchcraft 4d6, any Witchcraft spell one at a time (+¼), Delayed Recovery Rate (points fade at the rate of 5 per Hour; +1) (90 Active Points); OAF Expendable (sacrifice itself, plus ritual knife and other tools, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout; -½), Incantations (throughout; -½), Only At Night Or In Darkness (-½), Requires A Witchcraft Roll (-½), Self Only (-½). Total cost: 11 points.

OPTIONS:

1) Human Blood Sacrifice: By sacrificing a human — typically a child or a virgin maiden — the witch gains even greater power. Increase to Aid 6d6. 135 Active Points; total cost 16 points.

2) Small Animal Sacrifice: Typically the animal sacrificed is at least as large as a goat or dog. Smaller animals, such as chickens or cats, confer less power. Decrease to Aid 2d6. 45 Active Points; total cost 5 points.

3) Apprentice's Version: The terrible powers of blood magic, if improperly unleashed, can work great harm upon the witch herself. Add Side Effects (RKA 3d6; -½). Total cost: 10 points.

4) Difficult Spell: Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 10 points.

5) Easy Spell: Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.

6) Master's Version: Remove Requires A Witchcraft Roll (-½). Total cost: 11 points.

7) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 110 Active Points; total cost 13 points.

8) Extended Spell: Increase to Delayed Recovery Rate (points fade at the rate of 5 per Day; +1½). 110 Active Points; total cost 13 points.

9) Expanded Spell I: Change to any two Witchcraft spells simultaneously (+½). 100 Active Points; total cost 12 points.

10) Expanded Spell II: Change to any four Witchcraft spells simultaneously (+1). 120 Active Points; total cost 14 points.

11) Expanded Spell III: Change to all Witchcraft spells simultaneously (+2). 160 Active Points; total cost 19 points.

12) Place Of Power: The witch can only perform a Blood Sacrifice at a specific sacrificial place. Increase to OAF Expendable Immobile (-3). Total cost: 9 points.



CURSE OF DEATH

Effect: RKA 8d6, NND, Does BODY, Indirect
Target/Area Affected: One character
Casting Time: 1 Hour (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 1,593,750" (about 2,000 miles), No Range Modifier
Magic Roll Penalty: -0
END Cost: 31

Description: This terrible curse, perhaps the blackest manifestation of the power of Witchcraft, instantly slays a person named by the witch in a mystic ceremony.

See page 211 regarding targeting this spell.

Game Information: RKA 8d6, NND (defense is Life Support [Longevity]; +1), Does BODY (+1), Indirect (always come from the witch, but can strike target regardless of intervening barriers; +½), Increased Maximum Range (1,593,750", or about 2,000 miles; +1), No Range Modifier (+½), Reduced Endurance (½ END; +¼) (630 Active Points); OAF Expendable (black cat sacrifice plus sacrificial tools and supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Witchcraft Roll (no Active Point penalty; -0), Spell (-½). Total cost: 74 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 10d6. 787 Active Points; total cost 93 points.
- 2) **Weak Spell:** Decrease to RKA 6d6. 472 Active Points; total cost 55 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 97 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 79 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 79 points.
- 6) **Apprentice's Version:** Add Side Effects (witch suffer's curses effects herself; -1). Total cost: 66 points.
- 7) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 66 points.
- 8) **Less Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 10 Active Points; -½). Total cost: 70 points.
- 9) **Least Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 72 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 690 Active Points; total cost 81 points.

CURSE OF PALSY

Effect: Drain DEX 6d6, Indirect
Target/Area Affected: One character
Casting Time: 1 Hour (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 890,625" (about 1,100 miles), No Range Modifier
Magic Roll Penalty: -0
END Cost: 16

Description: This curse is similar to Curse Of Death, but merely afflicts the victim with a long-lasting palsy. (Using this spell as a model, you can create all sorts of curses — just substitute some other Characteristic for DEX.)

See page 211 regarding targeting this spell.

Game Information: Drain DEX 6d6, Delayed Recovery Rate (points return at the rate of 5 per Year; +2½), Ranged (+½), Indirect (always come from the witch, but can strike target regardless of intervening barriers; +½), Increased Maximum Range (890,625", or about 1,100 miles; +1), No Range Modifier (+½), Reduced Endurance (½ END; +¼) (375 Active Points); OAF Expendable (black cat sacrifice plus sacrificial tools and supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Witchcraft Roll (no Active Point penalty; -0), Spell (-½). Total cost: 44 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Drain DEX 8d6. 500 Active Points; total cost 59 points.
- 2) **Weak Spell:** Decrease to Drain DEX 4d6. 250 Active Points; total cost 29 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 58 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 47 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 47 points.
- 6) **Apprentice's Version:** Add Side Effects (witch suffer's curses effects herself; -1). Total cost: 39 points.
- 7) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 39 points.
- 8) **Less Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 10 Active Points; -½). Total cost: 42 points.
- 9) **Least Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 43 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 405 Active Points; total cost 48 points.

DEVIL CONJURATION

Effect: Summon one 600-point lesser demon

Target/Area Affected: One demon

Casting Time: 1 Hour

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -12

END Cost: 12

Description: This ritual summons a devil from the Infernal Depths to serve the witch. But the witch must do more than call the fiend up — she must force, trick, or bribe him to her service, for the spell does not compel obedience.

Game Information: *Summon one 600-point lesser demon (120 Active Points); OAF Expendable (human sacrifice plus sacrificial tools and supplies, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Requires A Witchcraft Roll (-½). Total cost: 14 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to two 600-point lesser demons. 125 Active Points; total cost 15 points.
- 2) **Weak Spell:** Add Strong-Willed (+4 to EGO Rolls; -½). Total cost: 13 points.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 18 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 15 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 15 points.
- 6) **Apprentice's Version:** Add Side Effects (conjured devil attacks witch; -1). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 8) **Easy Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 9) **Master's Version:** Remove Requires A Witchcraft Roll (-½). Total cost: 15 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 180 Active Points; total cost 21 points.
- 11) **Friendly Devil:** Add Friendly (+¼). 150 Active Points; total cost 18 points.
- 12) **Loyal Devil:** Add Loyal (+½). 180 Active Points; total cost 21 points.
- 13) **Devoted Devil:** Add Devoted (+¾). 210 Active Points; total cost 25 points.
- 14) **Slavishly Loyal Devil:** Add Slavishly Loyal (+1). 240 Active Points; total cost 28 points.
- 15) **Weak-Willed Devil:** Add Weak-Willed (-4 to EGO Rolls; +½). 180 Active Points; total cost 21 points.
- 16) **The First Ritual Of Devil-Summoning:** Add Ritual (13 casters; -1). Total cost: 13 points.

17) The Second Ritual Of Devil-Summoning: This ritual summons a much more powerful devil, but only works at certain times. Change to Summon one 1,000-point greater demon, Friendly (+¼), and add Ritual (13 casters; -1), Can Only Be Cast At Night (-½), Window Of Opportunity (1 Month; -2). 250 Active Points; total cost 21 points.

MISCELLANEOUS SPELLS

BEAUTIFY

Effect: Aid COM 3d6

Target/Area Affected: Self

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -6

END Cost: 0

Description: Many a witch has used this glamour, which renders her much more beautiful for the space of a few hours.

Game Information: *Aid COM 3d6, Delayed Recovery Rate (points fade at the rate of 5 per Hour; +1) (60 Active Points); OAF Expendable (a rose, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Witchcraft Roll (-½), Self Only (-½). Total cost: 17 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Delayed Recovery Rate (points fade at the rate of 5 per Day; +½). 75 Active Points; total cost 21 points.
- 2) **Weak Spell:** Decrease to Delayed Recovery Rate (points fade at the rate of 5 per 5 Minutes; +½). 45 Active Points; total cost 13 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 24 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 18 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 18 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain COM 3d6; -½). Total cost: 15 points.
- 7) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 15 points.
- 8) **Easy Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 18 points.
- 9) **Master's Version:** Remove Requires A Witchcraft Roll (-½). Total cost: 20 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 15 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 16 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 21 points.



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13) Shared Spell: Remove Self Only (-½). Total cost: 20 points.

CHARM OF EASE

Effect: Change Environment (clean and do related chores)

Target/Area Affected: 16" Radius (one building)

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -3

END Cost: 0

Description: This most famous of hedge magic spells allows a witch to clean her house and perform similar chores without exerting herself. Instead, brooms, mops, dishrags, and brushes come to life to do the work themselves!

Game Information: *Change Environment 16" radius (clean and do related chores), Long-Lasting (lasts until dirtied again), Reduced Endurance (0 END; +½) (67 Active Points); OAF Expendable (broomstraw wrapped around a bit of soap, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), No Range (-½), Only Cleans One Building (-¼), Requires A Witchcraft Roll (-½). Total cost: 18 points.*

OPTIONS:

1) Strong Spell: Increase to 32" radius. 75 Active Points; total cost 20 points.

2) Weak Spell: Decrease to 8" radius. 60 Active Points; total cost 16 points.

3) Free Spell: Remove OAF (-1). Total cost: 24 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 19 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 19 points.

6) Apprentice's Version: Add Side Effects (Drain END 2d6; -¼). Total cost: 17 points.

7) Difficult Spell: Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 16 points.

8) Easy Spell: Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 19 points.

9) Master's Version: Remove Requires A Witchcraft Roll (-½). Total cost: 21 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 17 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 17 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 24 points.

MOON GODDESS'S BLESSING

Effect: Aid Witchcraft 3d6, any Witchcraft spell one at a time, Only At Night
Target/Area Affected: Self
Casting Time: 5 Minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: -7
END Cost: 0

Description: Far more benign than Blood Sacrifice, this spell calls on the Moon Goddess whom so many witches serve for an increase of power. It can only be cast at night.

Game Information: *Aid Witchcraft 3d6, any Witchcraft spell one at a time (+¼), Delayed Recovery Rate (points fade at the rate of 5 per Hour; +1) (67 Active Points); OAF Expendable (five types of flowers, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout; -½), Incantations (throughout; -½), Only At Night (-½), Requires A Witchcraft Roll (-½), Self Only (-½). Total cost: 9 points.*

OPTIONS:

- 1) **Greater Blessing:** Increase to Aid 5d6. 112 Active Points; total cost 14 points.
- 2) **Lesser Blessing:** Decrease to Aid 2d6. 45 Active Points; total cost 6 points.
- 3) **Apprentice's Version:** Add Side Effects (-4 to Witchcraft rolls for 2d6 hours; -¼). Total cost: 8 points.
- 4) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 5) **Easy Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 6) **Master's Version:** Remove Requires A Witchcraft Roll (-½). Total cost: 9 points.
- 7) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 82 Active Points; total cost 11 points.
- 8) **Extended Spell:** Increase to Delayed Recovery Rate (points fade at the rate of 5 per Day; +1½). 82 Active Points; total cost 11 points.
- 9) **Expanded Spell I:** Change to any two Witchcraft spells simultaneously (+½). 75 Active Points; total cost 10 points.
- 10) **Expanded Spell II:** Change to any four Witchcraft spells simultaneously (+1). 90 Active Points; total cost 12 points.
- 11) **Expanded Spell III:** Change to all Witchcraft spells simultaneously (+2). 120 Active Points; total cost 15 points.
- 12) **Place Of Power:** The witch can only cast this spell at a specific sacred place. Increase to OAF Expendable Immobile (-2¼). Total cost: 8 points.
- 13) **Full Moon's Blessing:** Add Can Only Be Cast During The Full Moon (-2). Total cost: 7 points.

WITCH'S HERDSMAN

Effect: Summon up to 64 domesticated herd animals of up to 130 points each
Target/Area Affected: 64 domesticated herd animals
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -7
END Cost: 7

Description: With this spell, a witch can call her (or another person's) lost or straying cattle, sheep, goats, or the like to her. The witch must identify which person's animals she's calling with the spell; only that person's animals respond (all other nearby domesticated herd animals ignore the spell). Good witches use this to help their neighbors find lost cows; evil witches use it to steal animals.

Game Information: *Summon up to 64 domesticated herd animals of up to 130 points each, Expanded Class (domesticated herd animals; +¼) (70 Active Points); OAF Expendable (bit of food the animals like, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Requires A Witchcraft Roll (-½), Summoned Beings Must Inhabit Locate (-½), Arrive Under Own Power (-½). Total cost: 17 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to 125 domesticated herd animals. 76 Active Points; total cost 19 points.
- 2) **Weak Spell:** Decrease to 16 domesticated herd animals. 57 Active Points; total cost 14 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 23 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 19 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 19 points.
- 6) **Apprentice's Version:** Add Side Effects (Summoned animals attack caster, then flee; -1). Total cost: 14 points.
- 7) **Difficult Spell:** Change to Requires A Witchcraft Roll (-1 per 5 Active Points; -1). Total cost: 15 points.
- 8) **Easy Spell:** Change to Requires A Witchcraft Roll (-1 per 20 Active Points; -¼). Total cost: 19 points.
- 9) **Master's Version:** Remove Requires A Witchcraft Roll (-½). Total cost: 20 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 15 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 16 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 98 Active Points; total cost 24 points.

WIZARDRY



Wizardry is a catch-all term for magic and spellcasting in general; thus, terms like “mage” and “wizard” can refer to virtually any spellcaster, no matter what arcanæ he knows. However, in a more technical sense, Wizardry also refers to any spells or bodies of mystic lore not a part of any other arcanæ. These include spells relating to the nature of magic itself (such as Detect Magic and Stelrane’s Spell Of Dispersion), general utility spells, spells that manipulate sheer mystic power (like Mystic Dart or Wizard’s Shield), battle magic, Words Of Power, and the like.

SPELLS OF GENERAL UTILITY

These spells deal with some of the simplest, most fundamental forces and uses of magic. As such, they belong to *all* arcanæ; any mage can buy them as part of any arcanæ.

BOADLANE’S LENS OF ENLIGHTENMENT

Effect: Universal Translator (INT Roll +10), Cryptography 25-

Target/Area Affected: Self

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -3

END Cost: 3

Description: One of two spells for which Boadlane the Librarian, a wizard of the early First Epoch and friend to both Runcifer and Narvez, is remembered, the Lens Of Enlightenment allows a spellcaster to read unfamiliar scripts, whether they’re concealed by magic, written in code, or simply in a language he does not understand.

In game terms, this spell has two modes: Universal Translator and Cryptography. The former is used in most circumstances; unless there’s some dramatic reason to require a roll, the GM should usually let it work automatically. However, it won’t work against two types of scripts: codes and ciphers; and words concealed by Boadlane’s Spell Of The Secret Script. For these types of script, you must use the Cryptography function in a Skill Versus Skill Contest against the spell or the person writing the code. In most cases, this spell should win.

Game Information:

Cost Power

- 9 *Boadlane’s Lens Of Enlightenment:* Multiplier, 35-point reserve; all OAF Fragile (large glass lens bound in brass with mystic runes etched into the brass; -1¼), Costs Endurance (-½), Extra Time (Full Phase to cast; -¼), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½)
- 1u 1) *Reading Strange Scripts:* Universal Translator (INT Roll +10); common Limitations as listed above plus Only Works On Writing (-1)
- 1u 2) *Reading Hidden Scripts:* Cryptography 25-; common Limitations as listed above

Total cost: 11 points.

OPTIONS:

- 1) **Strong Spell:** Increase reserve to 41 points, Universal Translator to (INT Roll +12), and Cryptography to 28-. Total cost: 12 points.
- 2) **Weak Spell:** Decrease reserve to 25 points, Universal Translator to (INT Roll +5), and Cryptography to 20-. Total cost: 8 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 15 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 11 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 11 points.
- 6) **Apprentice’s Version:** Add Side Effects (-2 to Sight PER Rolls for 1d6 hours; -¼). Total cost: 10 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 10 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.
- 9) **Master’s Version:** Remove Requires A Wizardry Roll (-½). Total cost: 12 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase to cast; -¼). Total cost: 11 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 10 points.
- 12) **Stored Spell:** Increase reserve to 52 points and add Delayed Effect (x2 spells usable at once; +½) to each slot. Total cost: 15 points.

BOADLANE'S SPELL OF THE SECRET SCRIPT

Effect: Cryptography 20-, Cosmetic Transform 5d6 (change script)

Target/Area Affected: Self

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -2

END Cost: 2

Description: This spell allows a wizard to conceal the meaning of written script. To anyone besides the wizard, the script looks like meaningless gibberish. The wizard may, if he wishes, extend to others the ability to read the script without assistance.

If the wizard writes the script from the beginning, he must use a quill made of a griffin's feather and write with mystic inks made of many unusual substances. If he wishes to magically conceal the meaning of existing script, he must dust it with powdered dragon's scales while speaking the words of the spell.

Game Information:

- 6 *Boadlane's Spell Of The Secret Script:* Multi-power, 25-point reserve; all OAF Expendable (griffin's-feather quill and mystic inks, or powdered dragon's scales, Very Difficult to obtain; -1½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½)
- 1u 1) *Writing Secret Script:* Cryptography 20-; common Limitations as listed above
- 1u 2) *Concealing Existing Script:* Cosmetic Transform 5d6 (change script into script only the caster can read, heals back through another application of this spell by the caster); common Limitations as listed above, plus No Range (-½)

Total cost: 8 points.

OPTIONS:

- 1) **Strong Spell:** Increase reserve to 35 points, slot one to Cryptography 25-, and slot two to Cosmetic Transform 7d6. Total cost: 11 points.
- 2) **Weak Spell:** Decrease reserve to 21 points, slot one to Cryptography 18-, and slot two to Cosmetic Transform 3d6. Total cost: 7 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 12 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 9 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 9 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Sight PER Rolls for 1d6 hours; -¼). Total cost: 8 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.

9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 9 points.

10) **Quick Spell:** Remove Extra Time (Full Phase to cast; -¼). Total cost: 9 points.

11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 8 points.

12) **Stored Spell:** Increase reserve to 37 points and add Delayed Effect (x2 spells usable at once; +½) to each slot. Total cost: 11 points.

DETECT MAGIC

Effect: Detect Magic (INT Roll) (no Sense Group), Discriminatory

Target/Area Affected: Self

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -1

END Cost: 1

Description: This spell allows the wizard to detect arcane energies, be they the lingering effects of a curse, the enchantment placed upon a sword (or other item), or the fact that another person can cast spells. He must be in the same hex as the arcane energies to sense them, however. (See page 113 of *Fantasy Hero* for more details on Detect Magic.)

Game Information: *Detect Magic* (INT Roll) (no Sense Group), Discriminatory (10 Active Points); OAF Expendable (tiny amethyst crystal, Difficult to obtain; -1¼), Costs Endurance (-½), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½). Total cost: 2 points.

OPTIONS:

- 1) **Strong Spell:** Add Analyze. 15 Active Points; total cost 3 points.
- 2) **Weak Spell:** Remove Discriminatory. 5 Active Points; total cost 1 point.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 3 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 2 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 2 points.
- 6) **Apprentice's Version:** Add Side Effects (-1 to PER Rolls for 1d6 hours; -¼). Total cost: 2 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 3 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 3 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 2 points.



12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 15 Active Points; total cost 3 points.

13) Ranged Spell: The wizard can perceive arcane energies at a distance. Add Range. 15 Active Points; total cost 3 points.

14) Enhanced Spell: Increase to INT Roll +5. 15 Active Points; total cost 3 points.

LUSTYN'S SPELL OF TRICKERY

Effect: Images to Detect Magic, -6 to PER Rolls

Target/Area Affected: 4" Radius

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of 1 Day, +1 Day per point by which the caster makes his Wizardry roll)

Range: No Range

Magic Roll Penalty: -6

END Cost: 0

Description: This spell allows a wizard to trick other wizards into thinking that arcane energies do or do not exist in a particular place. He can make it seem as if a mundane object or place is magical, or that a magical person, place, or thing is mundane. He can also apply the spell to himself so that other spellcasters cannot detect that he is a spellcaster (in this case, the spell's effects move with the caster).

Game Information: *Images to Detect Magic*, -6 to PER Rolls, *Increased Size* (4" radius; +½), *Reduced Endurance* (0 END; +½), *Uncontrolled* (duration of 1 Day, +1 Day per point by which the caster makes his Wizardry roll; +½) (57 Active Points); *OAF Expendable* (crystal of smoky quartz, *Difficult to obtain*; -1¼), *Gestures* (-¼), *Incantations* (-¼), *No Range* (-½), *Requires A Wizardry Roll* (-½), *Spell* (-½). Total cost: 13 points.

OPTIONS:

1) Strong Spell: Increase to 8" radius. 63 Active Points; total cost 15 points.

2) Weak Spell: Decrease to 2" radius. 52 Active Points; total cost 12 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 19 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 14 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 14 points.

6) Apprentice's Version: Add Side Effects (-2 to PER Rolls for 1d6 hours; -¼). Total cost: 13 points.

7) Difficult Spell: Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 12 points.

8) Easy Spell: Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.

9) Master's Version: Remove Requires A Wizardry Roll (-½). Total cost: 15 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 13 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 13 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 69 Active Points; total cost 16 points.

13) Ranged Spell: Remove No Range ($-\frac{1}{2}$). Total cost: 15 points.

14) Cirnac's Arcane Glamour: Cirnac, the son of Lustyn, improved on his father's work in two ways. The first was to make his Spell Of Trickery last longer. Change the duration to Uncontrolled (duration of 1 Decade, +1 Decade per point by which the caster makes his Wizardry roll; $+\frac{1}{2}$) (even longer durations may also be possible, with the GM's permission). Total cost: 13 points.

15) Cirnac's Arcane Disguise: The second of Cirnac's permutations allows the caster to place this spell on another spellcaster to hide his mystic powers for a time. The spell's effects move with the recipient as he moves. Add Usable As Attack (+1). 80 Active Points; total cost 19 points.

STELRANE'S SPELL OF DISPERSION

Effect: Dispel Magic 14d6, any Magic power one at a time

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 260"

Magic Roll Penalty: -5

END Cost: 5

Description: One of the most basic spells in any wizard's arsenal, the Spell Of Dispersion breaks apart and neutralizes mystic energies, causing spells to cease functioning. When casting it, a wizard hits the palm of one hand with a small silver hammer wielded in the other, thus signifying the "smashing" of the targeted magic; the hammer disintegrates into worthless powder as the target magic disperses (or if it fails to disperse).

One drawback to using this spell is that the release of eldritch energies it entails attracts the attention of any nearby spellcaster or magically-sensitive being. Stelrane (a mid-Second Epoch wizard who refined and improved earlier versions of the Spell Of Dispersion) also developed a permutation of the spell that does not have this effect (see option 13).

Game Information: *Dispel 14d6, any Magic power one at a time (+ $\frac{1}{4}$) (52 Active Points); OAF Expendable (intricately-worked silver hammer, Very Difficult to obtain; $-1\frac{1}{2}$), Gestures ($-\frac{1}{4}$), Incantations ($-\frac{1}{4}$), Noisy ($-\frac{1}{4}$), Requires A Wizardry Skill Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 12 points.*

OPTIONS:

1) Strong Spell: Increase to Dispel 20d6. 75 Active Points; total cost 18 points.

2) Weak Spell: Decrease to Dispel 12d6. 45 Active Points; total cost 11 points.

3) Free Spell: Remove OAF ($-1\frac{1}{2}$). Total cost: 19 points.

4) Stilled Spell: Remove Gestures ($-\frac{1}{4}$). Total cost: 13 points.

5) Silenced Spell: Remove Incantations ($-\frac{1}{4}$). Total cost: 13 points.

6) Apprentice's Version: Add Side Effects (-2 to any Magic Skill roll for 1d6 x 10 minutes; $-\frac{1}{4}$). Total cost: 11 points.

7) Difficult Spell: Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 11 points.

8) Easy Spell: Change to Requires A Wizardry Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 13 points.

9) Master's Version: Remove Requires A Wizardry Roll ($-\frac{1}{2}$). Total cost: 14 points.

10) Lengthy Spell: Add Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 11 points.

11) Attentive Spell: Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 11 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 73 Active Points; total cost 17 points.

13) Stelrane's Spell Of Silent Dispersion: Remove Noisy ($-\frac{1}{4}$). Total cost: 13 points.

14) Expanded Spell I: Change to any two Magic powers at one time ($+\frac{1}{2}$). 63 Active Points; total cost 15 points.

15) Expanded Spell II: Change to any four Magic powers at one time (+1). 84 Active Points; total cost 20 points.

16) Expanded Spell III: Change to all Magic powers simultaneously (+2). 126 Active Points; total cost 30 points.

17) Arcana-Specific Dispel: This form of the Spell Of Dispersion is easiest to use against one specific arcana (which the caster chooses when he buys the spell); against other arcana, it's more tiring to use. Add Increased Endurance Cost (x3 END when used against any spell not from the specified arcana, Very Common; $-\frac{3}{4}$). Total cost: 10 points.

OFFENSIVE SPELLS

CARLAYSHA'S SPELL OF ENERVATION

Effect: Drain END 4d6, Only Works Against Mystic Endurance Reserves

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 300"

Magic Roll Penalty: -6

END Cost: 6

Description: Many Turakian wizards rely on items infused with arcane energies to provide the mystic power needed to keep their spells functioning. Usually designed as a staff, piece of jewelry, or similar object, these items greatly expand a wizard's power. This spell diminishes the power in such items, thus weakening the wizard who possesses them.

In game terms, this spell's Drain END only works on the END in Endurance Reserves. It has no effect on characters' normal END.

Game Information: Drain END 4d6, Ranged (+½) (60 Active Points); OAF Expendable (copper amulet graven with runes of weakness, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Works Against Mystic Endurance Reserves (-1), Requires A Wizardry Roll (-½), Spell (-½). Total cost: 13 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Drain END 6d6. 90 Active Points; total cost 19 points.
- 2) **Weak Spell:** Decrease to Drain END 2d6. 30 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total : 17 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 13 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 13 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 11 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 11 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 14 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 11 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 12 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 80 Active Points; total cost 17 points.
- 13) **Longer Effect:** Add Delayed Return Rate (points return at the rate of 5 per 5 Minutes; +½). 80 Active Points; total cost 17 points.

MYSTIC BOLT

Effect: RKA 2d6, Only Affects Living Beings

Target/Area Affected: 24" Line

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -7

END Cost: 7

Description: This spell harnesses sheer arcane energy to create a powerful bolt of mystic force 1" wide and 24" long.

The caster may choose the appearance he wants his Mystic Bolt to have when he buys the spell. It could be a beam of blue-white energy, a blast of fist-sized prismatic spheres, a bolt of pure darkness, or just about anything else he can think of. With the GM's permission, he could even change the special effect, making it a Firebolt, Winterbolt, Acid Bolt, or the like.

Game Information: RKA 2d6, Area Of Effect (24" Line; +1¼) (67 Active Points); OAF Expendable (tiny gold or crystal bar, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), No Range (-½), Only Affects Living Beings (-½), Requires A Wizardry Roll (-½), Spell (-½). Total cost: 14 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 3d6. 101 Active Points; total cost 21 points.
- 2) **Weak Spell:** Decrease to RKA 1d6. 34 Active Points; total cost 7 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 19 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 15 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 15 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Wizardry rolls for 1d6 x 10 minutes; -¼). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.
- 9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 16 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 13 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 13 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 82 Active Points; total cost 17 points.
- 13) **Longer Bolt:** Increase to Area Of Effect (48" Line; +1½). 75 Active Points; total cost 16 points.



14) Velthune's Mystic Bolt: The wizard Velthune created a version of this spell that, while lacking some of the standard spell's raw power, affects anyone it hits who's not protected by a Wizard's Shield or Wizard's Bulwark. Decrease to RKA 1d6+1 and add NND (defense is Wizard's Shield or Wizard's Bulwark; +1), Does BODY (+1). 85 Active Points; total cost 18 points.

15) Mystic Sphere: Instead of a 24" Line, this spell creates a sphere of deadly mystic force 6" in radius. Change to Area Of Effect (6" Radius) and add Personal Immunity (¼). 75 Active Points; total cost 16 points.

MYSTIC DART

Effect: RKA 2d6, Area Of Effect (One Hex Accurate), Only Affects Living Beings

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -6

END Cost: 6

Description: This spell creates a "dart" of pure mystic energy that strikes targets with deadly force equal to that of a heavy longbow. It strikes with great accuracy, rarely missing its target, but can only affect living beings.

The caster may choose the appearance he wants his Mystic Darts to have when he buys the spell. For one caster, the Dart might look like an arrowhead-shaped bolt of energy; for another, it looks like a glowing arrow; for a third, it's a jet-black starburst. With the GM's permission, he could even change the special effect, making it a Firedart, Icedart, Lightning Dart, or the like.

Game Information: RKA 2d6, Area Of Effect (One Hex Accurate; +½), Line Of Sight (+½) (60 Active Points); OAF Expendable (tiny gold or crystal dart, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Affects Living Beings (-½), Requires A Wizardry Roll (-½), Spell (-½). Total cost: 14 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 2½d6. 80 Active Points; total cost 19 points.
- 2) **Weak Spell:** Decrease to RKA 1d6. 30 Active Points; total cost 7 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 20 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 15 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 15 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 13 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.
- 9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 16 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 13 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 13 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 18 points.
- 13) **Kithara's Mystic Dart:** Kithara of Szarvasia created a version of the Mystic Dart with even greater accuracy. In game terms, it counts as a 10" Radius attack, but can only affect a single target — thus

making it impossible to dodge or Missile Deflect, and very difficult to get away from by Diving For Cover. Change to Area Of Effect (10" Radius, but can only hit one target; +1¼). 82 Active Points; total cost 19 points.

14) **Calikorian's Deadly Dart:** Calikorian of Valicia created a permutation of the Mystic Dart that does full damage to anyone not protected by Wizard's Shield or Wizard's Bulwark. Decrease to RKA 1d6+1 and add NND (defense is Wizard's Shield or Wizard's Bulwark; +1), Does BODY (+1). 80 Active Points; total cost 19 points.

15) **Esdrelian's Stardart:** Esdrelian Skybrow created a version of the Mystic Dart that looks like a glittering ball of starlight. It forms anywhere up to 3" in front of the caster and can strike the target from any angle. Add Indirect (as described in text; +½). 75 Active Points; total cost 18 points.

16) **Sicard's Mystic Dart:** Sicard the Sorcerer devised this form of the Mystic Dart, which allows the caster to project one Dart every Phase at any target he wishes. He can keep firing Darts until he stops for one Phase or performs any action (other than making a Half Move). Decrease to RKA 1½d6 and add Continuous (caster can change targets every Phase, but must make a separate Attack Roll for each Dart; +1¼). 81 Active Points; total cost 19 points.

17) **Dart Of Ghelvarius:** This form of the Mystic Dart, created by Ghelvarius Groth over a thousand years ago, decreases the power of each single Dart but allows the caster to create many of them at once. Decrease to RKA 1½d6 and add Autofire (5 shots; +1½). 87 Active Points; total cost 20 points.



SERTEN'S SPELL OF THE QUIET MOMENT

Effect: Darkness to Hearing Group, Usable As Attack
Target/Area Affected: 1" Radius
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 50"
Magic Roll Penalty: -1
END Cost: 1

Description: With this spell, a wizard can inflict silence upon a person. The victim cannot speak (and thus cannot cast spells that require Incantations), and when he moves he makes no noise.

Game Information: *Darkness to Hearing Group 1" radius, Usable As Attack (+1) (10 Active Points); OAF Expendable (a wad of cotton wrapped in scrap of black velvet, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only Affects One Person (-¼), Requires A Wizardry Roll (-½), Spell (-½). Total cost: 2 points.*

OPTIONS:

- 1) **Strong Spell:** Add Difficult To Dispel (160 Active Points for Dispel purposes; +1). 15 Active Points; total cost 4 points.
- 2) **Weak Spell:** Add Increased Endurance Cost (x5 END; -2). Total cost: 2 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 4 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 3 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 3 points.
- 6) **Apprentice's Version:** Add Side Effects (spell affects caster for 1d6 Segments; -¼). Total cost: 2 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 3 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 2 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 2 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 12 Active Points; total cost 3 points.

TRUE NAME

Effect: Aid Magic 6d6, any Magic attack spell one at a time, Must Know Target's True Name, Points Gained Fade Immediately After Use
Target/Area Affected: Self
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: Self
Magic Roll Penalty: N/A
END Cost: 0

Description: Some beings of power (gods, demons, dragons, and the like) as well as some people have true names — secret names that define and represent their purest inner self. If a wizard knows someone's true name, he can invoke that name right before casting a spell, thereby boosting that spell's power against that target. The Aided points fade immediately after the wizard casts the Aided spell; if he wants to use the true name again, he has to cast True Name and then the spell a second time.

Naturally, true names are *very* closely and carefully guarded. Learning one should represent a major undertaking on a wizard's part.

Game Information: *Aid Magic 6d6, any Magic attack spell one at a time (+¼) (75 Active Points); Incantations (-¼), Must Know Target's True Name (-2), Points Gained Fade Immediately After Use (-1), Self Only (-½). Total cost: 16 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Aid Magic 8d6. 100 Active Points; total cost 21 points.
- 2) **Weak Spell:** Decrease to Aid Magic 4d6. 50 Active Points; total cost 10 points.
- 3) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 105 Active Points; total cost 22 points.
- 4) **Controlling Name:** For some casters, knowing a being's true name is particularly effective when used to augment control spells. Add Aid Mind Control 3d6, same Limitations as above (except for Points Gained Fade Immediately After Use) plus Linked (-½). 75 + 30 = 105 Active Points; total cost 16 + 8 = 24 points.

WIZARD'S POWER

Effect: +30 PRE, Only For Impressiveness/Fear Presence Attacks
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: None
Duration: Constant
Range: Self
Magic Roll Penalty: -3
END Cost: 3

Description: This spell surrounds the caster's body with a display of arcane power that impresses and cowers those who witness it. He need not gesture or incant to invoke this ability, nor use a Wizard's Staff or material components; he simply calls upon his innate mystic powers. However, this does tend to attract the attention of any nearby spellcasters.

Game Information: +30 PRE (30 Active Points); Costs Endurance (-½), Only For Impressiveness/Fear Presence Attacks (-1½), Noisy (-¼), Requires A Wizardry Roll (-½), Spell (-½). Total cost: 7 points.

OPTIONS:

- 1) **Strong Spell:** Increase to +40 PRE. 40 Active Points; total cost 9 points.
- 2) **Weak Spell:** Decrease to +20 PRE. 20 Active Points; total cost 5 points.
- 3) **Spoken Spell:** Add Incantations (-¼). Total cost: 7 points.
- 4) **Apprentice's Version:** Add Side Effects (Drain PRE 3d6; -½). Total cost: 6 points.
- 5) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 6) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 7) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 8 points.
- 8) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 7 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 11 points.

WIZARD'S TRAP

Effect: RKA 4d6, Trigger
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -9
END Cost: 9

Description: Wizards are a notoriously secretive and cautious lot; some might even be described as paranoid. They often use this spell (and others like it) to protect their possessions. It creates a deadly blast of mystic force whenever someone goes somewhere the wizard doesn't want him to or opens something the wizard would prefer to keep closed.

Possible types of Wizard Traps include:

- a glyph, sigil, or rune placed on a wall, door, or page that blasts anyone who looks at it without permission
- a mystic blast confined within a chest of treasure that hits anyone who opens the chest
- a mystic blast placed on a lock that hits anyone who tries to open the lock without the proper key

A Wizard Trap affects only the target. It does not damage the object or area it protects.

Game Information: RKA 4d6, Trigger (defined by caster when spell is cast; +½) (90 Active Points); OAF Expendable (coil of copper wire tied in a complex knot, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes to cast; -2), Gestures (throughout; -½), Incantations (throughout; -½), No Range (-½), Requires A Wizardry Roll (-½). Total cost: 12 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 6d6. 135 Active Points; total cost 19 points.
- 2) **Weak Spell:** Decrease to RKA 3d6. 67 Active Points; total cost 9 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 15 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 13 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 13 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Wizardry rolls for 1d6 hours; -¼). Total cost: 12 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 12 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 13 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 16 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: 14 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 120 Active Points; total cost 16 points.

13) Large Trap: This form of the Wizard's Trap affects everyone and everything within a 1" radius. Depending on how the caster defines the Trap, this may include the object upon which the Trap is placed — thus ensuring that even if the Trap fails, it destroys what it was meant to protect to keep it from falling into enemy hands. Add Area Of Effect (One Hex; +½). 120 Active Points; total cost 16 points.

14) Substitute Traps: Some wizards prefer less lethal Traps. They substitute other powers — Energy Blast 12d6, Entangle 6d6, 6 DEF, or the like — while keeping the rest of the spell the same.

DEFENSIVE SPELLS

MYSTIC WALL

Effect: Entangle 8d6, 8 DEF

Target/Area Affected: 8" line

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 400"

Magic Roll Penalty: -8

END Cost: 8

Description: This spell creates a wall of solid mystical force 8" long. The caster must "anchor" the wall to the ground or some similar surface. He can control the texture of the wall, making it as smooth as polished marble or as rough as stone wall.

Game Information: *Entangle 8d6 (standard Effect: 8 BODY), 8 DEF (80 Active Points); OAF Expendable (small cube of amber with a rune etched in each side, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Only To Form Barriers (-1), Requires A Wizardry Roll (-½), Wall Must Contact The Ground On At Least One Edge (-¼). Total cost: 18 points.*

OPTIONS:

1) Strong Spell: Increase to Entangle 10d6 (standard Effect: 10 BODY), 10 DEF. 100 Active Points; total cost 22 points.

2) Weak Spell: Decrease to Entangle 6d6 (standard Effect: 6 BODY), 6 DEF. 60 Active Points; total cost 13 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 25 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 19 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 19 points.

6) Apprentice's Version: Add Side Effects (Entangle 4d6, 4 DEF; -½). Total cost: 16 points.

7) Difficult Spell: Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 16 points.

8) Easy Spell: Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 19 points.

9) Master's Version: Remove Requires A Wizardry Roll (-½). Total cost: 20 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 16 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 17 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 120 Active Points; total cost 27 points.

13) Greater Mystic Wall: This form of the Mystic Wall is longer than the standard version. Add Larger Wall (+1" height and +4" length). 90 Active Points; total cost 20 points.

14) Shapeable Greater Mystic Wall: This variation on the Greater Mystic Wall allows the caster to change the Wall's height or length from use to use. As the Greater Mystic Wall, but add Varying Dimensions. 100 Active Points; total cost 22 points.

WIZARD'S BASTION

Effect: Force Wall (6 PD/6 ED, 5" long and 2" tall)

Target/Area Affected: Special

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 200"

Magic Roll Penalty: -4

END Cost: 4

Description: This spell allows a wizard to create a barrier of mystic force similar to a Mystic Wall, but with some important differences. First, the Bastion is weaker. Second, the caster must maintain the Bastion by spending END; if he fails to do so, it immediately vanishes. Third, if an attack breaches the Bastion, it collapses; the wizard must cast the spell again to re-create it. On the other hand, the caster can easily change the shape of the Bastion from casting to casting, can move the Bastion (if he creates it with himself as its focal point), and can even use it to englobe enemies.

Game Information: *Force Wall (6 PD/6 ED, 5" long and 2" tall) (40 Active Points); OAF Expendable (small square pane of crystal or amber, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½), Spell (-½). Total cost: 11 points.*

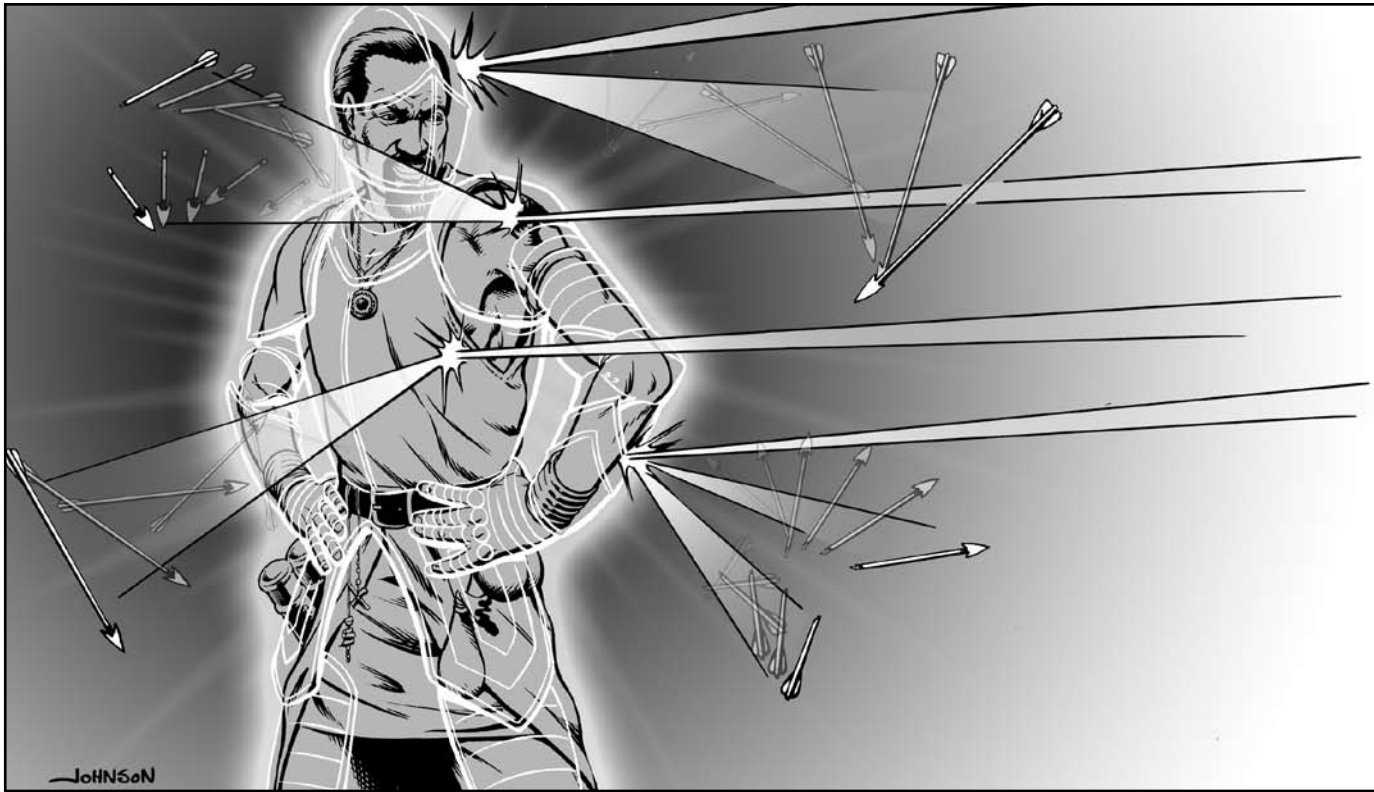
OPTIONS:

1) Strong Spell: Increase to Force Wall (8 PD/8 ED). 50 Active Points; total cost 13 points.

2) Weak Spell: Decrease to Force Wall (4 PD/4 ED). 30 Active Points; total cost 8 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 16 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 11 points.



5) Silenced Spell: Remove Incantations (-¼). Total cost: 11 points.

6) Apprentice's Version: Add Side Effects (-2 to Wizardry rolls for 1d6 minutes; -¼). Total cost: 10 points.

7) Difficult Spell: Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 9 points.

8) Easy Spell: Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.

9) Master's Version: Remove Requires A Wizardry Roll (-½). Total cost: 12 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 10 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 10 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 16 points.

13) Longer Bastion: Increase to 8" long and 3" tall. 48 Active Points; total cost 13 points.

WIZARD'S BULWARK

Effect: Force Wall (6 PD/6 ED)

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -3

END Cost: 3

Description: This spell creates a vertical plane of mystic force directly in front of the wizard. It offers protection from all forms of attack, including even the deadliest forms of spells like Mystic Dart. However, once an attack breaches the Bulwark, it collapses; the wizard has to cast the spell again to re-create it.

The Wizard's Bulwark moves with the caster as he moves. It doesn't interfere with his ability to move, but technically does prevent him from casting most types of spells through it. In the interest of dramatic sense, the GM can simply ignore that rule, or can require characters to buy the thirteenth option version of the spell.

Game Information: *Force Wall* (6 PD/6 ED) (30 Active Points); *OAF Expendable* (tiny shield made of fine enamelled metal, Difficult to obtain; -1¼), *Gestures* (-¼), *Incantations* (-¼), *No Range* (-½), *Requires A Wizardry Roll* (-½), *Restricted Shape* (flat plane in front of caster; -¼), *Self Only* (-½). Total cost: 7 points.

OPTIONS:

1) Strong Spell: Increase to Force Wall (8 PD/8 ED). 40 Active Points; total cost 9 points.

2) Weak Spell: Decrease to Force Wall (4 PD/4 ED). 20 Active Points; total cost 4 points.

- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 9 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (-1 to Wizardry rolls for 1d6 minutes; -¼). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 7 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 6 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 10 points.
- 13) **Noninterfering Spell:** This version of the spell does not interfere with outgoing spells. Wizard also buys Indirect (+¼) for any spell of up to 90 Active Points (22 Active Points); OAF Expendable (tiny shield made of fine enamelled metal, Difficult to obtain; -1¼), Gestures (-¼), Incantations (-¼), Linked (-½), Requires A Wizardry Roll (-½) (total cost: 6 points). 30 + 22 = 52 Active Points; total cost 7 + 6 = 13 points.

WIZARD'S SHIELD

Effect: Force Field (12 PD/12 ED)

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -2

END Cost: 2

Description: Also known as Wizard's Armor because it makes the wizard look like he's wearing plate armor made of planes of mystic force, this basic defensive spell provides protection against most forms of attack. It does not shield the caster against exotic forms of attack created by some spells.

Game Information: *Force Field (12 PD/12 ED) (24 Active Points); OAF (Wizard's Staff or other such Focus of the wizard's choice; -1), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½). Total cost: 8 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Force Field (15 PD/15 ED). 30 Active Points; total cost 10 points.
- 2) **Weak Spell:** Decrease to Force Field (8 PD/8 ED). 16 Active Points; total cost 5 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 12 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 9 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 9 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to Wizardry rolls for 1d6 hours; -¼). Total cost: 7 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 7 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.
- 9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 10 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 7 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 36 Active Points; total cost 12 points.
- 13) **Limited Duration:** This form of the spell only lasts for a defined period of time. Add Reduced Endurance (0 END; +½) and Uncontrolled (duration of 10 minutes, +10 minutes per point by which the caster makes his Wizardry roll; +½). 48 Active Points; total cost 16 points.
- 14) **Arcane Shield:** This form of the Wizard's Shield protects the caster against many other types of attacks. Change to Force Field (9 PD/9 ED/9 Mental Defense/9 Power Defense). 36 Active Points; total cost 12 points.

15) Shared Spell: The wizard can cast this spell on himself or one other person. Add Usable By Other (+¼). 30 Active Points; total cost 10 points.

MOVEMENT SPELLS

THE FIRST SPELL OF THE CRIMSON RING

Effect: Teleportation 20"

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -3

END Cost: 4

Description: This spell takes its name from the effect that it creates, a ring of crimson-colored mystic energy that seems to float in the air. The ring rises up from the caster's feet and over his body; when it passes his head, he vanishes and instantly re-appears anywhere within 20" that he chooses. The Second Spell Of The Crimson Ring (see below) allows the caster to transport himself even further distances.

Game Information: *Teleportation 20"* (40 Active Points); *OAF Expendable* (carved ring of crimson vithasha-stone, Difficult to obtain; -1¼), *Gestures* (-¼), *Incantations* (-¼), *Requires A Wizardry Roll* (-½). Total cost: 12 points.

OPTIONS:

- 1) Strong Spell:** Increase to Teleportation 30". 60 Active Points; total cost 18 points.
- 2) Weak Spell:** Decrease to Teleportation 15". 30 Active Points; total cost 9 points.
- 3) Free Spell:** Remove OAF (-1¼). Total cost: 20 points.
- 4) Stilled Spell:** Remove Gestures (-¼). Total cost: 13 points.
- 5) Silenced Spell:** Remove Incantations (-¼). Total cost: 13 points.
- 6) Apprentice's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 11 points.
- 7) Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 11 points.
- 8) Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 9) Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 14 points.
- 10) Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 11 points.
- 11) Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 11 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 60 Active Points; total cost 18 points.



13) Larger Ring: The caster can create a Crimson Ring large enough to take several people with him if they stand close enough to him. Add Increased Mass (x8). 55 Active Points; total cost 17 points.

14) Longer Transportal: This version of the Crimson Ring can transport the caster much further if he prepares for an extra Phase. Add x8 Noncombat (total of x16 Noncombat, or 320"). 55 Active Points; total cost 17 points.

LEVITATION

Effect: Flight 10", Levitation

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -2

END Cost: 2

Description: This spell uses mystic force to levitate the caster in the air. He can move straight up or straight down, and can hover in place, but cannot move forwards, backwards, or to the side. The spell usually holds the caster in place against the wind, but at the GM's option a really strong wind might blow him head over heels through the air.

Game Information: *Flight 10" (20 Active Points); OAF Expendable (crow's feather, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Levitation (-½), Requires A Wizardry Roll (-½). Total cost: 6 points.*

OPTIONS:

1) Strong Spell: Increase to Flight 15". 30 Active Points; total cost 9 points.

2) Weak Spell: Decrease to Flight 5". 10 Active Points; total cost 3 points.

3) Free Spell: Remove OAF (-1). Total cost: 8 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 6 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 6 points.

6) Apprentice's Version: Add Side Effects (-1 to Wizardry rolls for the next 1d6 minutes; -¼). Total cost: 5 points.

7) Difficult Spell: Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 5 points.

8) Easy Spell: Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.

9) Master's Version: Remove Requires A Wizardry Roll (-½). Total cost: 7 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 5 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 5 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 9 points.

13) Shared Spell: The caster can cast this spell on himself or another person. Add Usable By Other (+¼). 25 Active Points; total cost 7 points.

THE SECOND SPELL OF THE CRIMSON RING

Effect: Teleportation 20", MegaScale

Target/Area Affected: Self

Casting Time: Extra Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -8

END Cost: 8

Description: This spell is similar to the First Spell Of The Crimson Ring, but transports the character much greater distances.

Game Information: *Teleportation 20", MegaScale (1" = 100 km, can scale down to 1" = 1 km; +1) (80 Active Points); OAF Expendable (carved ring of ebony set with garnets, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½). Total cost: 23 points.*

OPTIONS:

1) Strong Spell: Increase to Teleportation 30". 120 Active Points; total cost 34 points.

2) Weak Spell: Decrease to Teleportation 15". 60 Active Points; total cost 17 points.

3) Free Spell: Remove OAF (-1½). Total cost: 40 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 25 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 25 points.

6) Apprentice's Version: Add Side Effects (RKA 2d6; -¼). Total cost: 21 points.

7) Difficult Spell: Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 20 points.

8) Easy Spell: Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 25 points.

9) Master's Version: Remove Requires A Wizardry Roll (-½). Total cost: 27 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 20 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 21 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 100 Active Points; total cost 29 points.

13) Larger Ring: The caster can create a Crimson Ring large enough to take several people with him if they stand close enough to him. Add Increased Mass (x8). 110 Active Points; total cost 31 points.



14) Longer Transportal: This version of the Crimson Ring can transport the caster even further. Change to MegaScale (1" = 1,000 km, can scale down to 1" = 1 km; +1½). 90 Active Points; total cost 26 points.

WIZARD'S STEED

Effect: Flight 20", Only In Contact With A Surface
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -6
END Cost: 0

Description: This spell creates a ghostly riding horse made of mystic energy. The caster can ride this steed as it gallops effortlessly at 20" per Phase. It can gallop across any ground, no matter how rough, swampy, or inclined, without faltering — and can even run on the surface of calm waters!

Game Information: *Flight 20", Reduced Endurance (0 END; +½) (60 Active Points); OAF Expendable (tiny marble figurine of a horse, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Only In Contact With A Surface (-¼), Requires A Wizardry Roll (-½). Total cost: 16 points.*

OPTIONS:

1) Strong Spell: Increase to Flight 25". 75 Active Points; total cost 20 points.

2) Weak Spell: Decrease to Flight 15". 45 Active Points; total cost 12 points.

3) Free Spell: Remove OAF (-1½). Total cost: 27 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 17 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 17 points.

6) Apprentice's Version: Add Side Effects (Drain Running 3d6; -½). Total cost: 14 points.

7) Difficult Spell: Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 14 points.

8) Easy Spell: Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.

9) Master's Version: Remove Requires A Wizardry Roll (-½). Total cost: 18 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 15 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 15 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 80 Active Points; total cost 21 points.

13) Large Steed: This form of the Wizard's Steed is large and strong enough to carry several people (or large objects) in addition to the caster. Add Telekinesis (20 STR), Reduced Endurance (0 END; +½) (45 Active Points); OAF Expendable (tiny marble figurine of a horse, Very Difficult to obtain; -1½), Gestures (-¼), Incantations (-¼), Linked (-½), Requires A Wizardry Roll (-½) (total cost: 11 points). 60 + 45 = 105 Active Points; total cost 16 + 11 = 27 points.

SENSORY SPELLS

WIZARD'S EYE

Effect: N-Ray Perception (Sight Group)

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -1

END Cost: 1

Description: This spell allows a wizard to see through solid objects, such as walls.

Game Information: *N-Ray Perception (Sight Group) (blocked by Mystic Wall, Wizard's Bastion, or other Force Wall-based wards specifically designed to defeat this spell) (10 Active Points); OAF (eye-shaped amulet carved from topaz; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½), Spell (-½). Total cost: 2 points.*

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1). Total cost: 3 points.
- 2) **Stilled Spell:** Remove Gestures (-¼). Total cost: 3 points.
- 3) **Silenced Spell:** Remove Incantations (-¼). Total cost: 3 points.
- 4) **Apprentice's Version:** Add Side Effects (-2 to Sight PER Rolls for 1d6 hours; -¼). Total cost: 2 points.
- 5) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 6) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 7) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 3 points.
- 8) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 2 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 2 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 15 Active Points; total cost 4 points.

WORDS OF POWER

Ancient magics whose origin is lost to time, Words Of Power are mystical words and phrases of enormous power. A wizard need merely speak a Word to unleash its power; he uses no mystic gestures, talismans, or other appurtenances.

WORD OF BLINDNESS

Effect: Major Transform 10d6 (sighted being into blind being)

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 50"

Magic Roll Penalty: N/A

END Cost: 15

Description: This Word Of Power strikes blind one sighted being.

Game Information: *Major Transform 10d6 (sighted being into blind being) (150 Active Points); Incantations (-¼), Limited Range (50"; -¼), Limited Target (sighted beings; -¼), Spell (-½). Total cost: 67 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Major Transform 15d6. 225 Active Points; total cost 100 points.
- 2) **Weak Spell:** Decrease to Major Transform 8d6. 120 Active Points; total cost 53 points.
- 3) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 225 Active Points; total cost 100 points.

WORD OF COMMAND

Effect: Mind Control 30d6

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 50"

Magic Roll Penalty: N/A

END Cost: 15

Description: This Word Of Power compels the obedience of one person. However, the wizard can only issue a single command, which must consist of no more than a single, simple sentence; thereafter he cannot change or reinforce the command unless he invokes the Word again.

Game Information: *Mind Control 30d6 (150 Active Points); Incantations (-¼), Limited Normal Range (50"; -½), Single Command Only (see text; -¼), Spell (-½). Total cost: 67 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Mind Control 45d6. 225 Active Points; total cost 90 points.
- 2) **Weak Spell:** Decrease to Mind Control 24d6. 120 Active Points; total cost 48 points.



3) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 225 Active Points; total cost 90 points.

WORD OF DEVASTATION

Effect: RKA 6½d6, Explosion
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 750"
Magic Roll Penalty: N/A
END Cost: 15

Description: This Word Of Power invokes what amounts to a small, mystical earthquake that devastates objects on or attached to the ground — buildings, trees, vehicles, and the like. It does not affect living beings, even ones standing on the ground (though its secondary effects, such as collapsing buildings, may).

Game Information: RKA 6½d6, Explosion (+½) (150 Active Points); Incantations (-¼), Only Affects Nonliving Objects On The Ground (see text; -½), Spell (-½). Total cost: 67 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 10d6. 225 Active Points; total cost 100 points.
- 2) **Weak Spell:** Decrease to RKA 5d6+1. 120 Active Points; total cost 53 points.
- 3) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 200 Active Points; total cost 89 points.

WORD OF SLAYING

Effect: RKA 10d6, NND, Does BODY
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 50"
Magic Roll Penalty: N/A
END Cost: 15

Description: This Word Of Power instantly slays one living being. Only the gods, and those under their direct protection, can resist its effects.

Game Information: RKA 10d6, NND (defense is being a god or having divine protection; +1), Does BODY (+1) (450 Active Points); Incantations (-¼), Limited Range (50"; -¼), Only Affects Living Beings (-½), Spell (-½). Total cost: 180 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 12d6. 540 Active Points; total cost 216 points.
- 2) **Weak Spell:** Decrease to RKA 8d6. 360 Active Points; total cost 144 points.
- 3) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 525 Active Points; total cost 210 points.
- 4) **Word Of Decimation:** This even more powerful Word slays every living thing within a 49" Radius of the caster; only the wizard himself is immune. Add Area Of Effect (49" Radius; +1), Personal Immunity (+¼), and No Range (-½) and remove Limited Range (-¼). 637 Active Points; total cost 232 points.

BATTLE MAGIC

Battle magic spells are designed specifically for use against armies, castles, and the like.

FOG OF WAR

Effect: Change Environment, -3 to Sight Group PER Rolls

Target/Area Affected: 1,250 meter Radius

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: 5,750"

Magic Roll Penalty: -8

END Cost: 8

Description: This spell invokes a bank of thick, cloying fog covering an area with a radius of 1,250 meters. A battle-mage can use it to confuse enemy troops or conceal the movement of his own troops.

Game Information: *Change Environment* 125" radius, -3 to Sight Group PER Rolls, *MegaArea* (each 1" = 10 meters wide and deep; +¼), *Increased Maximum Range* (5,750", or about 7 miles; +½) (80 Active Points); *OAF Expendable* (large but badly flawed/cracked diamond wrapped in fog-moss, *Very Difficult* to obtain; -1½), *Concentration* (½ DCV throughout casting; -½), *Extra Time* (1 Turn to cast; -¾), *Gestures* (throughout casting; -½), *Incantations* (throughout casting; -½), *Requires A Wizardry Roll* (-½), *Spell* (-½). Total cost: 14 points.

OPTIONS:

- 1) **Strong Spell:** Increase to 250" radius (2,500 meters). 89 Active Points; total cost 15 points.
- 2) **Weak Spell:** Decrease to 64" radius (640 meters). 72 Active Points; total cost 12 points.
- 3) **Free Spell:** Remove OAF (-1½). Total cost: 19 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 15 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 15 points.
- 6) **Apprentice's Version:** Add Side Effects (effect centers on caster and lasts for 1d6 minutes; -1). Total cost: 12 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 13 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 14 points.
- 9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 15 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase to cast; -¼). Total cost: 15 points.
- 11) **Inattentive Spell:** Remove Concentration (-½). Total cost: 15 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 103 Active Points; total cost 18 points.

13) **Battle Ritual:** This form of the spell requires several wizards to cast. Add Ritual (6 casters; -¾). Total cost: 12 points.

HETHTOR'S SPELL OF THE ENHANCED ENGINE

Effect: Increased Maximum Range (x5 range) for any siege engine built on up to 150 Character Points

Target/Area Affected: One siege engine

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -4

END Cost: 4

Description: This spell greatly extends the range of any siege engine built on up to 150 Character Points (which would include all the engines listed on page 214 of *Fantasy Hero*). It was created the thaumaturge and wizard Hethtor, well-known in legend for his cowardice, so that he could aid an army without having to get too close to the fighting.

Game Information: *Increased Maximum Range* (x5 range) for any siege engine built on up to 150 Character Points (37 Active Points); *OAF Expendable* (miniature model of the engine in question, *Difficult* to obtain; -1¼), *Concentration* (½ DCV throughout casting; -½), *Extra Time* (1 Turn; -1¼), *Gestures* (throughout casting; -½), *Incantations* (throughout casting; -½), *Requires A Wizardry Roll* (-½), *Spell* (-½). Total cost: 6 points.

OPTIONS:

- 1) **Strong Spell:** Increase to any siege engine built on up to 200 Character Points. 50 Active Points; total cost 8 points.
- 2) **Weak Spell:** Decrease to any siege engine built on up to 115 Character Points. 29 Active Points; total cost 5 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 8 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (halves siege engine's range for its next shot; -¼). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 7 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 7 points.
- 11) **Inattentive Spell:** Remove Concentration (-½). Total cost: 7 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 55 Active Points; total cost 9 points.

13) Lasting Spell: This version of the spell remains in effect as long as the caster keeps paying END. Add Continuous (+1). 74 Active Points; total cost 12 points.

VALGARATH'S BREACHING-SPELL

Effect: Tunneling 10" through DEF 10 materials, RKA 6d6, both Only Versus Walls

Target/Area Affected: One wall

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch/450"

Magic Roll Penalty: -5/-9

END Cost: 5/9

Description: Valgarath Battlespell, a renowned wizard who lived (and died) during the Drakine Wars of the late First Epoch, created several of the battle magic spells commonly used today. One of these is his Breaching-Spell (not to be confused with Garrak's Breaching-Spell, page 77), which creates holes in castle walls. If the caster can get close enough to touch the wall, he can easily use the spell to make a 1" wide hole in the wall, but this allows relatively little access to the interior of the structure and is easily defended. He can also use the Breaching-Spell from range to create larger holes in the walls, but this is more difficult and tiring.

Game Information:

Cost Power

- 17 *Valgarath's Breaching-Spell:* Multipower, 90-point reserve; all OAF Expendable (miniature model of the castle or structure being attacked, Difficult to obtain; -1¼), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Only Versus The Exterior Walls Of Castles And Other Structures (-1), Requires A Wizardry Roll (-½), Spell (-½)
- 1u 1) *Touch Of Breaching:* Tunneling 10" through DEF 10 materials; common Limitations listed above
- 2u 2) *Ranged Breaching:* RKA 6d6; common Limitations listed above

Total cost: 20 points.

OPTIONS:

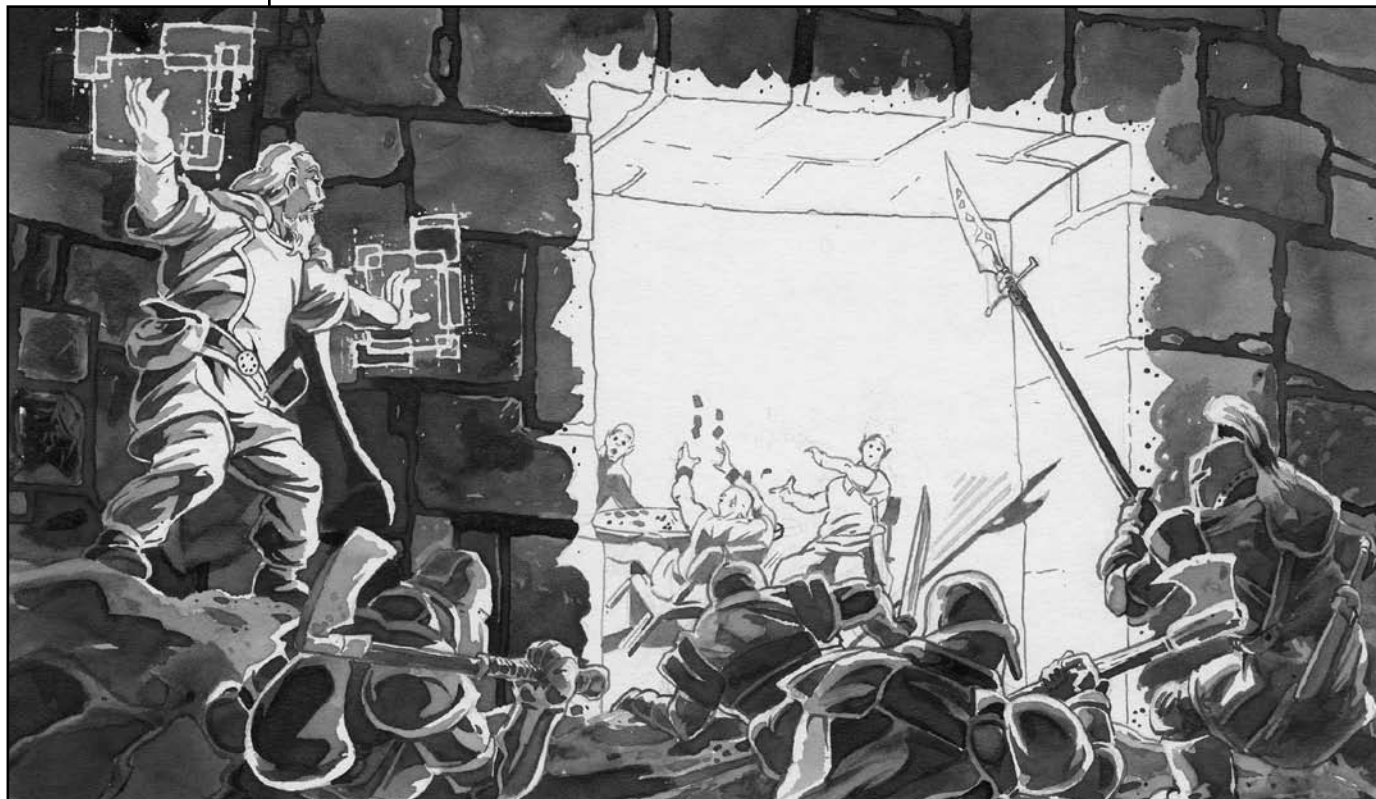
1) Strong Spell: Increase reserve to 120 points, Slot 1 to Tunneling 15" through DEF 15 materials, and Slot 2 to RKA 8d6. Total cost: 26 points.

2) Weak Spell: Decrease reserve to 60 points, Slot 1 to Tunneling 7" through DEF 7 materials, and Slot 2 to RKA 4d6. Total cost: 13 points.

3) Free Spell: Remove OAF (-1¼). Total cost: 25 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 21 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 21 points.



- 6) Apprentice's Version:** Add Side Effects (Drain END 4d6; $-\frac{1}{4}$). Total cost: 19 points.
- 7) Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 19 points.
- 8) Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 21 points.
- 9) Master's Version:** Remove Requires A Wizardry Roll ($-\frac{1}{2}$). Total cost: 22 points.
- 10) Quick Spell:** Remove Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 22 points.
- 11) Attentive Spell:** Add Concentration ($\frac{1}{2}$ DCV; $-\frac{1}{4}$). Total cost: 19 points.
- 12) Stored Spell:** Increase reserve to 135 points and add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$) to both slots. Total cost: 30 points.

VALGARATH'S PLAGUE

Effect: Drain STR and END 3d6, two Characteristics at once

Target/Area Affected: 320 meter Radius

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: 3,175"

Magic Roll Penalty: -13

END Cost: 13

Description: Another creation of the famed Valgarath, this spell afflicts an enemy force with a virulent weakening disease. Soldiers find themselves without the stamina to wear armor or wield weapons, and horses lose the strength to carry riders.

Game Information: Drain STR and END 3d6, two Characteristics at once ($+\frac{1}{2}$), Delayed Return Rate (points return at the rate of 5 per Hour; +1), Area Of Effect (36" Radius; $+1\frac{1}{2}$), MegaArea (each 1" = 10 meters wide and deep; $+\frac{1}{4}$), Ranged ($+\frac{1}{2}$), Increased Maximum Range (3,175", or about 4 miles; $+\frac{1}{4}$) (150 Active Points); OAF Expendable (intricate wax model of a soldier, Difficult to obtain; $-1\frac{1}{4}$), Concentration ($\frac{1}{2}$ DCV throughout casting; $-\frac{1}{2}$), Extra Time (1 Turn; $-1\frac{1}{4}$), Gestures (throughout casting; $-\frac{1}{2}$), Incantations (throughout casting; $-\frac{1}{2}$), Requires A Wizardry Roll ($-\frac{1}{2}$), Spell ($-\frac{1}{2}$). Total cost: 25 points.

OPTIONS:

- 1) Strong Spell:** Increase to Drain STR and END 4d6. 200 Active Points; total cost 33 points.
- 2) Weak Spell:** Decrease to Drain STR and END 2d6. 100 Active Points; total cost 17 points.
- 3) Free Spell:** Remove OAF ($-1\frac{1}{4}$). Total cost: 32 points.
- 4) Stilled Spell:** Remove Gestures ($-\frac{1}{2}$). Total cost: 27 points.
- 5) Silenced Spell:** Remove Incantations ($-\frac{1}{2}$). Total cost: 27 points.
- 6) Apprentice's Version:** Add Side Effects (Drain STR and END 3d6; $-\frac{1}{4}$). Total cost: 24 points.

- 7) Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 23 points.
- 8) Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; $-\frac{1}{4}$). Total cost: 26 points.
- 9) Master's Version:** Remove Requires A Wizardry Roll ($-\frac{1}{2}$). Total cost: 27 points.
- 10) Quick Spell:** Change to Extra Time (Full Phase; $-\frac{1}{2}$). Total cost: 29 points.
- 11) Inattentive Spell:** Remove Concentration ($-\frac{1}{2}$). Total cost: 27 points.
- 12) Stored Spell:** Add Delayed Effect (x2 spells usable at once; $+\frac{1}{2}$). 165 Active Points; total cost 27 points.
- 13) Battle Ritual:** This form of the spell requires several wizards to cast. Add Ritual (6 casters; $-\frac{3}{4}$). Total cost: 22 points.

MISCELLANEOUS SPELLS

ASTRAL FORM

Effect: Duplication (create one 350-point Duplicate), Altered Duplicate (100%)

Target/Area Affected: Self

Casting Time: 20 Minutes

Casting Procedures: Focus, Gestures, Incantations

Duration: Persistent

Range: Self

Magic Roll Penalty: -14

END Cost: 14 to cast

Description: With this spell, a wizard can create an "astral form," a second self composed of pure mystic energy that leaves his body and can act on its own. While the astral form exists, the wizard's physical body remains helpless, incapacitated, and unable to act, with 0 DCV (comatose, essentially). However, because the two are both just aspects of the same being, any damage inflicted upon one is inflicted on the other as well (thus, killing either form kills both). Additionally, the two can only remain separate for up to 24 hours; if they do not recombine within that time, they both die.

The astral form possesses all the character's spells and mystic abilities, all of his Intellect and Interaction Skills, all of his enchanted items, and all of his memories (similarly, the character retains the astral form's memories after the two rejoin). It may or may not possess his physical abilities, but typically does not. Even if it does, it can only use them on other astral forms and like characters, for it is intangible (it must buy Desolidification, Reduced Endurance (0 END), Persistent, Inherent, Always On, and thus must apply the *Affects Physical World* Advantage to any spells or abilities with which it wishes to affect the solid world). Most astral forms can fly (they buy Flight); many can cross the world in the blink of an eye (MegaScaled Flight or Teleportation).

The write-up below assumes the character is built on 350 Character Points and that he builds his astral form on exactly that many points. It further assumes that at least 51% of the points in the astral form are spent on abilities different from those of the original character.

Game Information: *Duplication* (creates 350-point astral form), *Altered Duplicate* (100%; +1) (140 Active Points); *OAF Expendable* (doll in the shape of the caster made of wax and a drop of his blood, *Difficult to obtain*; -1¼), *Concentration* (0 DCV throughout casting; -1), *Costs Endurance* (to activate; -¼), *Extra Time* (20 Minutes to cast; -1¼), *Gestures* (throughout casting; -½), *Incantations* (throughout casting; -½), *Original Character Is Incapacitated And Helpless While Duplicate Exists* (-1), *Feedback* (-1), *Both Characters Die If They Do Not Recombine Within 24 Hours* (-½), *Requires A Wizardry Roll* (-½). Total cost: 16 points.

OPTIONS:

1) Strong Spell: The astral form can recombine with the character easily and from a distance. Add *Easy Recombination* (Half Phase Action at half DCV), *Ranged Recombination* (+½). 187 Active Points; total cost 21 points.

2) Weak Spell: Decrease to *Duplication* (creates 250-point astral form). 100 Active Points; total cost 11 points.

3) Free Spell: Remove *OAF* (-1¼). Total cost: 19 points.

4) Stilled Spell: Remove *Gestures* (-½). Total cost: 17 points.

5) Silenced Spell: Remove *Incantations* (-½). Total cost: 17 points.

6) Apprentice's Version: Add *Side Effects* (-3 to all Magic rolls for the next 1d6 hours, and caster cannot use *Astral Form* spell during that time; -¼). Total cost: 15 points.

7) Difficult Spell: Change to *Requires A Wizardry Roll* (-1 per 5 Active Points; -1). Total cost: 15 points.

8) Easy Spell: Change to *Requires A Wizardry Roll* (-1 per 20 Active Points; -¼). Total cost: 16 points.

9) Master's Version: Remove *Requires A Wizardry Roll* (-½). Total cost: 17 points.

10) Quick Spell: Change to *Extra Time* (Full Phase to cast; -¼). Total cost: 18 points.

11) Inattentive Spell: Remove *Concentration* (-1). Total cost: 18 points.

12) Stored Spell: Add *Delayed Effect* (x2 spells usable at once; +½). 175 Active Points; total cost 20 points.



GRANT WISH

Effect: Extra-Dimensional Movement (subject “travels” to the “dimension” where things are as he wishes for them to be)

Target/Area Affected: One character

Casting Time: 1 Minute

Casting Procedures: Focus, Gestures, Incantations

Duration: Persistent

Range: No Range

Magic Roll Penalty: -9

END Cost: 0

Description: Generally considered the most powerful spell ever created, Grant Wish allows a wizard to do just that — give or do to a person anything he can think of (furthermore, the spell responds to intent, not the literal wording of the request). The spell can also automatically duplicate the effects of any other known spell at maximum power.

However, this power comes at a price. First; the spellcaster must *permanently* sacrifice Character/Experience Points equal to the cost of the spell (because of this, characters do not divide the Real Cost by 3; they pay the full price listed below for the spell). Second, the spell automatically ages the caster 3 years, and this aging cannot be overcome with longevity spells. Thus, wizards are extremely reluctant to cast Grant Wish. The GM may impose whatever other restrictions he considers necessary on this spell in the interest of common sense, dramatic sense, and game balance.

Game Information: *Extra-Dimensional Movement (subject “travels” to the “dimension” where things are as he wishes for them to be), Usable By Other (+¼), Reduced Endurance (0 END; +½), Persistent (+½) (45 Active Points); OAF Expendable (large, expensive, and flawless diamond, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (1 Minute; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Independent (-2), Requires A Wizardry Roll (-1 per 5 Active Points; -1), Side Effect (age three years, this aging automatically occurs and cannot be overcome with longevity magic; -½). Total cost: 4 points.*

OPTIONS:

- 1) **Free Spell:** Remove OAF (-2). Total cost: 6 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 5 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 5 points.
- 4) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 5 points.
- 5) **Inattentive Spell:** Remove Concentration (-1). Total cost: 5 points.
- 6) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 55 Active Points; total cost 5 points.

MENDING-SPELL

Effect: Healing BODY 2d6, Inanimate Objects Only

Target/Area Affected: One inanimate object

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -2

END Cost: 2

Description: This spell repairs small objects, such as goblets or daggers. It only works on complex objects (ones with moving parts or fancy decoration, for example) if the caster has a related skill.

Game Information: *Healing BODY 2d6 (20 Active Points); OAF Expendable (piece of copper wire and piece of gold wire twisted together, Difficult to obtain; -1¼), Concentration (½ DCV throughout; -½), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Inanimate Objects Only (-1), Incantations (throughout; -½), Requires A Wizardry Roll (-½). Total cost: 3 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Healing BODY 3d6. 30 Active Points; total cost 5 points.
- 2) **Weak Spell:** Decrease to Healing BODY 1d6. 10 Active Points; total cost 1 point.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 4 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 3 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 3 points.
- 6) **Apprentice's Version:** Add Side Effects (Drain END 1d6; -¼). Total cost: 3 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 3 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 3 points.
- 11) **Inattentive Spell:** Remove Concentration (-½). Total cost: 3 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 5 points.

ROPEWORKING

Effect: Telekinesis (10 STR), Fine Manipulation, Only On Ropes, Strings, And Cords
Target/Area Affected: One rope/string/cord
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 125"
Magic Roll Penalty: -2
END Cost: 2

Description: This spell allows a wizard to manipulate ropes, strings, and the like at a distance (this does not include chains). He can send a rope up the side of a wall to tie itself to something on the roof so his friends can climb up it, untie the knots holding a ship's sails in place, and so forth.

Game Information: *Telekinesis (10 STR), Fine Manipulation (25 Active Points); OAF Expendable (short piece of rope, Easy to obtain; -1), Gestures (-¼), Incantations (-¼), Only On Ropes, Strings, And Cords (-1), Requires A Wizardry Roll (-½), Spell (-½). Total cost: 5 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Telekinesis (14 STR). 31 Active Points; total cost 7 points.
- 2) **Weak Spell:** Decrease to Telekinesis (6 STR). 19 Active Points; total cost 4 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 7 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 6 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 6 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to all DEX-based rolls for 1d6 x 10 minutes; -¼). Total cost: 5 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 6 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 5 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 5 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 37 Active Points; total cost 8 points.

RUNCIFER'S EXTENSION OF LIFE

Effect: Life Support (Longevity: +100 years of life)
Target/Area Affected: Self
Casting Time: 1 Hour
Casting Procedures: Focus, Gestures, Incantations
Duration: Persistent
Range: Self
Magic Roll Penalty: -1
END Cost: 0

Description: This spell extends the caster's lifespan for 100 years, during which he retains the general state of health and vigor he had at the time he cast it. He must cast it again at the end of that time to maintain his health and vigor and extend his life for another 100 years. Eventually, though, he will fail a Wizardry roll, and all the years he has cheated come back to him, almost certainly killing him at once.

In game terms, this spell uses the *Longevity* form of Life Support, but with a slight alteration. Each casting of the spell adds 100 years of life to the caster's lifespan. At the end of that time, the spell expires and the accumulated 100 years (and their effects) instantly beset the caster... unless he casts the spell again. Thus, once a wizard starts casting Extension Of Life on himself, he has to continue until he dies or fails.

Alternately, the GM may prefer that characters buy this as an ability instead of a spell.

Game Information: *Life Support (Longevity: +100 years of life) (1 Active Point); OAF Expendable (large, flawless, expensive emerald, Extremely Difficult to obtain; -2), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour to cast; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Requires A Wizardry Roll (-½), Side Effects (reverses all previous Longevity-granting spells, substances, and items; -¼). Total cost: 1 point.*

OPTIONS:

- 1) **Strong Spell:** Increase to Life Support (Longevity: +200 years of life). 2 Active Points; total cost 1 point.
- 2) **Weak Spell:** Decrease to Life Support (Longevity: +50 years of life). 1 Active Point; total cost 1 point.
- 3) **Free Spell:** Remove OAF (-2). Total cost: 1 point.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 1 point.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 1 point.
- 6) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 1 point.
- 7) **Safe Spell:** This version of the spell prevents the caster's enemies from Dispelling his longevity easily. Add Difficult To Dispel (x250 Active Points; +2). 3 Active Points; total cost 1 point.

THE SPELL OF LOCKING AND OPENING

Effect: Telekinesis and Lockpicking**Target/Area Affected:** One lock/door**Casting Time:** Half Phase (Attack Action)**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Varies**Range:** Varies**Magic Roll Penalty:** -2/-4/-6/-13**END Cost:** 2/0/0/13

Description: For most of the First Epoch, wizards used a wide variety of spells to lock and unlock doors and similar objects. Eventually, a scholarly wizard, Avelard, undertook a systematic study of these spells, and eventually combined the best of them into a single spell with multiple functions. Over the next several hundred years, it enjoyed increasing popularity, and by the mid-Second Epoch, it had generally replaced all the lesser spells it arose from.

This spell allows a wizard to open or lock doors, gates, and similar structures. It provides him with three options. The first is simply to use mystic energies to lock the door normally (he cannot open the door this way unless he has the *Lockpicking* Skill or can see all the moving parts of the lock). The second is to place a clever locking-enchantment on the lock; a corresponding opening-enchantment can defeat the arcane lock, as can a sufficiently skilled person using ordinary Lockpicking. The third is a brute force approach in which he keeps the door shut with magical energy. Picking the door's lock cannot overcome this application; only strength can open the door (this requires a

STR Versus STR Contest). For any of these applications, breaking down the door bypasses the spell's effects.

The spell lists the Focus as "Wizard's Staff," but a wizard could easily choose any other OAF when he learns the spell.

Game Information:**Cost Power**

- | | |
|----|--|
| 45 | <i>Spell Of Locking And Opening:</i> Multipower, 135-point reserve; all slots OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½) |
| 1u | 1) <i>Basic Locking/Unlocking:</i> Telekinesis (4 STR), Fine Manipulation; OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½), No Range (-½) |
| 2u | 2) <i>Arcane Lock:</i> Lockpicking 29-, Uncontrolled (duration of 1 Day, +1 day per point by which the caster makes his Wizardry roll; +½); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½), Only To Lock Doors (-½) |
| 1u | 3) <i>Arcane Unlock:</i> Lockpicking 29-; OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½), Only To Unlock Doors (-½) |
| 3u | 4) <i>Door-Closing/Door-Opening:</i> Telekinesis (60 STR), Uncontrolled (duration of 1 Day, +1 day per point by which the caster makes his Wizardry roll; +½); OAF (Wizard's Staff; -1), Gestures (-¼), Incantations (-¼), Requires A Wizardry Roll (-½), Only To Lock/Open Doors (-1), Limited Range (10"); -¼) |



Total cost: 52 points.

WIZARD'S SCRIBE

Effect: Cosmetic Transform 6d6 (blank book or scroll to copy of other book or scroll)

Target/Area Affected: One blank book or scroll

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: No Range

Magic Roll Penalty: -3

END Cost: 3

Description: This spell, one of the first learned by any busy wizard, allows him to copy an entire book or scroll (or the like) into another, blank, book or scroll. It works on both magical and mundane writings.

Game Information: *Cosmetic Transform 6d6 (blank book or scroll to copy of other book or scroll, heals back through another application of this spell) (30 Active Points); OAF Expendable (eagle's feather quill, Difficult to obtain; -1¼), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Target (blank books or scrolls; -1), No Range (-½), Requires A Wizardry Roll (-½). Total cost: 4 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Cosmetic Transform 10d6. 50 Active Points; total cost 7 points.
- 2) **Weak Spell:** Decrease to Cosmetic Transform 4d6. 20 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 5 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 4 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 4 points.
- 6) **Apprentice's Version:** Add Side Effects (-2 to all DEX-based rolls for 1d6 hours; -¼). Total cost: 4 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.
- 9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 4 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 4 points.
- 11) **Inattentive Spell:** Remove Concentration (-1). Total cost: 5 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 6 points.

YLDEVAR'S CLAXON

Effect: Hearing Group Images, +4 to PER Rolls, Trigger
Target/Area Affected: 4" Radius

Casting Time: 1 Turn

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -3

END Cost: 0

Description: This spell allows a wizard to set up an alarm that sounds whenever a specified condition occurs. Typically the condition involves people unknown to the caster approaching within a certain distance, but many other triggering conditions are possible. After being Triggered, the Claxon sounds for 1 Minute or until the caster voluntarily turns it off.

Game Information: *Hearing Group Images, +4 to PER Rolls, Trigger (defined by wizard during casting; +½), Reduced Endurance (0 END; +½) (34 Active Points); OAF Expendable (tiny gold gong or horn, Difficult to obtain; -1¼), Extra Time (1 Turn to cast; -¾), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Requires A Wizardry Roll (-½). Total cost: 7 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to +6 to PER Rolls. 46 Active Points; total cost 9 points.
- 2) **Weak Spell:** Decrease to +2 to PER Rolls. 22 Active Points; total cost 4 points.
- 3) **Free Spell:** Remove OAF (-1¼). Total cost: 9 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 7 points.
- 6) **Apprentice's Version:** Add Side Effects (Claxon sounds at some inopportune time when the Triggering condition does not exist; -½). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires A Wizardry Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) **Easy Spell:** Change to Requires A Wizardry Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **Master's Version:** Remove Requires A Wizardry Roll (-½). Total cost: 7 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase to cast; -¼) and remove the "Throughout" option for other Limitations. Total cost: 8 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 42 Active Points; total cost 8 points.

DIVINE MAGIC



Divine magic is not an arcana — rather, it's the body of gods-granted mystic powers and lore possessed by the priests of the Turakian gods, be they Blue, Scarlet, or Grey. They often hew more toward defending, preserving, and enhancing than attacking, but a powerful priest can inflict grievous harm upon unbelievers and wicked beings.

As written, these spells assume priests are “good” and use their spells to oppose that which is tangibly “evil” (primarily the undead, demons, and the like). To rework these spells for priests of evil gods, simply reverse that assumption (and the relevant Limitations). Thus, instead of Smite Evil or Sacred Fire, an evil priest has Smite Good and Unholy Fire.

In addition to the spells listed here, priests often have access to other spells related to the god or gods they primarily worship. The priest of a war-god might have combat magic and battle magic spells; the priest of a fire god has fire spells; and so on. To reflect this, you can custom-design spells granted by the gods in your game, or allow priest characters to learn appropriate spells from the other sections of this book (after substituting their usual OAF “holy symbol” for the material components in the arcane spell and recalculating the cost). For example, the priests of many religions can create light; they should just buy the *Create Light* spell (page 111) with appropriate changes.

SPELLS OF HEALING AND CURING

CURE BLINDNESS

Effect: Major Transform 7d6 (blind being into sighted being)

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -10

END Cost: 10

Description: This spell restores sight to those who have gone blind for any reason — eye injuries, cataracts, disease, or the like. It will not, however, give the power of sight to beings or species that have no eyes (such as some types of worms). The priest must touch the recipient's eyes (or eye sockets) when casting the spell.

Game Information: *Major Transform 7d6 (blind being into sighted being, heals back through any natural means that would cause loss of sight) (105 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Limited Target (once sighted but now blind beings; -1), No Range (-½), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½). Total cost: 21 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Major Transform 9d6. 135 Active Points; total cost 27 points.
- 2) **Weak Spell:** Decrease to Major Transform 5d6. 75 Active Points; total cost 15 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 26 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 22 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 22 points.
- 6) **Acolyte's Version:** Add Side Effects (-4 to Sight Group PER Rolls for 1d6 hours; -¼). Total cost: 20 points.
- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 19 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 22 points.

9) High Priest's Version: Remove Requires A Faith Roll (-½). Total cost: 23 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 19 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 20 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 157 Active Points; total cost 31 points.

CURE ILLNESS

Effect: Major Transform 3d6

Target/Area Affected: One character

Casting Time: 5 Minutes (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -4

END Cost: 4

Description: The character can cure diseases, plagues, fevers, and other illnesses by laying his hands on a sick person and praying to his god. The more intense the effects of the disease, the longer it may take to cure.

In game terms, this is a Major Transform, "sick person to well person," that stops the course of a disease — once the character applies the spell, the disease inflicts no further damage (loss of CON, for example) on the victim. However, the spell does not automatically heal any STUN, BODY, CON, or other Characteristics lost to the disease prior to the spell's use. To accomplish that, the priest must add up the cost of the lost abilities he wants to restore

and treat them as "powers" being granted to the target by the Transform (see page 239 of the *HERO System 5th Edition, Revised* for more information).

Game Information: *Major Transform 3d6 (sick person into well person, heals back through any normal means that would cause character to contract the same disease) (45 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Limited Target (sentient beings; -¼), No Range (-½), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½). Total cost: 6 points.*

OPTIONS:

1) Strong Spell: Increase to Major Transform 4d6. 60 Active Points; total cost 8 points.

2) Weak Spell: Decrease to Major Transform 2d6. 30 Active Points; total cost 4 points.

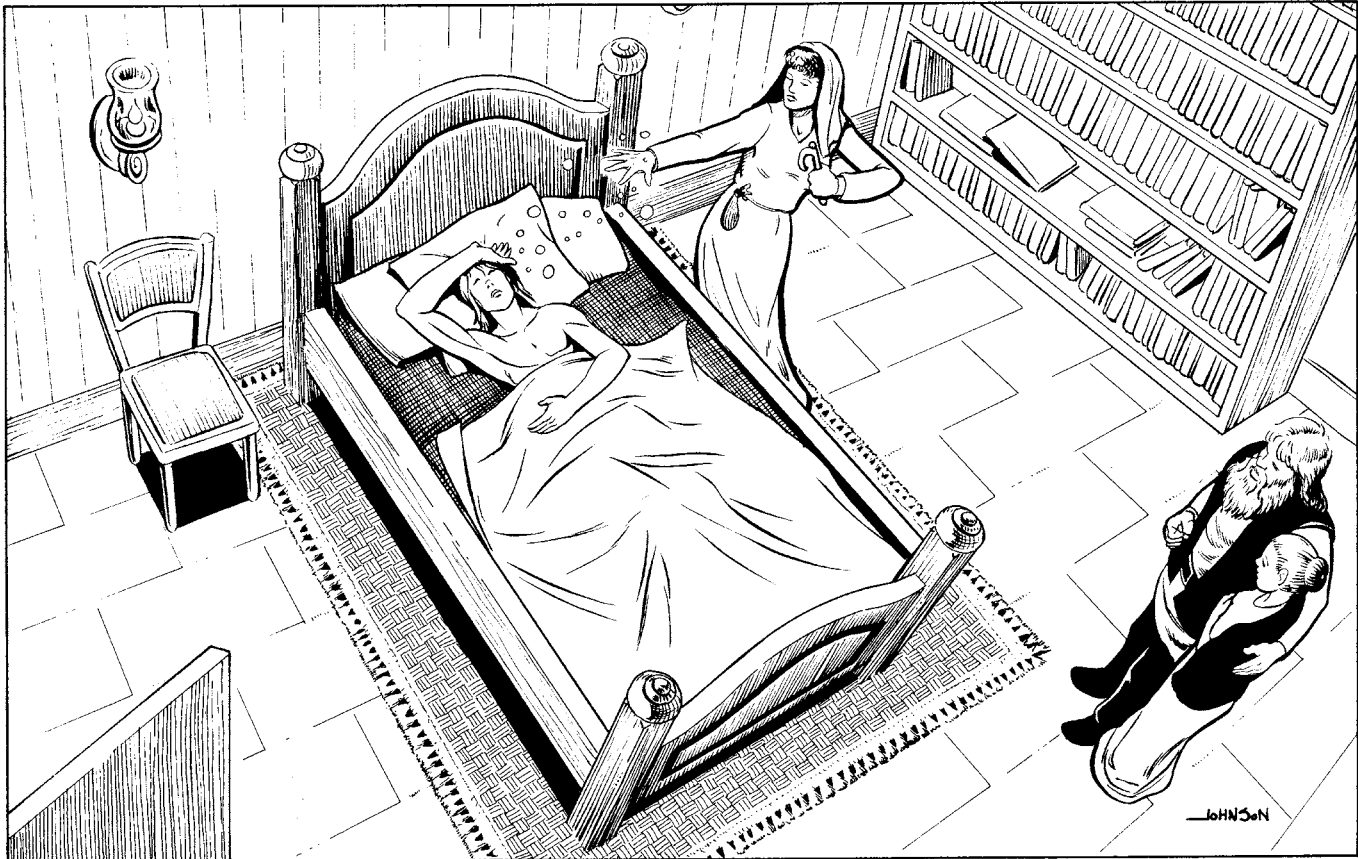
3) Free Spell: Remove OAF (-1). Total cost: 7 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 6 points.

5) Silenced Spell: Remove Incantations (-½). Total cost: 6 points.

6) Acolyte's Version: Add Side Effects (-2 to DEX Rolls for 1d6 minutes; -¼). Total cost: 6 points.

7) Difficult Spell: Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 5 points.



8) Easy Spell: Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.

9) High Priest's Version: Remove Requires A Faith Roll (-½). Total cost: 6 points.

10) Quick Spell: Change to Extra Time (Full Phase; -½). Total cost: 7 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: 7 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 67 Active Points; total cost 9 points.

13) Cure Illness Variant: This form of Cure Illness works by Healing the Characteristics lost to the disease. However, if the disease remains present and active within the character's body, he may continue to lose Characteristics after a priest casts this spell upon him. Change to Healing 6d6, any four Characteristics at once (+1) (120 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only To Heal Characteristics Lost To Disease (-1), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½). Total cost: 15 points.

14) Cure Poison: This spell is identical to Cure Illness in game terms, but it counteracts the effects of poisons rather than diseases.

HEALING-SPELL

Effect: Simplified Healing 6d6

Target/Area Affected: One character

Casting Time: 1 Turn (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -6

END Cost: 6

Description: Perhaps the most important spell in an adventuring priest's repertoire, the Healing-Spell allows the caster to heal severe injuries in but a few seconds. After applying the spell to a wound, the character must wait an entire day before he can use it again on that same wound.

Game Information: *Simplified Healing 6d6 (60 Active Points); OAF (holy symbol or the like; -1), Concentration (½ DCV throughout; -½), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½). Total cost: 10 points.*

OPTIONS:

1) Strong Spell: Increase to Simplified Healing 8d6. 80 Active Points; total cost 14 points.

2) Weak Spell: Decrease to Simplified Healing 4d6. 40 Active Points; total cost 7 points.

3) Free Spell: Remove OAF (-1). Total cost: 13 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 11 points.

5) Silenced Spell: Remove Incantations (-½). Total cost: 11 points.

6) Acolyte's Version: Add Side Effects (Drain END 3d6; -½). Total cost: 10 points.

7) Difficult Spell: Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 10 points.

8) Easy Spell: Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 11 points.

9) High Priest's Version: Remove Requires A Faith Roll (-½). Total cost: 11 points.

10) Quick Spell: Change to Extra Time (Full Phase; -½). Total cost: 12 points.

11) Inattentive Spell: Remove Concentration (-½). Total cost: 11 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 16 points.

13) Expanded Healing I: This form of the Healing-Spell can regenerate lost limbs. Add Can Heal Limbs. 65 Active Points; total cost 11 points.

14) Expanded Healing II: This form of Healing works on any one Characteristic, thus allowing the priest to use it to counteract Drains and other effects besides ordinary wounds. Change to Healing 5d6, any Characteristic one at a time (+¼). 62 Active Points; total cost 11 points.



RESURRECTION

Effect: Healing BODY 6d6, Resurrection

Target/Area Affected: One character

Casting Time: 1 Hour (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -16

END Cost: 0

Description: Perhaps the most powerful spell ever granted to a priest, Resurrection allows a holy man to return the dead to life. A priest cannot use this spell for ordinary healing (that requires the Healing-Spell); it only works to give life to the dead.

Game Information: *Healing BODY 6d6, Resurrection (can stop the resurrection by interrupting the ceremony) (80 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout; -1), Extra Time (1 Hour; -3), Gestures (throughout; -½), Incantations (throughout; -½), Only When Serving The God's Purposes (-½), Only To Resurrect The Dead (-1), Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 8 points.*

OPTIONS:

1) Strong Spell: Increase to Healing BODY 8d6. 100 Active Points; total cost 10 points.

2) Weak Spell: Decrease to Healing BODY 4d6. 60 Active Points; total cost 6 points.

3) Free Spell: Remove OAF (-1). Total cost: 9 points.

4) Stilled Spell: Remove Gestures (-½). Total cost: 9 points.

5) Silenced Spell: Remove Incantations (-½). Total cost: 9 points.

6) Acolyte's Version: Add Side Effects (Drain BODY 4d6; -½). Total cost: 8 points.

7) Easier Spell: Change to Requires A Faith Roll (-1 per 10 Active Points; -½). Total cost: 9 points.

8) Even Easier Spell: Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.

9) High Priest's Version: Remove Requires A Faith Roll (-1). Total cost: 9 points.

10) Quick Spell: Change to Extra Time (1 Turn; -1¼). Total cost: 10 points.

11) Inattentive Spell: Remove Concentration (-1). Total cost: 9 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 120 Active Points; total cost 13 points.

13) Resurrection Ritual: This form of the Resurrection spell requires several priests to cast. Add Ritual (4 casters; -½). Total cost: 8 points.

14) Restricted Resurrection: GMs who prefer to make resurrection rare and difficult should have characters to buy this version of the spell, which requires the caster to permanently spend Experience Points equal to the Real Cost of the spell to cast it. Add Independent (-2). Total cost: 7 points.

OFFENSIVE SPELLS

DIVINE HINDRANCE

Effect: -2 Negative Overall Skill Levels
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 100"
Magic Roll Penalty: -3
END Cost: 3

Description: When he casts this spell, a priest calls upon the power of his god to hinder and interfere with the actions of the priest's enemy. The enemy becomes clumsy, inaccurate, foolish, or the like.

In game terms, this spell uses the optional negative Skill Levels rule, and so requires the GM's permission. When the character successfully casts it on an enemy, he (the character) chooses what the negative Overall Levels apply to (he can split them and apply them to different things if he wishes). He cannot change the allocation thereafter.

Game Information: -2 Negative Overall Skill Levels, Ranged (+½) (30 Active Points); OAF (holy symbol or the like; -1), Cannot Change Allocation Of Levels (-¼), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Spell (-½). Total cost: 7 points.

OPTIONS:

- 1) **Strong Spell:** Increase to -3 Negative Overall Skill Levels. 45 Active Points; total cost 11 points.
- 2) **Weak Spell:** Decrease to -1 Negative Overall Skill Level. 15 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 9 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 6) **Acolyte's Version:** Add Side Effects (spell affects caster for ½d6 Phases, GM allocates the Levels; -1). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 6 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 8 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 7 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 7 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 40 Active Points; total cost 9 points.
- 13) **Lasting Spell:** This form of the spell lasts for a defined period of time. Add Reduced Endurance (0

END; +½) and Uncontrolled (duration of 1 Turn, +1 Turn per point by which the character makes his Faith roll; +½). 50 Active Points; total cost 12 points.

HOLY LIGHT

Effect: RKA 4d6, Only Versus Infernal And Undead Beings
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 300"
Magic Roll Penalty: -6
END Cost: 6

Description: When he casts this spell, the priest projects a beam of holy light from his hand or holy symbol. When the beam strikes an undead creature or a demon (or other infernal being), it inflicts terrible wounds.

Game Information: RKA 4d6 (60 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only Versus Infernal And Undead Beings (-1), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Spell (-½). Total cost: 12 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 6d6. 90 Active Points; total cost 18 points.
- 2) **Weak Spell:** Decrease to RKA 3d6. 45 Active Points; total cost 9 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 15 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 13 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 13 points.
- 6) **Acolyte's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 11 points.
- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 11 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 13 points.
- 9) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 13 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 11 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 11 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 18 points.
- 13) **Powerful Light I:** This form of Holy Light is even more likely to injure its target. Add one of the following: Armor Piercing (+½), +2 Increased STUN Multiplier (+½), or Penetrating (+½). 90 Active Points; total cost 18 points.
- 14) **Powerful Light II:** This is the same as Powerful Light I, but add any two of the listed Advantages. 120 Active Points; total cost 24 points.

15) Holy Aura: This spell surrounds the priest with an aura of Holy Light that damages any undead or infernal beings who touch him, or whom he Grabs. Decrease to RKA 2d6 and add Continuous (+1), Damage Shield (+½), and Reduced Endurance (0 END; +½). 90 Active Points; total cost 18 points.

16) Unwavering Light Of Purity: The priest can maintain the beam of Holy Light on the foe until the foe is destroyed. Decrease to RKA 3d6 and add Continuous (+1). 90 Active Points; total cost 18 points.

17) Smite Evil: This spell is identical to Holy Light, but uses HKA instead of RKA. Any of the options listed above could also apply, since the costs remain the same.

REPEL THE UNDEAD

Effect: +50 PRE, Only For Turning Undead

Target/Area Affected: Special

Casting Time: Full Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -5

END Cost: 5

Description: This spell calls upon the power of the divine to enhance the priest's ability to repel and destroy the undead. The character casts it, and in subsequent Phases may apply its extra PRE to his attempts to turn the undead (see *Fantasy Hero*, pages 107-08).

Game Information: +50 PRE (50 Active Points); OAF (holy symbol or the like; -1), Costs Endurance (-½), Extra Time (Full Phase to cast;

-¼), Gestures (-¼), Incantations (-¼), Only For Turning Undead (-1), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Spell (-½). Total cost: 9 points.

OPTIONS:

1) Strong Spell: Increase to +80 PRE. 80 Active Points; total cost 14 points.

2) Weak Spell: Decrease to +30 PRE. 30 Active Points; total cost 5 points.

3) Free Spell: Remove OAF (-1). Total cost: 10 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 9 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 9 points.

6) Acolyte's Version: Add Side Effects (-30 PRE to turning attempts for 1d6 Turns; -½). Total cost: 8 points.

7) Difficult Spell: Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 8 points.

8) Easy Spell: Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 9 points.

9) High Priest's Version: Remove Requires A Faith Roll (-½). Total cost: 9 points.

10) Quick Spell: Remove Extra Time (Full Phase; -¼). Total cost: 9 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 8 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 75 Active Points; total cost 13 points.



SACRED FIRE

Effect: RKA 3d6, Penetrating
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: 335"
Magic Roll Penalty: -7
END Cost: 7

Description: This spell allows the priest to act as a conduit for the divine fire of his god, and use that fire to blast and burn his enemies. The exact appearance of the "fire" may vary from deity to deity; it could be actual fire (of any color), a beam of light, a bolt of lightning, or the like. The character should choose the appearance and special effect when he buys the spell.

Game Information: RKA 3d6, Penetrating (+½) (67 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Spell (-½). Total cost: 17 points.

OPTIONS:

- 1) **Strong Spell:** Increase to RKA 4d6. 90 Active Points; total cost 22 points.
- 2) **Weak Spell:** Decrease to RKA 2d6. 45 Active Points; total cost 11 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 22 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 18 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 18 points.
- 6) **Acolyte's Version:** Add Side Effects (RKA 1d6; -¼). Total cost: 16 points.
- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 15 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 18 points.
- 9) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 19 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 15 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 16 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 90 Active Points; total cost 22 points.
- 13) **Bolt From The Blue:** This form of Sacred Fire comes directly from the priest's god and strikes the target out of the sky. If the target is inside, the Fire must first blast through the roof or other obstacles, diminishing its effect considerably. Add Indirect (from above; +¼). 79 Active Points; total cost 20 points.

SANCTIFY WEAPON

Effect: Change Environment (make sacred), Usable As Attack, Affects One Weapon
Target/Area Affected: One weapon
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (duration of 1 Turn, +1 Turn per point by which the caster makes his Faith roll)
Range: Touch
Magic Roll Penalty: -1
END Cost: 0

Description: When a priest casts this spell and touches a weapon, he infuses that weapon with holy energy. This allows it to exploit the Susceptibility to holy objects that most infernal beings, and even some forms of undead, possess.

This spell is built with Change Environment, but Limited so the effect only applies to one weapon, not all weapons within a 1" radius. It also has Usable As Attack so the caster can "attach" it to a single weapon and have it follow that weapon as the weapon moves.

Game Information: Change Environment 1" radius (make sacred), Reduced Endurance (0 END; +½), Uncontrolled (duration of 1 Turn, +1 Turn per point by which the caster makes his Faith roll; +½), Usable As Attack (+1) (15 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only Affects One Weapon (-½), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Spell (-½). Total cost: 3 points.

OPTIONS:

- 1) **Strong Spell:** The spell not only sanctifies the weapon, it makes the weapon do more damage to demons and the undead. Change to HKA +2d6, Reduced Endurance (0 END; +½), Uncontrolled (duration of 1 Turn, +1 Turn per point by which the caster makes his Faith roll; +½), Usable As Attack (+1) (90 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only Applies To Weapons (-¼), Only Works Versus Demons And The Undead (-1), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Spell (-½). Total cost: 17 points.
- 2) **Free Spell:** Remove OAF (-1). Total cost: 4 points.
- 3) **Stilled Spell:** Remove Gestures (-¼). Total cost: 3 points.
- 4) **Silenced Spell:** Remove Incantations (-¼). Total cost: 3 points.
- 5) **Acolyte's Version:** Add Side Effects (Drain END 1d6; -¼). Total cost: 3 points.
- 6) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 7) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 3 points.
- 8) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 4 points.



Stevens'03

9) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 3 points.

10) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 3 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 17 Active Points; total cost 4 points.

12) Ranged Spell: Add Ranged (+½). 17 Active Points; total cost 4 points.

STILLNESS OF THE SOUL

Effect: Mind Control 15d6, Set Effect (calmness)

Target/Area Affected: One character

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: LOS

Magic Roll Penalty: -7

END Cost: 7

Description: This spell allows a priest to calm a troubled or enraged mind, forcing a person to become calm, tranquil, and quiet.

Game Information: *Mind Control 15d6 (75 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Set Effect (calmness and tranquility; -1), Spell (-½). Total cost: 15 points.*

OPTIONS:

1) Strong Spell: Increase to Mind Control 18d6. 90 Active Points; total cost 18 points.

2) Weak Spell: Decrease to Mind Control 12d6. 60 Active Points; total cost 12 points.

3) Free Spell: Remove OAF (-1). Total cost: 19 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 16 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 16 points.

6) Acolyte's Version: Add Side Effects (Drain EGO 2d6; -¼). Total cost: 14 points.

- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 14 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 16 points.
- 9) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 17 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 14 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 14 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 112 Active Points; total cost 22 points.

VOICE OF THE DIVINE

Effect: Mind Control 20d6
Target/Area Affected: One character
Casting Time: Half Phase (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: LOS
Magic Roll Penalty: -10
END Cost: 10

Description: This spell infuses the priest's voice with the essence of his god, allowing him to issue a single command to one person, which that person must obey. The command must consist of no more than a single, simple sentence; thereafter the priest cannot change or reinforce the command unless he casts the spell again.

Game Information: *Mind Control 20d6 (100 Active Points); OAF (holy symbol or the like; -1), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Single Command Only (see text; -¼), Spell (-½). Total cost: 25 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Mind Control 24d6. 120 Active Points; total cost 30 points.
- 2) **Weak Spell:** Decrease to Mind Control 16d6. 80 Active Points; total cost 20 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 33 points.
- 4) **Acolyte's Version:** Add Side Effects (Drain END 5d6; -½). Total cost: 22 points.
- 5) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 22 points.
- 6) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 27 points.
- 7) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 29 points.
- 8) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 22 points.
- 9) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 23 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 150 Active Points; total cost 37 points.

DEFENSIVE SPELLS

SAFE JOURNEY

Effect: Change Environment (make body/soul immune to Necromancy)
Target/Area Affected: One corpse
Casting Time: 5 Minutes
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (permanent unless body is taken into an unholy area)
Range: Touch
Magic Roll Penalty: -1
END Cost: 0

Description: When cast upon a corpse, this spell renders the dead person immune to various necromantic spells. A necromancer cannot raise the corpse as a corporeal undead, nor summon the deceased's spirit back to become a ghost or answer precognitive questions. However, this spell also makes it impossible to use Resurrection (or like spells) on the character (but a Grant Wish or the act of a god could still bring the character back to life).

Game Information: *Change Environment 1" radius (makes body/soul immune to Necromancy), Reduced Endurance (0 END; +½), Uncontrolled (permanent unless body is taken into an unholy area; +½), Usable As Attack (attaches to corpse and remains in effect even if corpse is moved; +1) (15 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout casting; -1), Extra Time (5 Minutes; -2), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Only Applies To One Body (-0), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Side Effect (makes it impossible to use Resurrection on person, always occurs; -½). Total cost: 2 points.*

OPTIONS:

- 1) **Free Spell:** Remove OAF (-1). Total cost: 2 points.
- 2) **Stilled Spell:** Remove Gestures (-½). Total cost: 2 points.
- 3) **Silenced Spell:** Remove Incantations (-½). Total cost: 2 points.
- 4) **Acolyte's Version:** Add Side Effects (permanently adds +2 to Necromancy rolls to animate corpse; -0). Total cost: 2 points.
- 5) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 6) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 7) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 2 points.
- 8) **Quick Spell:** Remove Extra Time (-2). Total cost: 2 points.
- 9) **Inattentive Spell:** Remove Concentration (-1). Total cost: 2 points.

10) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 17 Active Points; total cost 2 points.

SHIELD AGAINST EVIL

Effect: Force Wall (7 PD/7 ED/6 Power Defense, 6" long and 2" tall), Only Versus Infernal And Undead Beings

Target/Area Affected: Special

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: No Range

Magic Roll Penalty: -8

END Cost: 3

Description: This spell creates a circular wall of holy force around the caster. The wall has a radius of 2" and moves with him as he moves. It offers no protection against mundane attacks, but provides a powerful defense against the attacks of demons, the undead, and like beings.

Game Information: *Force Wall (7 PD/7 ED/6 Power Defense, 6" long and 2" tall), Reduced Endurance (½ END; +¼) (77 Active Points); OAF (holy symbol or the like; -1), Cannot Be Used To Englobe (-¼), Gestures (-¼), Incantations (-¼), No Range (-½), Only When Serving The God's Purposes (-½), Only Versus Infernal And Undead Beings (-1), Requires A Faith Roll (-½), Restricted Shape (2" circle around caster; -¼). Total cost: 14 points.*

OPTIONS:

1) Strong Spell: Increase to Force Wall (8 PD/8 ED/8 Power Defense). 90 Active Points; total cost 16 points.

2) Weak Spell: Decrease to Force Wall (5 PD/5 ED/4 Power Defense). 59 Active Points; total cost 11 points.

3) Free Spell: Remove OAF (-1). Total cost: 17 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 15 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 15 points.

6) Acolyte's Version: Add Side Effects (-2 DCV versus infernal and undead beings for 1 Turn; -¼). Total cost: 13 points.

7) Difficult Spell: Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 13 points.

8) Easy Spell: Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 15 points.

9) High Priest's Version: Remove Requires A Faith Roll (-½). Total cost: 15 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 13 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 13 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 108 Active Points; total cost 20 points.

SHIELD OF FAITH

Effect: Force Field (6 PD/6 ED)

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -1

END Cost: 1

Description: This spell calls upon the power of the priest's god to protect the priest. While it remains in effect, a soft glow surrounds the priest.

Game Information: *Force Field (6 PD/6 ED) (12 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½). Total cost: 3 points.*

OPTIONS:

1) Strong Spell: Increase to Force Field (8 PD/8 ED). 16 Active Points; total cost 5 points.

2) Weak Spell: Decrease to Force Field (4 PD/4 ED). 8 Active Points; total cost 2 points.

3) Free Spell: Remove OAF (-1). Total cost: 5 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 4 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 4 points.

6) Acolyte's Version: Add Side Effects (-2 DCV for 1 Turn; -¼). Total cost: 3 points.

7) Difficult Spell: Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

8) Easy Spell: Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.

9) High Priest's Version: Remove Requires A Faith Roll (-½). Total cost: 4 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 3 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 3 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 18 Active Points; total cost 5 points.

13) Shared Spell: Add Usable By Other (+¼). 15 Active Points; total cost 4 points.

14) Defined Duration Spell: Add Reduced Endurance (0 END; +½) and Uncontrolled (duration of 1 Turn, +1 Phase per point by which the caster makes his Faith roll; +½). 24 Active Points; total cost 7 points.

SHIELD OF THE SOUL

Effect: Power Defense (15 points), Only Versus Infernal, Necromantic, Or Evil Divine Magic
Target/Area Affected: Up to 8 characters
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Touch
Magic Roll Penalty: -3
END Cost: 3

Description: This spell protects up to eight people (typically the priest and up to seven of his comrades) from some of the abilities of many types of demons and undead, as well as certain necromantic and evil divine spells.

Game Information: *Power Defense (15 points), Usable Simultaneously (up to eight people at once; +1) (30 Active Points); OAF (holy symbol or the like; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Only Versus Infernal, Necromantic, Or Evil Divine Magic (-1), Requires A Faith Roll (-½). Total cost: 6 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Power Defense (20 points). 40 Active Points; total cost 8 points.
- 2) **Weak Spell:** Decrease to Power Defense (10 points). 20 Active Points; total cost 4 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 7 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 6 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 6 points.
- 6) **Acolyte's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 5 points.
- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 9) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 7 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 6 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 37 Active Points; total cost 7 points.

WARMTH

Effect: Life Support (Safe Environment: Intense Cold) plus Force Field (12 ED), Only Versus Cold Attacks
Target/Area Affected: Up to 8 characters
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (duration of 6 Hours, +1 Hour per point by which the caster makes his Faith roll)
Range: Touch
Magic Roll Penalty: -4
END Cost: 0

Description: A much-beloved spell in northern, arctic, and mountainous regions, Warmth keeps up to eight characters (typically the priest and seven of his comrades) warm, and comfortable no matter how cold it gets. Additionally, the spell protects against cold-based attacks such as Jelzuraath's First Wintry Assault.

Game Information: *Life Support (Safe Environment: Intense Cold), Usable Simultaneously (up to eight people at once; +1) (4 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Restricted Duration (6 Hours, +1 Hour per point by which the caster makes his Faith roll; -¼) (total cost: 1 point) **plus** Force Field (12 ED), Reduced Endurance (0 END; +½), Uncontrolled (duration of 6 Hours, +1 Hour per point by which the caster makes his Faith roll; +½), Usable Simultaneously (up to eight people at once; +1) (36 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Linked (-¼), Only Works Against Limited Type Of Attack (cold; -½), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½) (total cost: 8 points). Total cost: 9 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Force Field (15 ED). 4 + 45 = 49 Active Points; total cost 1 + 11 = 12 points.
- 2) **Weak Spell:** Decrease to Force Field (9 ED). 4 + 27 = 31 Active Points; total cost 1 + 6 = 7 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 1 + 11 = 12 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 1 + 9 = 10 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 1 + 9 = 10 points.
- 6) **Acolyte's Version:** Add Side Effects (x2 STUN from Cold attacks for 1d6 hours; -¼). Total cost: 1 + 8 = 9 points.
- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 1 + 8 = 9 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 1 + 9 = 10 points.

9) High Priest's Version: Remove Requires A Faith Roll (-½). Total cost: 1 + 10 = 11 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 1 + 8 = 9 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 1 + 8 = 9 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 5 + 42 = 47 Active Points; total cost 1 + 10 = 11 points.

MOVEMENT SPELLS

HEAVENLY GATE

Effect: Extra-Dimensional Movement (to heaven/the Land Of The Gods)

Target/Area Affected: Self

Casting Time: 1 Minute

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -2

END Cost: 20

Description: Sometimes powerful priests are granted the power to visit their gods in the gods' home realm via this spell.

Game Information: *Extra-Dimensional Movement (to heaven/the Land Of The Gods)* (20 Active Points); *OAF (holy symbol or the like; -1)*, *Concentration (0 DCV throughout; -1)*, *Extra Time (1 Minute; -1½)*, *Gestures (throughout; -½)*, *Incantations (throughout; -½)*, *Increased*

Endurance Cost (x10 END; -4), *Requires A Faith Roll (-½)*. Total cost: 2 points.

OPTIONS:

1) Strong Spell: Add Increased Weight (can transport a total of 1,600 kg). 40 Active Points; total cost 4 points.

2) Free Spell: Remove OAF (-1). Total cost: 2 points.

3) Stilled Spell: Remove Gestures (-½). Total cost: 2 points.

4) Silenced Spell: Remove Incantations (-½). Total cost: 2 points.

5) Apprentice's Version: Add Side Effects (Drain END 3d6; -½). Total cost: 2 points.

6) Difficult Spell: Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 2 points.

7) Easy Spell: Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.

8) Master's Version: Remove Requires A Faith Roll (-½). Total cost: 2 points.

9) Quick Spell: Remove Extra Time (-1½). Total cost: 2 points.

10) Inattentive Spell: Remove Concentration (-1). Total cost: 2 points.

11) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 3 points.

12) Untiring Spell: Remove Increased Endurance Cost (-4). Total cost: 3 points.



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SUMMON DIVINE STEED

Effect: Summon one 315-point divine pegasus, Loyal
Target/Area Affected: One divine pegasus
Casting Time: 1 Turn
Casting Procedures: Focus, Gestures, Incantations
Duration: Instant
Range: No Range
Magic Roll Penalty: -9
END Cost: 9

Description: This spell summons one “divine steed” — a creature created by and loyal to the priest’s god and capable of transporting him as a riding beast. The spell uses a pegasus with the Divine template (*HERO System Bestiary*, pages 23, 106), but you can easily substitute other creatures by recalculating the cost.

Game Information: *Summon one 315-point divine pegasus, Loyal (+½) (94 Active Points); OAF (holy symbol or the like; -1), Concentration (½ DCV throughout; -½), Extra Time (1 Turn; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Only When Serving The God’s Purposes (-½), Requires A Faith Roll (-½). Total cost: 16 points.*

OPTIONS:

- 1) **Herd Of Divine Steeds:** Increase to 4 315-point divine pegasi. 109 Active Points; total cost 19 points.
- 2) **Large Herd Of Divine Steeds:** Increase to 8 315-point divine pegasi. 117 Active Points; total cost 20 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 20 points.
- 4) **Stilled Spell:** Remove Gestures (-½). Total cost: 18 points.
- 5) **Silenced Spell:** Remove Incantations (-½). Total cost: 18 points.
- 6) **Acolyte’s Version:** Add Side Effects (Drain END 2d6; -¼). Total cost: 16 points.
- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 15 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 17 points.
- 9) **High Priest’s Version:** Remove Requires A Faith Roll (-½). Total cost: 18 points.
- 10) **Quick Spell:** Change to Extra Time (Full Phase; -½). Total cost: 19 points.
- 11) **Inattentive Spell:** Remove Concentration (-½). Total cost: 18 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 126 Active Points; total cost 22 points.
- 13) **Neutral Steed:** Remove Loyal (+½). 63 Active Points; total cost 11 points.
- 14) **Friendly Steed:** Change to Friendly (+¼). 79 Active Points; total cost 14 points.
- 15) **Devoted Steed:** Change to Devoted (+¾). 110 Active Points; total cost 19 points.
- 16) **Slavishly Loyal Steed:** Change to Slavishly Loyal (+1). 126 Active Points; total cost 22 points.

SENSORY SPELLS

SENSE THE UNHOLY

Effect: Detect Infernal And Undead Beings, Discriminatory, Range
Target/Area Affected: Self
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: Self
Magic Roll Penalty: -2
END Cost: 2

Description: This spell grants the priest the power to perceive his most deadly enemies, demons and the undead. He can perceive them even if physical barriers, such as walls, interfere with senses such as sight, but cannot perceive them precisely enough to attack them using this sense alone.

Game Information: *Detect Infernal And Undead Beings (INT Roll) (no Sense Group), Discriminatory, Range (20 Active Points); OAF (holy symbol or the like; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only When Serving The God’s Purposes (-½), Requires A Faith Roll (-½). Total cost: 5 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to INT Roll +5. 25 Active Points; total cost 6 points.
- 2) **Weak Spell:** Remove Discriminatory. 15 Active Points; total cost 4 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 7 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 5 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 5 points.
- 6) **Acolyte’s Version:** Add Side Effects (-2 to PER Rolls for 1d6 Turns; -¼). Total cost: 5 points.
- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 4 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 9) **High Priest’s Version:** Remove Requires A Faith Roll (-½). Total cost: 6 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase to cast; -¼). Total cost: 5 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 5 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 7 points.
- 13) **Precise Spell:** Add Targeting. 30 Active Points; total cost 7 points.
- 14) **Long-Range Spell:** Add Telescopic (+8 versus Range Modifier). 28 Active Points; total cost 7 points.
- 15) **Demonhunter’s Eye:** Add Tracking. 25 Active Points; total cost 6 points.

DEITY-SPECIFIC SPELLS

These spells are examples of spells that a specific type of deity might grant. Many other such spells are possible; you can use these as guidelines when designing your own.

SEA GOD'S BLESSING

Effect: Swimming +4" plus Life Support (Expanded Breathing: Breathe Underwater)

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -2

END Cost: 0

Description: The Sea God sometimes grants his priests a spell that enables them to swim more quickly and breathe underwater.

Game Information: *Swimming +4", Reduced Endurance (0 END; +½) (6 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½) (total cost: 2 points) plus Life Support (Expanded Breathing: Breathe Underwater) (5 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Non-persistent (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½) (total cost: 1 point). Total cost: 3 points.*

OPTIONS:

1) Strong Spell: Increase to Swimming +6". 9 + 5 = 14 Active Points; total cost 3 + 1 = 4 points.

2) Weak Spell: Decrease to Swimming +2". 3 + 5 = 8 Active Points; total cost 1 + 1 = 2 points.

3) Free Spell: Remove OAF (-1). Total cost: 2 + 2 = 4 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 2 + 1 = 3 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 2 + 1 = 3 points.

6) Acolyte's Version: Add Side Effects (Drain END 1d6; -¼). Total cost: 2 + 1 = 3 points.

7) Difficult Spell: Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 1 + 1 = 2 points.

8) Easy Spell: Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 2 + 1 = 3 points.

9) High Priest's Version: Remove Requires A Faith Roll (-½). Total cost: 2 + 1 = 3 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 2 + 1 = 3 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 2 + 1 = 3 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 8 + 7 = 15 Active Points; total cost 2 + 2 = 4 points.

13) Group Blessing: Add Usable Simultaneously (up to eight people at once; +1). 10 + 10 = 20 Active Points; total cost 3 + 3 = 6 points.

SUN GOD'S BLESSING

Effect: Sight Group Flash Defense (15 points)

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Constant

Range: Self

Magic Roll Penalty: -1

END Cost: 1

Description: This spell grants the priest the ability to see in the brightest light without suffering blindness.

Game Information: *Sight Group Flash Defense (15 points) (15 Active Points); OAF (holy symbol or the like; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½). Total cost: 4 points.*

OPTIONS:

1) Strong Spell: Increase to Sight Group Flash Defense (20 points). 20 Active Points; total cost 5 points.

2) Weak Spell: Decrease to Sight Group Flash Defense (10 points). 10 Active Points; total cost 2 points.

3) Free Spell: Remove OAF (-1). Total cost: 5 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 4 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 4 points.

6) Acolyte's Version: Add Side Effects (x2 effect from Sight Group Flashes for 1d6 hours; -¼). Total cost: 3 points.

7) Difficult Spell: Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 3 points.

8) Easy Spell: Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.

9) High Priest's Version: Remove Requires A Faith Roll (-½). Total cost: 4 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 3 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 3 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 5 points.

13) Group Blessing: Add Usable Simultaneously (up to eight people at once; +1). 30 Active Points; total cost 7 points.

WAR GOD'S BLESSING

Effect: Aid STR and PD 2d6, two Characteristics at one time

Target/Area Affected: Self

Casting Time: Half Phase (Attack Action)

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Self

Magic Roll Penalty: -4

END Cost: 0

Description: This spell confers upon the priest (or one other person) the blessing of the war god, making him more fit to enter battle and more likely to triumph.

Game Information: Aid STR and PD 2d6, two Characteristics at one time (+½), Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½) (40 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½). Total cost: 11 points.

OPTIONS:

1) Strong Spell: Increase to Aid STR and PD 3d6. 60 Active Points; total cost 17 points.

2) Weak Spell: Decrease to Aid STR and PD 1d6. 20 Active Points; total cost 6 points.

3) Free Spell: Remove OAF (-1). Total cost: 16 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 12 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 12 points.

6) Acolyte's Version: Add Side Effects (Drain STR 2d6; -¼). Total cost: 11 points.

7) Difficult Spell: Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 10 points.

8) Easy Spell: Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 12 points.

9) High Priest's Version: Remove Requires A Faith Roll (-½). Total cost: 13 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 10 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 11 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 50 Active Points; total cost 14 points.

13) Group Blessing: Add Usable Simultaneously (up to eight people at once; +1). 60 Active Points; total cost 17 points.



MISCELLANEOUS SPELLS

BLESS BABY

Effect: +3 to CON Rolls, Usable By Other, Only To Resist Illness, Only Works On Infants
Target/Area Affected: One baby
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (duration of no more than 10 years)
Range: Touch
Magic Roll Penalty: -2
END Cost: 0

Description: Priests use this spell to extend a special benefit to their congregation. When cast upon an infant, it grants that infant a +3 bonus to his CON Rolls to resist illness and disease until he reaches 10 years of age.

Game Information: +3 to CON Rolls, Uncontrolled (duration of no more than 10 years; +½), Usable By Other (+¼) (16 Active Points); OAF (holy symbol or the like; -1), Concentration (½ DCV throughout casting; -½), Extra Time (20 Minutes to cast; -1¼), Gestures (throughout; -½), Incantations (throughout; -½), Only Works On Infants (-2), Only To Resist Illness (-1), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½). Total cost: 2 points.

OPTIONS:

- 1) **Strong Spell:** Increase to +5 to CON Rolls. 26 Active Points; total cost 3 points.
- 2) **Weak Spell:** Decrease to +2 to CON Rolls. 10 Active Points; total cost 1 point.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 2 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 2 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 2 points.
- 6) **Acolyte's Version:** Add Side Effects (Drain END 3d6; -½). Total cost: 2 points.
- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 2 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.
- 9) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 2 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 20 Active Points; total cost 2 points.

BLESSING

Effect: +1 Overall
Target/Area Affected: Up to 8 people at once
Casting Time: Half Phase
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (duration of 1 Minute, +1 Minute per point by which the caster makes his Faith roll)
Range: Touch
Magic Roll Penalty: -2
END Cost: 0

Description: The character has the power to confer the blessing of his god on up to eight people by touching them on the forehead and uttering a short prayer. The *Appropriate Uses Only* Limitation is a generic way of saying "a recipient can only use the Overall Level for actions appropriate to the god who granted the power" — such as only for combat for a war-god, only for Professional Skills and the like for a god of craftsmen, and so forth.

Game Information: +1 Overall, Usable Simultaneously (up to eight people at once; +1), Uncontrolled (duration of 1 Minute, +1 Minute per point by which the caster makes his Faith roll; +½) (25 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Appropriate Uses Only (-½). Total cost: 6 points.

OPTIONS:

- 1) **Strong Spell:** Increase to +2 Overall. 50 Active Points; total cost 12 points.
- 2) **Weak Spell:** Decrease to Usable Simultaneously (up to four people at once; +¾). 22 Active Points; total cost 5 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 8 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 7 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 7 points.
- 6) **Acolyte's Version:** Add Side Effects (-1 Overall for 1d6 Phases; -¼). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 7 points.
- 9) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 7 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 5 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 30 Active Points; total cost 7 points.
- 13) **Divine Guidance:** This version of Blessing only works for the priest, and only works for his next Action after the spell is cast. Change to +1 Overall (10 Active Points); OAF (holy symbol or the like;

-1), Gestures (-¼), Incantations (-¼), Instant (works for next Action after spell is cast; -½), Nonpersistent (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Appropriate Uses Only (-½). Total cost: 2 points.

ELOQUENCE

Effect: +5 for Conversation, Oratory, and Persuasion rolls

Target/Area Affected: Self

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Restricted Duration (10 minutes, +10 minutes per point by which the caster makes his Faith roll)

Range: Self

Magic Roll Penalty: -1

END Cost: 0

Description: This spell makes the priest an even more eloquent speaker for a short time.

Game Information: +5 for Conversation, Oratory, and Persuasion rolls (15 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Restricted Duration (10 minutes, +10 minutes per point by which the caster makes his Faith roll; -¼). Total cost: 4 points.

OPTIONS:

- 1) **Strong Spell:** Increase to +8 for Conversation, Oratory, and Persuasion rolls. 24 Active Points; total cost 6 points.
- 2) **Weak Spell:** Decrease to +3 for Conversation, Oratory, and Persuasion rolls. 9 Active Points; total cost 2 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 5 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 4 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 4 points.
- 6) **Acolyte's Version:** Add Side Effects (-2 on all Interaction Skill rolls for 1d6 x 10 minutes; -¼). Total cost: 4 points.
- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 3 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 4 points.
- 9) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 5 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 3 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 4 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 22 Active Points; total cost 6 points.
- 13) **Shared Spell:** Add Usable By Other (+¼). 19 Active Points; total cost 5 points.

FAVOR OF THE GODS

Effect: Aid 3d6, any Characteristic one at a time

Target/Area Affected: One character

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Instant

Range: Touch

Magic Roll Penalty: -4

END Cost: 4

Description: By calling on one of the gods, the priest can receive the deity's favor and receive a tiny spark of the divine power to augment his, or another person's, abilities for a short period.

Game Information: Aid 3d6, any Characteristic one at a time (+¼) (37 Active Points); OAF (holy symbol or the like; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½). Total cost: 9 points.

OPTIONS:

- 1) **Strong Spell:** Increase to Aid 4d6. 50 Active Points; total cost 12 points.
- 2) **Weak Spell:** Decrease to Aid 2d6. 25 Active Points; total cost 6 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 12 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 10 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 10 points.
- 6) **Acolyte's Version:** Add Side Effects (Drain the same Characteristic 1d6; -¼). Total cost: 9 points.
- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 8 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 10 points.
- 9) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 11 points.
- 10) **Lengthy Spell:** Add Extra Time (Full Phase; -½). Total cost: 8 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 9 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 52 Active Points; total cost 13 points.
- 13) **Extended Spell:** Add Delayed Return Rate (points fade at the rate of 5 per 5 Minutes; +½). 52 Active Points; total cost 13 points.
- 14) **Self Spell:** Add Self Only (-½). Total cost: 8 points.



FEASTING-SPELL

Effect: Life Support (Diminished Eating: no need to eat or drink)

Target/Area Affected: Up to 16 people

Casting Time: Half Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Special

Range: No Range

Magic Roll Penalty: -1

END Cost: 1 Continuing Fuel Charge

Description: This spell, which a priest may only cast once per day, creates enough food and drink to feed 16 people for a day. With the GM's permission, characters may parcel the provender out differently, as long as the total man-days of food does not exceed 16 (e.g., feed 32 people for half a day, feed four people for four days, and so on).

Game Information: *Life Support (Diminished Eating: no need to eat or drink), Usable Simultaneously (up to 16 people at once; +1¼) (7 Active Points); OAF (holy symbol or the like; -1), Gestures (-¼), Incantations (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), 1 Continuing Fuel Charge lasting 1 Day (-0). Total cost: 2 points.*

OPTIONS:

1) Strong Spell: Increase to Usable Simultaneously (up to 32 people at once; +1½). 7 Active Points; total cost 2 points.

2) Weak Spell: Decrease to Usable Simultaneously (up to 4 people at once; +¾). 5 Active Points; total cost 1 point.

3) Free Spell: Remove OAF (-1). Total cost: 3 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 2 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 2 points.

6) Acolyte's Version: Add Side Effects (Drain END 1d6; -¼). Total cost: 2 points.

7) Difficult Spell: Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 2 points.

8) Easy Spell: Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 2 points.

9) High Priest's Version: Remove Requires A Faith Roll (-½). Total cost: 2 points.

10) Lengthy Spell: Add Extra Time (Full Phase; -½). Total cost: 2 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 2 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 8 Active Points; total cost 2 points.

PARTING THE WATERS

Effect: Telekinesis (80 STR), Affects Porous
Target/Area Affected: One body of water
Casting Time: 1 Turn (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Constant
Range: 810"
Magic Roll Penalty: -16
END Cost: 6

Description: This spell allows a caster to part a lake, sea, or river so that people can walk through. It even removes the water from the soil so that those who walk through do not have to struggle through mud.

Game Information: *Telekinesis (80 STR), Affects Porous, Reduced Endurance (½ END; +¼) (162 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Turn; -1¼), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Only To Part Waters (-2), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Spell (-½). Total cost: 18 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Telekinesis (100 STR). 200 Active Points; total cost 23 points.
- 2) **Weak Spell:** Decrease to Telekinesis (60 STR). 125 Active Points; total cost 14 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 21 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 20 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 20 points.
- 6) **Acolyte's Version:** Add Side Effects (Drain END 5d6; -¼). Total cost: 18 points.
- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 17 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 19 points.
- 9) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 20 points.
- 10) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 227 Active Points; total cost 26 points.

SANCTIFY AREA

Effect: Change Environment (sanctify area)
Target/Area Affected: 8" Radius
Casting Time: 1 Hour (Attack Action)
Casting Procedures: Focus, Gestures, Incantations
Duration: Uncontrolled (permanent until defiled)
Range: No Range
Magic Roll Penalty: -4
END Cost: 0

Description: This spell allows a priest to sanctify an area, thus preventing demons, some types of undead, and other such creatures from entering it without feeling pain. Typically this is done as part of the construction of a temple, but there's no reason a priest who wanted to take the time and effort couldn't sanctify other places of importance.

Game Information: *Change Environment 8" radius (sanctify area), Reduced Endurance (0 END; +½), Uncontrolled (duration is permanent until defiled; +½) (40 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour to cast; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), No Range (-½), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½), Spell (-½). Total cost: 5 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to 16" radius. 50 Active Points; total cost 7 points.
- 2) **Weak Spell:** Decrease to 4" radius. 30 Active Points; total cost 4 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 6 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 6 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 6 points.
- 6) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 7) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.
- 8) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 6 points.
- 9) **Quick Spell:** Change to Extra Time (5 Minutes to cast; -1). Total cost: 6 points.
- 10) **Inattentive Spell:** Remove Concentration (-1). Total cost: 6 points.
- 11) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 50 Active Points; total cost 7 points.
- 12) **Ritual Of Sanctification:** Add Ritual (8 casters; -¾). Total cost: 5 points.
- 13) **Enhanced Sanctification:** This form of the spell makes the area so holy that it actually augments the powers of priests within it. The Succored points fade immediately when a priest leaves the area. Add Succor 4d6 (standard Effect: 12 points), all Priest



Magic spells and abilities simultaneously (+2), Area Of Effect (8" Radius; +1¼), Reduced Endurance (0 END, effect lasts as long; +½) (95 Active Points); OAF (holy symbol or the like; -1), Concentration (0 DCV throughout casting; -1), Extra Time (1 Hour to cast; -1½), Gestures (throughout casting; -½), Incantations (throughout casting; -½), Linked (-¼), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½) (total cost: 14 points). 40 + 95 = 135 Active Points; total cost 5 + 14 = 19 points.

SANCTIFY WATER

Effect: Major Transform 2d6 (ordinary water into holy water)

Target/Area Affected: Special

Casting Time: Full Phase

Casting Procedures: Focus, Gestures, Incantations

Duration: Uncontrolled (duration of permanent until defiled)

Range: Touch

Magic Roll Penalty: -1

END Cost: 0

Description: This spell allows a priest to bless water, thus turning it into a potent weapon against demons, some types of undead, and the like.

For purposes of this spell, assume that water has 1 BODY per pint.

Game Information: *Major Transform 2d6 (ordinary water into holy water, "heals" if defiled) (30 Active Points); OAF (holy symbol or the like; -1), Extra Time (Full Phase; -½), Gestures (-¼), Incantations (-¼), Limited Target (water; -½), No Range (-½), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½). Total cost: 6 points.*

OPTIONS:

- 1) **Strong Spell:** Increase to Major Transform 3d6. 45 Active Points; total cost 9 points.
- 2) **Weak Spell:** Decrease to Major Transform 1d6. 15 Active Points; total cost 3 points.
- 3) **Free Spell:** Remove OAF (-1). Total cost: 7 points.
- 4) **Stilled Spell:** Remove Gestures (-¼). Total cost: 6 points.
- 5) **Silenced Spell:** Remove Incantations (-¼). Total cost: 6 points.
- 6) **Acolyte's Version:** Add Side Effects (Drain END 1d6; -¼). Total cost: 6 points.
- 7) **Difficult Spell:** Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 5 points.
- 8) **Easy Spell:** Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 6 points.
- 9) **High Priest's Version:** Remove Requires A Faith Roll (-½). Total cost: 7 points.
- 10) **Quick Spell:** Remove Extra Time (Full Phase; -½). Total cost: 7 points.
- 11) **Attentive Spell:** Add Concentration (½ DCV; -¼). Total cost: 6 points.
- 12) **Stored Spell:** Add Delayed Effect (x2 spells usable at once; +½). 45 Active Points; total cost 9 points.

SPEAK IN TONGUES

Effect: Universal Translator**Target/Area Affected:** Self**Casting Time:** Half Phase**Casting Procedures:** Focus, Gestures, Incantations**Duration:** Constant**Range:** Self**Magic Roll Penalty:** -2**END Cost:** 0

Description: This spell allows a priest to preach or speak to others in their own language, the better to convey his message and thus convert the heathen. The spell does not allow him to understand others' speech, or read any form of writing — it simply lets another person comprehend him even if they don't speak the same language.

Game Information: *Universal Translator* (INT Roll +3) (23 Active Points); OAF (holy symbol or the like; -1), Costs Endurance (-½), Gestures (-¼), Incantations (-¼), Only To Allow Others To Understand Priest's Words (-1), Only When Serving The God's Purposes (-½), Requires A Faith Roll (-½). Total cost: 5 points.

OPTIONS:

1) Strong Spell: Increase to INT Roll +5. 25 Active Points; total cost 5 points.

2) Weak Spell: Decrease to INT Roll. 20 Active Points; total cost 4 points.

3) Free Spell: Remove OAF (-1). Total cost: 6 points.

4) Stilled Spell: Remove Gestures (-¼). Total cost: 5 points.

5) Silenced Spell: Remove Incantations (-¼). Total cost: 5 points.

6) Acolyte's Version: Add Side Effects (-2 Hearing Group PER Rolls for 1d6 Minutes; -¼). Total cost: 4 points.

7) Difficult Spell: Change to Requires A Faith Roll (-1 per 5 Active Points; -1). Total cost: 4 points.

8) Easy Spell: Change to Requires A Faith Roll (-1 per 20 Active Points; -¼). Total cost: 5 points.

9) High Priest's Version: Remove Requires A Faith Roll (-½). Total cost: 5 points.

10) Lengthy Spell: Add Extra Time (Full Phase to cast; -¼). Total cost: 4 points.

11) Attentive Spell: Add Concentration (½ DCV; -¼). Total cost: 4 points.

12) Stored Spell: Add Delayed Effect (x2 spells usable at once; +½). 34 Active Points; total cost 7 points.



INDEX

This index lists all the spells in the book, both the primary spells and any variants important enough to list separately. It includes the following information:

Arc: The arcana the spell belongs to: A(lchemy); Co(njuration); Di(vination); Dr(uidry); EM (Elemental Magic); En(chantment); N(ecromancy); So(rcery); Th(aumaturgy); Wt (Witchcraft); Wz (Wizardry); DM (Divine Magic).

Dur: The spell's Duration — I (Instant), IL (Instant, Lingering), C (Constant), CV (Constant, Variable Targets), P (Persistent), U (Uncontrolled), RD (Restricted Duration), and S (Special). For Enchantment, the Duration is the Duration of the item's power.

Rng: The spell's Range — either the listed number, or LOS (Line Of Sight), RBS (Range Based On STR), NR (No Range), S (Self), T (Touch), MS (MegaScaled), Voice, or ST (see text).

MR: The penalty to the appropriate *Magic* Skill roll.

END: The spell's END cost. A “c” after the number indicates Charges. For Enchantment, the END cost is the cost to use the item.

Pg: The page number where you can find the spell's complete description.

In the case of spells with multiple Magic roll penalties or END costs, the table lists the most expensive one. “Var” indicates multiple Magic roll penalties or END costs too numerous to list.

The spell names use the following abbreviations:

Ch:	Charm
Fir:	First
Inv:	Invocation
Sec:	Second
Sp:	Spell
Thd:	Third

SPELL	Arc	Dur	Rng	MR	END	Pg
Aeolian Shape	EM	U	S	-14	0	71
Algashar's Dominion Of The Mind	So	I	LOS	-6	6	167
Algashar's Glamour Of Fright	So	I	300”	-7	7	175
Alzamar's Cloak Of The Unseen	So	C	S	-2	2	182
Alzamar's Mantle Of Misperception	So	C	S	-2	2	182
Amulet Of The Clear Mind	En	P	S	-1	0	137
Animal Companion	Dr	I	40”	-10	10	38
Animal Eyes	Dr	C	500”	-3	3	56
Arcane Backlash	Th	U	S	-6	0	202
Archer's Bane	Th	U	S	-1	0	199
Armor Of The Unseen Step	En	I	S	-2	8c	117
Arrakur's Sp Of Inescapable Fear	EM	C	200”	-5	5	116
Arrakur's Sp Of The Moving Cloud	EM	C	30”	-10	10	67
Ashira's Feasting-Spell	Th	I	NR	-5	5	197
Astral Form	Wz	P	S	-14	14	239
Axe Of Cleaving	En	I	T	-3	0	134
Bailthund's Ray Of The Wraith	N	I	225”	-6	6	155
Bailthund's Wraithgrasp	N	I	T	-7	7	155
Banishment	Co	I	300”	-6	6	27
Barkskin	Dr	C	S	-1	1	51
Beast's Weapons	Dr	IL	T	-3	3	38
Beautify	Wt	I	S	-6	0	217
Belt Of Stamina	En	P	S	-1	0	119
Belzorath's Dominion Of The Mind	So	I	LOS	-5	5	167
Belzorath's Inv Of Impassable Terrain	So	U	500”	-10	0	175
Belzorath's Sp Of Waking Dreams	So	C	125”	-2	2	176
Benthara's Glamour	So	I	LOS	-6	6	169
Benthara's Sp Of Bliss And Despair	So	I	LOS	-6	6	168
Benthara's Sp Of Revelation	Di	C	NR	-4	4	33
Bestial Curse Of Phogorath Taam	Th	I	50”	-13	13	192
Bewitchment	Wt	C	20”	-10	5	203
Blaithelock's Call To Flame	EM	I	NR	-12	12	87
Blaithelock's Call To Stone	EM	I	NR	-9	9	73
Blaithelock's Call To The Wind	EM	I	NR	-12	12	63
Blaithelock's Call To Wave	EM	I	NR	-11	11	101
Blaithelock's Firesculpting	EM	C	275”	-5	5	92
Blaithelock's Sphere Of Air	EM	C	S	-2	2	70
Bless Baby	DM	U	T	-2	0	260
Blessing	DM	U	T	-2	0	260
Blight	Wt	I	225”	-4	4	204

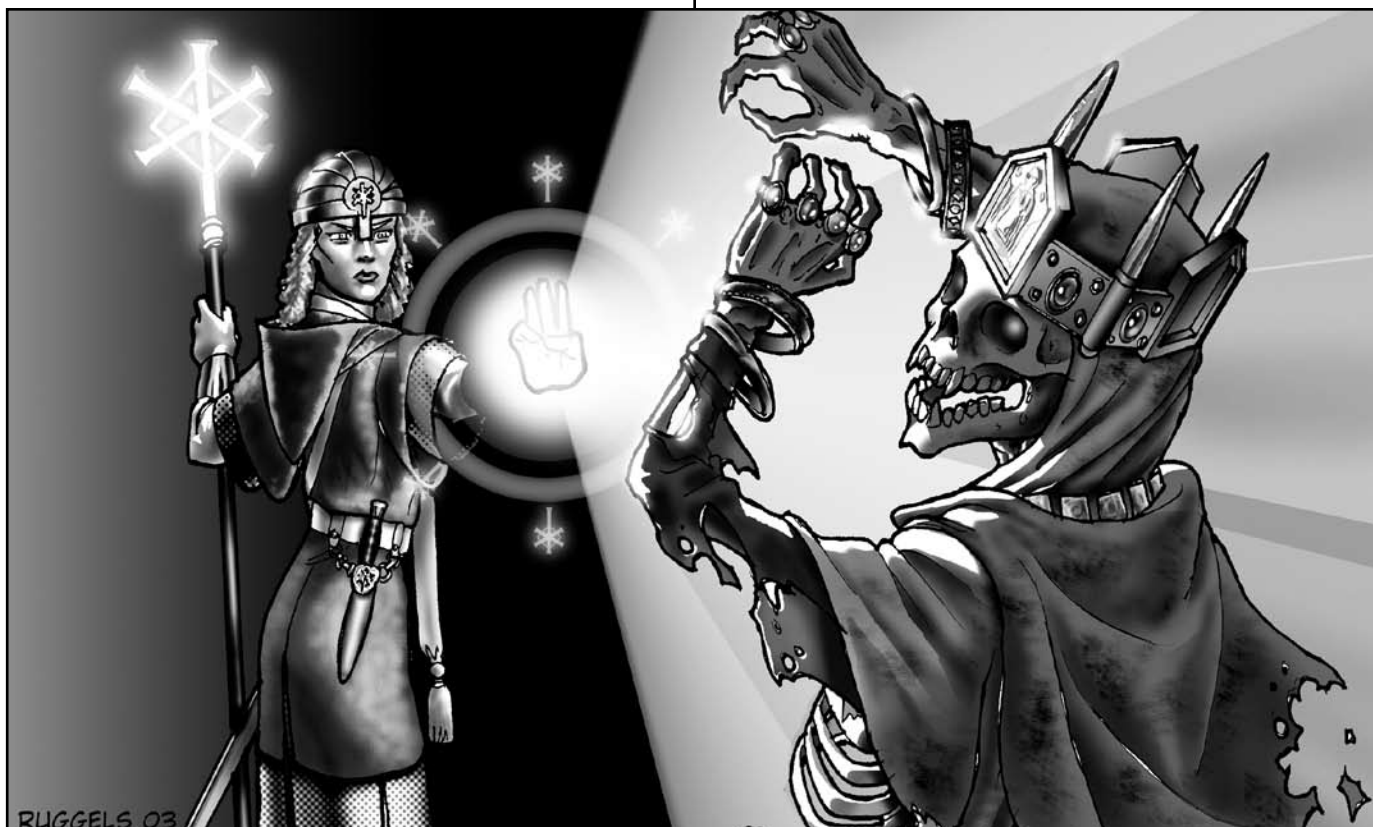
SPELL	Arc	Dur	Rng	MR	END	Pg
Blood Sacrifice	Wt	I	S	-9	0	215
Boadlane's Lens Of Enlightenment	Wz	C	S	-3	3	220
Boadlane's Sp Of The Secret Script	Wz	C	S	-2	2	221
Boil Liquid	EM	C	300”	-6	6	88
Bolt From The Blue	DM	I	395”	-8	8	251
Boots Of The Cricket	En	C	S	-1	0	120
Bow Of Devastation	En	I	155”	-1	0	134
Calikorian's Ch Of Acquisition	So	I	LOS	-5	5	167
Calikorian's Deadly Dart	Wz	I	LOS	-8	8	226
Calikorian's Mindtrap	So	I	LOS	-10	10	173
Calimard's Stone Into Mud	EM	I	650”	-13	13	78
Call To The Elemental Realms	Co	I	NR	-14	14	25
Call To The Wilderness Denizens	Dr	I	NR	-10	10	39
Calm The Winds	EM	C	300”	-6	6	64
Calmir's Fir Sp Of The Monstrous Form	Th	C	S	-8	16	188
Calmir's Sec Sp Of The Monstrous Form	Th	C	S	-11	22	189
Calmir's Sp Of Dwarven Resilience	Th	I	T	-3	3	195
Candle Of Beguilement	Wt	C	NR	-10	1c	212
Candle Of Life	Wt	I	ST	-22	1c	213
Candle Of Protection	Wt	C	NR	-16	1c	214
Candle Of Truth	Wt	C	NR	-13	1c	214
Cards Of Fate	Wt	I	S	-4	4	211
Carlaysha's Sp Of Enervation	Wz	I	300”	-6	6	224
Charm Of Ease	Wt	C	NR	-7	0	218
Charm Of The Three Knots	Wt	C	225”	-4	0	204
Cirnac's Arcane Disguise	Wz	U	NR	-8	0	223
Cirnac's Arcane Glamour	Wz	U	NR	-6	0	223
Ckothem's Sp Of Interruption	N	U	500”	-10	0	156
Conjuror's Chains	Co	I	LOS	-6	6	28
Control The Waters	EM	C	480”	-10	0	101
Cordarion's Forked Lightning	EM	I	375”	-7	7	66
Cordarion's Sp Of Weather-Working	Dr	C	NR	-16	32	59
Corwm's Sp Of The Slumbrous Vapors	EM	C	30”	-6	6	69
Corwm's Sp Of The Stinging Swarm	Dr	C	40”	-2	6	40
Corwm's Sp Of Water-Walking	EM	U	T	-3	0	106
Create Ghost	N	I	NR	-16	16	140
Create Homonculus	A	I	NR	-4	4	20
Create Light	EM	C	165”	-3	3	111
Create Metal Dragon	A	I	NR	-40	40	20
Create Metal Golem	A	I	NR	-18	18	19
Create Mummy	N	I	NR	-16	16	141
Create Skeleton	N	I	NR	-7	7	141
Create Specter	N	I	NR	-32	32	142
Create Vampire	N	I	NR	-16	16	143
Create Wight	N	I	NR	-12	12	144
Create Wraith	N	I	NR	-23	23	144
Create Zombie	N	I	NR	-7	7	145
Cullain's Sp Of The Greater Form	Dr	U	T	-9	0	41
Cullain's Sp Of The Lesser Form	Dr	U	T	-12	0	42
Cullain's Sp Of The Quiet Pathway	Dr	C	S	-1	1	51
Cure Blindness	DM	I	T	-10	10	245
Cure Illness	DM	I	T	-4	4	246
Cure Poison	DM	I	T	-4	4	246
Curse Of Death	Wt	I	ST	-0	31	216
Curse Of Palsy	Wt	I	ST	-0	16	216
Cythara's Mindtouch	So	C	NR	-6	6	173
Cythara's Sp Of The Obscuring Smoke	EM	C	20”	-3	3	100
Cythara's Sp Of The Swifter Steed	Dr	I	T	-3	3	53
D'ansif's Inv Of The Ice	EM	I	405”	-10	10	108
D'ansif's Sp Of Far Sight	Di	C	1600”	-4	4	34
D'ansif's Spell Of Manifold Illusions	So	I	LOS	-15	15	178
D'ansif's Unfailing Arrow	EM	I	LOS	-5	5	83
Dark Leeching	EM	I	150”	-4	4	112
Dark Touch	EM	I	T	-3	3	113
Dart Of Ghelvarius	Wz	I	LOS	-6	6	226
Darhuva's Affliction Of The Confused Mind	So	C	LOS	-7	7	170
Darhuva's Sp Of Universal Beguilement	Wt	C	20”	-10	5	203
Death Touch	N	I	T	-13	27	145
Deltarion's Word Of Lucidity	EM	I	NR	-4	4	116
Demon's-Head Staff	En	Var	Var	-3	60c	128
Demonhunter's Eye	DM	C	S	-2	2	257
Deradoc's Sp Of The Razor's Edge	EM	U	T	-7	0	84
Dereketh's Catapult	EM	I	335”	-7	7	74
Dereketh's Touch Of The Gargoyle	Th	I	T	-12	12	196

SPELL	Arc	Dur	Rng	MR	END	Pg
Detect Animals	Di	I	S	-1	1	35
Detect Dwarves	Di	I	S	-1	1	35
Detect Enemies	Di	I	S	-1	1	36
Detect Gold	Di	I	S	-1	1	35
Detect Illusion	So	C	S	-2	2	184
Detect Invisibility	So	C	S	-1	1	185
Detect Lies	Di	I	S	-1	1	35
Detect Life	N	C	S	-2	2	162
Detect Life Force	Di	I	S	-1	1	36
Detect Lost Objects	Di	I	S	-1	1	36
Detect Magic	Wz	C	S	-1	1	221
Detect Metals	Di	I	S	-1	1	35
Detect Monsters	Di	I	S	-1	1	35
Detect Necromancy	Di	I	S	-1	1	35
Detect Non-Humans	Di	I	S	-1	1	35
Detect Plants	Di	I	S	-1	1	35
Detect Poison	Di	I	S	-1	1	35
Detect Scrying	Di	I	S	-1	1	35
Detect Traps	Di	I	S	-1	1	35
Detect Treasure	Di	I	S	-1	1	36
Detect Undead	Di	I	S	-1	1	35
Devil Conjunction	Wt	I	NR	-12	12	217
Divine Guidance	DM	C	S	-1	0	260
Divine Hindrance	DM	C	100"	-3	3	249
Doll Magic	Wt	I	Var	Var	Var	205
Donvek's Whirlwind	EM	C	30"	-13	13	65
Donvek's Wintry Assault	EM	I	NR	-11	11	110
Dragonskin Armor	En	P	S	-2	0	118
Druathek's Necromantic Fetters	N	I	LOS	-6	6	146
Druathek's Osseous Malady	N	C	30"	-7	7	147
Druid's Touch	Dr	I	T	-4	4	59
Dry Up Cow	Wt	I	1125"	-11	22	204
Dust Of Illusion	A	C	RBS	-4	4c	17
Dust Of Imprisonment	A	I	RBS	-10	4c	18
Dust Of Obscurement	A	C	RBS	-4	4c	19
Earthenroad	EM	C	S	-3	3	81
Eloquence	DM	RD	S	-1	0	261
Enflame	EM	U	T	-7	0	89
Enragement	So	I	LOS	-6	6	169
Esdrelan's Sp Of The Archer's Dismay	Th	U	S	-4	0	200
Esdrelan's Stardart	Wz	I	LOS	-7	7	226
Everburning Flame	EM	U	NR	-5	0	99
Eye Of The Storm	EM	C	400"	-8	8	64
Eyes Of Fire	EM	C	2400"	-6	0	98
Favor Of The Gods	DM	I	T	-4	4	261
Feasting-Spell	DM	S	NR	-1	1c	262
Fekura's Bonds Of Fear	So	I	300"	-9	9	170
Fekura's Sec Sp Of The Undead Form	N	U	T	-10	0	157
Fekura's Sp Of The Undead Form	N	U	S	-9	0	156
Fekura's Sp Of Unshakeable Terror	So	I	450"	-12	12	170
Fiery Arrow	EM	I	LOS	-6	6	89
Fiery Aura	EM	C	S	-4	4	90
Fiery Orbs	EM	CV	RBS	-5	5	91
Fireball	EM	I	335"	-7	7	91
Fireshaping	EM	C	225"	-4	4	92
Firestorm	EM	C	500"	-10	0	93
First Ritual Of Devil-Summoning	Wt	I	NR	-12	12	217
First Spell Of The Crimson Ring	Wz	I	S	-4	4	232
Fist Of The Waters	EM	I	50"	-5	5	102
Flying Broomstick	Wt	C	S	-3	3	210
Fog Of War	Wz	C	5750"	-8	8	237
Fogbreaking	EM	I	300"	-6	6	65
Freshen Air	EM	C	100"	-2	2	72
Gardener's Hand	Dr	I	T	-4	4	59
Garrak's Breaching-Spell	EM	I	50"	-26	26	77
Garrak's Sp Of Road Ruination	EM	I	50"	-26	26	77
Garrak's Stonyskin	EM	RD	S	-1	1	79
Gathrena's Graniteskin	EM	C	S	-2	2	79
Glittergem	En	I	RBS	-2	1c	138
Gorbadel's Fire-Arrow	EM	I	LOS	-7	7	90
Gorbadel's Sp Of The Unseen Steps	Dr	U	S	-1	0	54
Gorbadel's Sp Of Water-Walking	EM	C	T	-3	3	106
Grant Wish	Wz	P	NR	-9	0	241
Grasping Garden	Dr	I	400"	-8	8	46

SPELL	Arc	Dur	Rng	MR	END	Pg
Greater Name Of Death	N	I	Voice	-19	38	146
Greater Wardings	Co	U	NR	-36	0	30
Hailstorm	EM	I	200"	-9	9	108
Hands Of Stone	EM	I	325"	-6	6	75
Hargenzarian's Sp Of Life-Shielding	N	U	T	-3	0	158
Harthuvian's Hands Of Stone	EM	I	485"	-10	10	75
Harthuvian's Host Of Hands	EM	I	505"	-10	10	75
Harthuvian's Sp Of Marred Recollection	So	I	LOS	-11	11	171
Harthuvian's Vaultflame	EM	I	30"	-5	5	93
Hasari's Fir Sp Of The Dragon's Fire	EM	I	NR	-7	7	94
Hasari's Sec Sp Of The Dragon's Fire	EM	I	335"	-7	7	94
Hasari's Sp Of The Aeolian Shape	EM	U	S	-26	0	72
Hasari's Sp Of The Deadly Cloud	EM	C	30"	-7	7	68
Hawk's Eyes And Hound's Nose	Th	RD	T	-2	0	193
Healing-Spell	DM	I	T	-6	6	247
Heavenly Gate	DM	I	S	-2	20	256
Hedrigerd's Fir Earthenwall Sp	EM	I	425"	-8	8	80
Hedrigerd's Sec Earthenwall Sp	EM	I	475"	-9	9	81
Hethtor's Sp Of The Enhanced Engine	Wz	I	NR	-4	4	237
Hethtor's Sp Of True Seeming	Th	C	S	-8	24	190
Hidden Heart	N	P	S	N/A	0	158
History Of Blood	N	C	20"	-13	6	147
Holkur's Sp Of Courageous Form	So	I	200"	-6	6	171
Holkur's Sp Of The Glorious Pronouncement	So	I	Voice	-10	10	172
Holy Light	DM	I	300"	-6	6	249
Hrakorth's Inv Of The Clinging Shadow	EM	C	125"	-3	0	115
Hrulond's Wall Of Icicles	EM	I	250"	-8	5	111
Hrulond's Whelming Wave	EM	I	750"	-15	15	103
Icy Ground	EM	C	195"	-4	4	109
Incendiary Oil	A	I	RBS	-7	4c	9
Invisible Arrows	En	I	Var	-1	10	135
Iron Maiden's Wall	EM	I	200"	-18	13	87
Iron Serpent Wand	En	I	RBS	-2	1c	131
Jalerak's Firestorm	EM	C	NR	-10	0	93
Jalerak's Physical Enhancement	Th	I	T	-3	3	195
Jalerak's Stone Into Mud	EM	I	NR	-13	13	78
Jalerak's Wall Of Wave And Foam	EM	C	40"	-5	5	105
Jelzuraath's Fir Wintry Assault	EM	I	30"	-7	7	109
Jelzuraath's Sec Wintry Assault	EM	I	LOS	-9	9	110
Jezric's Sp Of True Seeming	Th	C	S	-6	18	190
Jezrics' Wainwright	Th	I	NR	-9	9	198
Karrek's Infernal Blast	EM	I	10"	-5	5	75
Karrek's Pit	EM	I	10"	-7	7	76
Keltrazier's Bladestorm	EM	C	S	-6	0	84
Khelred's Enflamelement	EM	U	T	-8	0	89
Khelred's Fiery Hail	EM	I	LOS	-7	7	90
Khelred's Firebolt	EM	I	NR	-11	11	94
Khelred's Flammifer	EM	U	30"	-3	0	94
Khelred's Perception Of Fire	EM	I	S	-3	0	99
Kithara's Firestorm	EM	C	625"	-12	0	93
Kithara's Inv Of Fang And Fire	Co	I	NR	-18	18	24
Knowledge Of The Four	Dr	C	S	-1	1	57
Kovakian's Unavoidable Magefire	EM	C	375"	-7	7	95
Leashing-Spell	Dr	I	LOS	-3	3	43
Legs Of The Frog	Th	I	T	-3	3	195
Lesser Name Of Death	N	I	20"	-13	27	146
Lesser Wardings	Co	U	NR	-29	0	39
Levitation	Wz	C	S	-2	2	233
Lightning Bolt	EM	I	300"	-6	6	66
Lightning Strike	Dr	I	280"	-6	6	43
Love Charm	Wt	I	LOS	-7	7	206
Love Potion	Wt	I	NR	-7	4c	211
Lurasha's Eye Of Life	N	C	S	-3	3	162
Lurasha's Wraithtouch	N	I	T	-6	6	155
Lustyn's Sp Of Trickery	Wz	U	NR	-6	0	222
Mage's Wind	EM	C	150"	-3	3	66
Magefire	EM	C	300"	-6	6	95
Magefire Arrow	EM	I	LOS	-6	6	90
Magefire Aura	EM	C	S	-7	7	91
Magefire Ball	EM	I	635"	-13	13	91
Magefire Blade	EM	IL	NR	-8	3	96
Magefire Enflamelement	EM	U	T	-29	0	89
Magefire Orbs	EM	CV	RBS	-7	7	91
Magefire Storm	EM	C	450"	-9	0	93

SPELL	Arc	Dur	Rng	MR	END	Pg
Magefire Wall	EM	C	40"	-16	7	97
Maligard's Morphean Assault	So	I	40"	-8	8	181
Maligard's Morphean Siege	So	C	40"	-7	-7	181
Man Into Frog	Wt	I	50"	-10	10	207
Meldana's Ch Of The Dragon's Heart	Dr	C	NR	-2	2	60
Meldana's Harnessed Waves	EM	C	100"	-3	3	103
Meldana's Sp Of The Shaking Earth	EM	C	NR	-13	-13	76
Mending-Spell	Wz	I	T	-2	2	241
Metal's Doom	EM	I	30"	-6	6	85
Might Of The Bear	Th	I	T	-3	3	195
Mindreading	So	C	LOS	-6	6	172
Mindseeking	So	C	Spec	-5	5	186
Mindtrap	So	I	LOS	-10	10	173
Mistshaping	EM	C	50"	-3	3	73
Moon Goddess's Blessing	Wt	I	S	-7	0	219
Morphean Dust	A	I	RBS	-10	4c	18
Mystic Bolt	Wz	I	NR	-7	7	224
Mystic Dart	Wz	I	LOS	-6	6	225
Mystic Sphere	Wz	I	NR	-7	7	225
Mystic Wall	Wz	I	400"	-8	8	229
Nanumar's Sphere Of Air	EM	U	S	-3	3	70
Narvez's Magnificent Mansion	En	I	NR	-2	1c	138
Nature's Wheel	Th	I	S	-4	4	200
Necklace Of Eloquence	En	P	S	-2	0	120
Oakenform	Dr	C	S	-10	0	61
Ointment Of Armor Enhancement	A	C	S	-1	4c	16
Oldrusân's Sp Of Aquatic Comfort	EM	U	T	-1	0	104
Oneiromancy	So	I	S	-4	4	186
Opening The Grey Portal	N	I	S	-2	20	161
Osseous Armor	N	C	S	-2	2	159
Parting The Veil	Di	C	NR	-4	4	37
Parting The Waters	DM	C	810"	-16	6	263
Pathway Of Fire	EM	I	S	-4	4	98
Perezal's Sp Of The Walking Shadow	EM	C	300"	-6	6	115
Perfect Embalming	N	U	NR	-1	0	163
Perpetual Light	EM	U	NR	-5	0	99
Petros's Sp Of Elusion	So	C	S	-2	2	182
Phantom's Cloak	En	C	S	-3	0	121
Place of Power	Wt	I	S	-9	0	215
Plague Of Serpents	Wt	I	NR	-6	6	208
Plant Domination	Dr	I	LOS	-3	3	43

SPELL	Arc	Dur	Rng	MR	END	Pg
Potion Of Cloud Form	A	C	S	-6	4c	6
Potion Of Elemental Resilience	A	C	S	-3	4c	12
Potion Of Eloquence	A	C	S	-4	4c	6
Potion Of Fire Breath	A	I	8"	-6	4c	7
Potion Of Forgetfulness	Wt	I	NR	-7	4c	211
Potion Of Giant Form	A	C	S	-7	4c	8
Potion Of Giant's Strength	A	C	S	-6	4c	8
Potion Of Healing	A	I	S	-6	4c	9
Potion Of Invisibility	A	C	S	-4	4c	10
Potion Of Longevity	A	P	S	-1	1c	10
Potion Of Love	A	I	S	-16	1c	11
Potion Of Owl's Eyes	A	C	S	-1	4c	11
Potion Of Stamina	A	S	S	-3	1c	12
Potion Of Swiftmess	A	C	S	-4	4c	13
Potion Of Sylphen Agility	A	C	S	-4	4c	13
Potion Of Tiny Form	A	C	S	-6	4c	14
Potion Of Transformation	Wt	I	NR	-16	4c	212
Potion Of Transmutation	A	C	S	-7	4c	14
Potion Of Underwater Comfort	A	C	S	-1	4c	15
Potion Of Wizard's Sight	A	C	S	-1	4c	15
Premonition	Di	C	S	-4	4	32
Prismatic Blast	So	I	40"	-5	5	177
Prisoning The Beast	Dr	I	375"	-7	7	44
Protection From Fire	EM	U	T	-4	4	96
Protection From Ice	EM	U	T	-4	4	110
Quench Flame	EM	I	225"	-4	4	95
Repel The Undead	DM	C	S	-5	5	250
Resurrection	DM	I	T	-16	0	248
Ring Of Illumination	En	I	150"	-3	2c/8c	123
Ring Of Penetrating Sight	En	C	S	-1	0	124
Ring Of The Deadly Touch	En	I	T	-4	8c	123
Ring Of The Traveler's Confidence	En	P	S	-1	0	125
Robes Of Invisibility	En	C	S	-2	0	122
Roddik's Blizzard	EM	C	225"	-4	4	110
Roddik's Sp Of The Icy Ground	EM	U	390"	-8	0	109
Ropeworking	Wz	C	125"	-2	2	242
Runcifer's Extension Of Life	Wz	P	S	-1	0	242
Runcifer's Sp Of The Instant Armory	Th	I	NR	-6	6	199
Sa'akiv's Premonition Of The Grave	N	I	30"	-7	7	148
Sa'akiv's Soulripping	N	I	30"	-9	9	149
Sa'akiv's Sp Of Undead Summoning	N	I	NR	-24	24	151



SPELL	Arc	Dur	Rng	MR	END	Pg
Sacred Fire	DM	I	335"	-7	7	251
Safe Journey	DM	U	T	-1	0	253
Salve Of Wound-Knitting	A	I	S	-9	4c	17
Sanctify Area	DM	U	NR	-4	0	263
Sanctify Water	DM	U	T	-1	0	264
Sanctify Weapon	DM	U	T	-1	0	251
Sargath's Premonitions Of Death	N	I	30"	-11	11	149
Sea God's Blessing	DM	C	S	-2	0	258
Second Ritual Of Devil-Summoning	Wt	I	NR	-25	25	217
Second Spell Of The Crimson Ring	Wz	I	S	-8	8	233
Selgar's Sp Of The Deadly Vines	Dr	I	NR	-5	5	45
Selgar's Sp Of The Leafy Shackles	Dr	I	250"	-5	5	45
Selgar's Unfriendly Terrain	Dr	U	NR	-13	0	46
Selurel's Lesser Bladestorm	EM	C	S	-6	0	85
Selurel's Thunderbolt	EM	I	335"	-7	7	66
Sending	Wt	I	ST	-21	21	208
Sense The Unholy	DM	C	S	-2	2	257
Serten's Sp Of The Quiet Moment	Wz	C	50"	-1	1	227
Shadow Eyes	EM	C	S	-1	1	113
Shadow Form	EM	C	S	-4	4	114
Shadow's Terror	EM	I	150"	-4	4	116
Shadow-Walking	EM	I	S	-4	4	114
Shadowweaving	EM	C	200"	-4	4	115
Shape Of Stone	Th	C	S	-2	2	190
Shardak's Crystalline Arrow	EM	I	LOS	-4	4	83
Shardak's Crystalline Quiver	EM	I	LOS	-4	4	83
Shardak's Sp Of The Spiked Bastion	EM	I	375"	-13	7	81
Shardak's Subterranean Prison	EM	I	20"	-6	24	77
Sharthakine Waterspout	EM	C	200"	-27	0	104
Shield Against Evil	DM	C	NR	-8	3	254
Shield Of Faith	DM	C	S	-1	1	254
Shield Of Floating	En	P	S	-1	1/0	126
Shield Of Stony Doom	En	I	NR	-3	2c	127
Shield Of Swift Defense	En	C	S	-1	0	126
Shield Of The Soul	DM	C	T	-3	3	255
Shield Of Weapon-Breaking	En	I	NR	-2	3c	127
Sicard's Mystic Dart	Wz	I	LOS	-8	8	226
Sicard's Obfuscating Cloud	So	C	NR	-7	7	183
Sicard's Sp Of The Varying Visage	So	C	S	-4	4	183
Simbalon's Fifth Sp Of Illusion	So	I	LOS	-6	6	178
Simbalon's Fir Prismatic Storm	So	C	40"	-7	7	177
Simbalon's Fir Sp Of Illusion	So	C	100"	-1	1	176
Simbalon's Fourth Sp Of Illusion	So	I	LOS	-4	4	178
Simbalon's Sec Prismatic Storm	So	C	40"	-9	9	177
Simbalon's Sec Sp Of Illusion	So	C	125"	-2	2	176
Simbalon's Sixth Sp Of Illusion	So	I	LOS	-7	7	178
Simbalon's Slumbrous Vapors	So	C	40"	-8	8	181
Simbalon's Sorcerous Slayer	So	I	LOS	-9	9	178
Simbalon's Thd Sp Of Illusion	So	C	200"	-4	4	176
Siphoning Wheel	Th	I	S	-9	9	201
Sorrelin's Slumber Of The Tomb	N	S	T	-2	0	159
Soul Feeding	N	U	S	-8	0	165
Speak In Tongues	DM	C	S	-2	0	265
Spear Of Shattering	En	I	T	-3	0	135
Spell Of Acrobatic Excellence	Th	I	T	-3	3	195
Spell Of Double Deception	So	C	255"	-5	5	178
Spell Of Easy Passage	Dr	C	S	-4	4	55
Spell Of Fiery Archery	EM	I	LOS	-7	7	90
Spell Of Intense Emotions	So	I	LOS	-6	6	168
Spell Of Locking And Opening	Wz	Var	Var	Var	Var	243
Spell Of Metallic Manipulation	EM	C	30"	-3	3	86
Spell Of Necromantic Healin	N	I	T	-4	4	166
Spell Of Oaken Destruction	Dr	I	225"	-4	4	46
Spell Of The Clear Mind	So	I	S	-6	0	187
Spell Of The Dancing Blade	EM	C	30"	-3	3	86
Spell Of The Deadly Cloud	EM	C	30"	-7	7	67
Spell Of The Diverse Self	So	C	NR	-4	4	183
Spell Of The Falcon's Swiftness	Th	I	T	-3	3	195
Spell Of The Grasping Mind	So	I	LOS	-6	6	169
Spell Of The Iron Mind	So	U	T	-2	0	184
Spell Of The Overwhelming Purpose	So	I	LOS	-5	5	167
Spell Of The Preserved Form	Th	RD	S	-2	0	191
Spell Of The Second Self	N	I	NR	-14	14	164
Spell Of The Sorcerer's Sacrifice	So	I	T	-5	5	187

SPELL	Arc	Dur	Rng	MR	END	Pg
Spell Of The Stinking Air	EM	C	30"	-3	3	68
Spell Of The Sudden Fog	Dr	U	50"	-6	0	47
Spell Of The Thorny Wall	Dr	U	30"	-14	0	52
Spell Of The Twisting Thunderbolt	EM	I	335"	-7	7	66
Spell Of The Untrustworthy Mind	So	I	LOS	-11	11	174
Spell Of Titanic Might	Th	I	T	-3	3	194
Spell Of True Necromancy	N	C	S	-4	4	162
Spider's Path	Dr	U	S	-1	0	56
Spirits Of The Stones	Dr	C	NR	-5	5	57
Spoil Food	Wt	I	300"	-6	6	204
Staff Of Command	En	I	Var	-7	0	129
Staff Of Repulsion	En	C	S	-3	0	131
Staff Of The Firelords	En	Var	Var	-4	60c/0	130
Stamina Of The Ox	Th	I	T	-3	3	195
Starbright Armor	En	I	NR	-2	12c	118
Stealing The Wind	EM	I	410"	-8	8	64
Stelrane's Fir Sp Of The Slumbrous Vapors	EM	C	30"	-6	6	68
Stelrane's Sec Sp Of The Slumbrous Vapors	EM	C	30"	-10	10	68
Stelrane's Sp Of Dispersion	Wz	I	260"	-5	5	223
Stelrane's Sp Of Stony Doom	Th	I	1350"	-27	27	196
Stelrane's Sp Of The Shifting Shadows	EM	C	250"	-5	5	115
Stelrane's Thd Sp Of The Slumbrous Vapors	EM	C	30"	-8	8	69
Stelrane's Thd Sp Of The Slumbrous Vapors	EM	C	30"	-8	8	69
Stelrane's Thd Sp Of The Slumbrous Vapors	EM	C	30"	-14	14	68
Stillness Of The Soul	DM	I	LOS	-7	7	252
Stone Into Mud	EM	I	50"	-13	13	77
Stoneshaping	EM	I	NR	-5	5	82
Stonyskin	EM	C	S	-1	1	79
Stonyskin Salve	A	C	S	-2	4c	16
Storgrim's Flameblade	EM	IL	NR	-6	2	96
Storgrim's Lightning-Spell	EM	I	400"	-8	8	66
Storgrim's Spell Of Solidity	Th	I	NR	-7	7	197
Strongglass	EM	I	T	-16	16	83
Summon Divine Steed	DM	I	NR	-9	9	257
Summon Ghost	N	I	NR	-8	8	151
Summon Ghoul	N	I	NR	-3	3	150
Summon Mummy	N	I	NR	-8	8	151
Summon Skeletons	N	I	NR	-5	5	151
Summon Specter	N	I	NR	-16	16	151
Summon Vampire (Greater)	N	I	NR	-14	14	151
Summon Vampires (Lesser)	N	I	NR	-9	9	151
Summon Wights	N	I	NR	-7	7	151
Summon Wraiths	N	I	NR	-12	12	151
Summon Zombies	N	I	NR	-5	5	151
Sun God's Blessing	DM	C	S	-1	1	258
Sunblind	EM	I	200"	-4	4	115
Swift-Limb	Th	I	T	-3	3	195
Sword Of Sharp Cutting	En	I	T	-2	0	137
Sword Of The Double Strike	En	I	T	-2	0	136
Systrosa's Glamour Of Fright	So	I	375"	-7	7	175
Systrosa's Sp Of Dream Manipulation	So	I	NR	-6	6	181
Szarvasian Ritual	Co	I	NR	-18	18	24
Talgrath's Sp Of The Preserved Form	Th	RD	T	-4	0	191
Talgrath's Wheel	Th	I	S	-4	4	201
Talisman Of Thûn	En	P	S	-1	0	139
Taming-Spell	Dr	I	30"	-6	6	48
Tarvallin's Images Of Delight	So	C	20"	-2	2	179
Terrain Sense	Dr	I	S	-1	1	58
Terror Of The Wilds	Dr	I	30"	-6	6	48
Tethuriel's Dowsing-Spell	EM	C	S	-2	2	107
Tethuriel's Inv Of The Tower	EM	I	NR	-13	13	82
Tethuriel's Sp Of Lasting Light	EM	U	275"	-5	0	112
Tharagoth's Porter	Co	C	225"	-4	4	30
Tharagoth's Sp Of The Conjuror's Ease	Co	C	NR	-5	0	30
Thaumaturgic Harness	Th	I	225"	-6	6	201
Thaumaturgic Sculpting	Th	C	NR	-3	3	195
Thronek's Aura Of Necromantic Power	N	C	S	-6	6	151
Thronek's Sp Of Withering	N	C	40"	-17	17	152
Thurlond's Sp Of The Preserved Form	Th	RD	T	-2	0	191
To My Hand	Co	I	MS	-7	7	31
Torment Of The Mind	So	I	LOS	-6	6	174
Torwald's Ritual Of Calling The Prince	Co	I	NR	-60	60	26
Tower Of The Will	Co	I	S	-4	4	29
Tracker's Eye	Dr	C	S	-2	2	61



Spell	Arc	Dur	Rng	MR	END	Pg
Traveler's Bane	EM	U	610"	-12	0	78
Trendel's Sp Of Arboreal Awakening	Dr	I	NR	-6	18	49
Trendel's Sp Of Bounty	Dr	I	50"	-5	5	62
True Name	Wz	I	S	N/A	0	227
Ulgar's Greater Hammer Of The Undead	N	I	675"	-13	13	153
Ulgar's Hammer Of The Undead	N	I	375"	-7	7	152
Ulgar's Sec Sp Of Deadly Deprivation	EM	C	LOS	-9	9	69
Ulgar's Sp Of Deadly Deprivation	EM	C	20"	-8	8	69
Unara's Fiery Aura	EM	C	S	-5	5	90
Unara's Fiery Shield	EM	C	S	-6	6	90
Universal Undead Creation Sp	N	I	NR	-40	40	145
Valazemurian's Sp Of Lasting Torment	So	C	LOS	-6	6	174
Valgarath's Breaching-Spell	Wz	I	450"	-9	9	238
Valgarath's Plague	Wz	I	3175"	-13	13	239
Vandicar's Bestial Curse	Th	C	50"	-10	10	193
Vandicar's Sp Of Stony Doom	Th	I	600"	-12	12	195
Vashira's Opening And Closing Of The Deep Way	EM	C	S	-4	4	82
Vashira's Pall Of Dread	So	I	LOS	-6	6	169
Vashtori's Fir Sp Of Beast-Calling	C	I	NR	-3	3	21
Vashtori's Fir Sp Of Monster Summoning	Co	I	NR	-6	6	23
Vashtori's Infernal Invocation	Co	I	NR	-15	15	26
Vashtori's Sec Sp Of Beast-Calling	Co	I	NR	-6	6	22
Vashtori's Sec Sp Of Monster Summoning	Co	I	NR	-9	9	24
Vashtori's Sp Of Masterful Conjuraction	Co	I	NR	-16	16	27
Vashtori's Thd Sp Of Beast-Calling	Co	I	NR	-9	9	23
Vashtori's Thd Sp Of Monster Summoning	Co	I	NR	-12	12	24
Vazander's Phantomweaving	N	I	NR	-21	21	140
Vazander's Sp Of Mental Interrogation	So	C	-10	10	173	
Veltahrex's Sp Of Torment	N	I	LOS	-7	7	153
Veltharex's Chains Of Torment	N	C	T	-15	15	154
Velthune's Illuminating Beam	EM	C	220"	-4	4	112
Velthune's Mystic Bolt	Wz	I	NR	-8	8	225
Voice Of The Divine	DM	I	LOS	-10	10	253
Wall Of Bones	N	I	210"	-4	4	160
Wall Of Cloud	EM	C	30"	-5	5	70
Wall Of Earth	EM	I	375"	-7	7	80
Wall Of Fire	EM	C	40"	-13	5	97
Wall Of Ice	EM	I	250"	-5	5	111
Wall Of Iron	EM	I	200"	-13	13	86
Wall Of Stone	EM	I	375"	-7	7	81
Wand Of Healing	En	I	T	-2	30c	132
Wand Of Mystic Darts	En	I	LOS	-1	60c	132

SPELL	Arc	Dur	Rng	MR	END	Pg
Wand Of The Wilds	En	I	NR	-3	1c	133
War God's Blessing	DM	I	S	-4	0	259
Warmth	DM	U	T	-4	0	255
Warrior's Blessing	Th	I	T	-3	3	195
Wash	EM	I	5"	-2	2	107
Water-Walking	EM	C	T	-1	1	105
Waterspout	EM	C	200"	-21	0	104
Wave-Wall	EM	C	40"	-4	4	105
Wilderness Comfort	Dr	U	S	-1	0	53
Wings Of The Wind	EM	C	S	-2	2	71
Winter's Mail	En	P	S	-2	0	119
Witch's Herdsman	Wt	I	NR	-7	7	219
Witch's Plague	Wt	I	325"	-7	7	209
Withstand The Fire	Th	I	T	-3	3	195
Wizard's Bane	Th	U	S	-3	0	202
Wizard's Bastion	Wz	C	200"	-4	4	230
Wizard's Bulwark	Wz	C	NR	-3	3	231
Wizard's Eye	Wz	C	S	-1	1	235
Wizard's Fist	So	C	75"	-1	1	180
Wizard's Hand	So	C	75"	-1	1	180
Wizard's Power	Wz	C	S	-3	3	228
Wizard's Scribe	Wz	I	NR	-3	3	244
Wizard's Shield	Wz	C	S	-2	2	231
Wizard's Steed	Wz	C	S	-6	0	234
Wizard's Trap	Wz	I	NR	-9	9	228
Wizard's Whetstone	Th	I	NR	-5	5	196
Word Of Blindness	Wz	I	50"	N/A	15	235
Word Of Command	Wz	I	50"	N/A	15	235
Word Of Devastation	Wz	I	750"	N/A	15	236
Word Of Slaying	Wz	I	50"	N/A	15	236
Word Of Warping	Dr	I	200"	-4	4	49
Wraithform	N	C	S	-4	4	160
Wraithtouch	N	I	T	-4	4	154
Yargeth's Curse Of The Stinking Air	EM	U	30"	-6	6	68
Yargeth's Fir Sp Of The Dark Fire	EM	I	225"	-6	6	113
Yargeth's Sec Sp Of The Dark Fire	EM	I	200"	-5	5	113
Yargeth's Sp Of The Spidery Prison	Dr	U	600"	-12	0	50
Yergath's Sp Of Lasting Terror	EM	I	300"	-7	7	116
Yidevar's Claxon	Wz	C	NR	-3	0	244
Yidevar's Doom Of The Forgeborn	EM	I	30"	-9	9	85
Yidevar's Stonyskin	EM	C	T	-2	2	79
Zalthoru's Sp Of Eternal Death	N	U	500"	-10	0	155
Zalthoru's Sp Of Life Regiven	N	I	T	-6	6	166