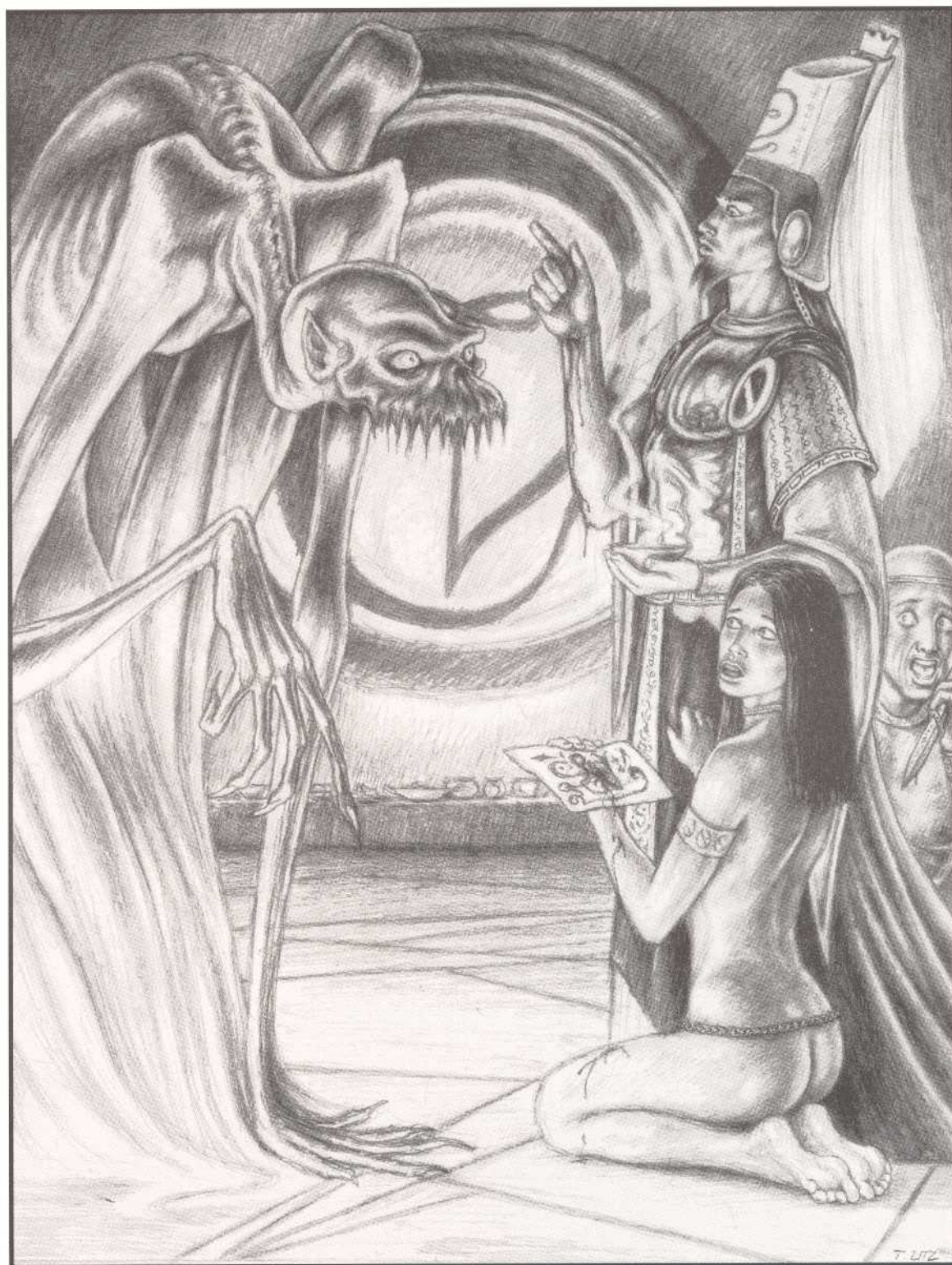


# ADVENTURES ON TÉKUMEL GARDÁSIYAL

DEEDS OF GLORY  
VOL. 2 - SORCERY & SPELLS  
M.A.R. BARKER & NEIL R. CAULEY



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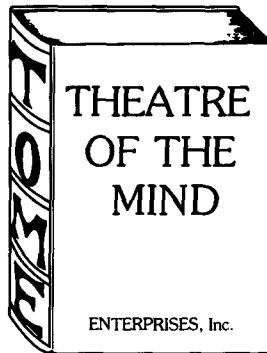
DEEDS OF GLORY – VOLUME 2  
SORCERY AND THE SPELL CORPUS  
BY M.A.R. BARKER  
AND NEIL R. CAULEY

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# ADVENTURES ON TÉKUMEL

## SWORDS AND GLORY – volume 2 SORCERY AND the spell corpus



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**THE NATURE OF "MAGIC"**

Most sorcery on Tékumel is produced by the "pulling through" of energy from the Planes Beyond. The "Skin of Reality" is thinner on Tékumel than it is on earth. (Indeed, it is thinner in some parts of Tékumel than in others: see below.) The basis of sorcery on Tékumel is thus not primarily "religious" but rather a religious framework built around what appear to be purely scientific principles.

Once power is drawn through to Tékumel's Plane, the format of the spell itself moulds it into the desired manifestation, much as the shape of a nozzle moulds a stream of water. One may also think of a spell as a mental "circuit board" that takes the power fed into it and turns it into the material effects the programmer desires. Once learned, the "circuit board" of a spell can be brought to mind almost instantly by rote memory. The effects of a correctly learned spell are always the same, just as the circuitry of a radio always emits the same range of signals. A preceptor's task is to impart each spell's mental *Gestalt* to the student, for once learned, the latter can access it at need.

Most spells can be brought to mind, concentrated upon, and cast within the 6-second Combat Round, although more complex incantations require more time. Still more elaborate spells need more than one mage to produce, plus diagrammes, substances, vocables, and rituals.

**SPELL LEARNING**

The teaching of spells is primarily the province of the great temples of the Five Empires. One's first spells are major life-events for an adolescent student growing up in Tsolyánu, and the temple preceptors do not impart this arcane knowledge lightly. One must have the basic talents to use magic, and one must also be in good standing with one's temple and superiors. See part one of *Adventures on Tékumel* for a more detailed description of how students acquire spells.

**SPELL LEARNING POINTS**

Spell learning is simulated in the game by acquiring "Spell Purchase Points." A sorcerer or shaman character who attains a new level receives 25 Spell Purchase Points. If he has access to his own or to a friendly foreign temple, he may use these points to learn new spells. If no such temple is available, he must save up his spell learning points for later, or else add new levels to spells he has already mastered at a lower level.

**SPELL LEARNING TIMES**

The time required to learn a new spell depends on its difficulty. Universal spells take 1 week to learn; generic spells 2 weeks; and temple spells 3 weeks. While travelling, characters can only learn new subskills of spells already in their repertoire at twice the foregoing times.

**SPELL LEARNING LIMITATIONS**

No temple will teach a mage a temple spell before he reaches level 10 as a sorcerer. Likewise no senior shaman will impart a Shaman spell to a shaman of less than level 10. Even if a character has the purchase points to buy a temple or high-level shaman spell, his superiors may make him qualify by performing some task, going on a quest, etc. to show his loyalty to his god. High-level spells, thus, are not just an automatic game acquisition.

Temples also usually refuse to teach sorcery to students who are training to become warriors or soldiers. This is largely traditional, although some say that it is too difficult to concentrate on two strict disciplines at once. It is possible for a warrior or soldier to gain a few simple universal spells during his education, however (perhaps up to the third level or so), and temple priest/sorcerers can master a few levels of the easier weapons similarly. The referee must decide individual cases.

## SPELL TYPES

Spells are divided into three phyla in the temples of the Five Empires. Spells available in every temple are called Universal. More advanced spells taught in certain temples but not in others, are termed Generic. Each temple also has its roster of advanced and recondite temple spells; these are jealously guarded by the priesthoods, and they are imparted only to senior members in very good standing in the hierarchy. It is next to impossible to acquire spells from temples other than one's own. The penalty for doing so by illegal purchase or trickery is severe.

Still another phylum of spells is that of the tribal shaman. Some of these spells resemble those of the Five Empires, while others are quite different. Each tribe guards its shamans and their spells carefully. A player may have a shaman character, with the referee's permission, and that person's spell list must be worked out. Only a few samples of high-level shamanistic spells can be included below.

Spells are also divided into psychic and ritual. The former are cast through a visualisation of the "circuit board" alone; the latter require delicate motions, gestures, vocables, etc., as well as the proper mind-set. One can cast a psychic spell while sitting still, but a ritual spell needs room to move one's limbs, a solid place to stand, etc.

## SPELL LEARNING COSTS

Each spell costs a fixed number of Spell Learning Points, depending upon its level and phylum. As one "buys" spells, these are noted on the character reference sheet.

## SPELL COSTS

SPELL LEVEL	SPELL PHYLA & COST IN SPELL PURCHASE POINTS		
	UNIVERSAL	GENERIC	TEMPLE
1	2	4	6
2	4	6	8
3	6	8	10
4	8	10	12
5	10	12	14
6	13	15	17
7	16	18	20
8	19	21	23
9	22	24	26
10	25	27	30

## SPELL CASTING

A mage uses psychic power points to cast spells. A mage's power points are the TOTAL of his Intelligence, Psychic Ability, and Psychic Reservoir, as determined in part one of Adventures on Tékumel. As long as his psychic power points last, he can continue to cast spells from his repertoire: different spells or the same one repeatedly, as he wishes. A mage may never cast a spell that requires more psychic power points than he has remaining. The cost in psychic power points required to cast each spell is listed below:

## LIMITATIONS ON SPELL CASTING

### FERTILE AND BARREN MAGICAL REGIONS

The "Skin of Reality" is thinner in some parts of Tékumel and thicker in others. Spell casting costs are halved in fertile areas, doubled in semi-barren areas, and no magic can be cast in barren areas at all. Magical devices, too, work only once in barren regions; thereafter they do not function until they have been taken out of the area. An example of a very fertile region is the eastern third of the south-western nation of Livyánu. A barren area is the Tsoléi Isles. Occasionally, too, areas become temporarily fertile or barren, due to interplanar causes not understood by scholars. These are decided by the referee.

**LEVEL OF SPELL AND WHETHER PSYCHIC ("P") OR RITUAL ("R")**

PHYLUM	1-3 P/R	4-6 P/R	7-9 P/R	10-12 P/R	13-15 P/R	16-UP P/R
U1	30/25	20/15	10/5	5/3	3/2	2/1
U2	40/35	30/25	20/15	10/5	5/3	3/2
U3	50/45	40/35	30/25	20/15	10/5	5/3
U4	60/55	50/45	40/35	30/25	20/15	10/5
U5	70/65	60/55	50/45	40/35	30/25	20/15
U6	90/80	70/65	60/55	50/45	40/35	30/25
U7	110/100	90/80	70/65	60/55	50/45	40/35
U8	130/120	110/100	90/80	70/65	60/55	50/45
U9	150/140	130/120	110/100	90/80	70/65	60/55
U10	170/160	150/140	130/120	110/100	90/80	70/65
G1	40/35	30/25	20/15	10/5	5/3	3/2
G2	50/45	40/35	30/25	20/15	10/5	5/3
G3	60/55	50/45	40/35	30/25	20/15	10/5
G4	70/65	60/55	50/45	40/35	30/25	20/15
G5	80/75	70/65	60/55	50/45	40/35	30/25
G6	100/90	80/75	70/65	60/55	50/45	40/35
G7	120/110	100/90	80/75	70/65	60/55	50/45
G8	140/130	120/115	100/90	80/75	70/65	60/55
G9	160/150	140/135	120/115	100/90	80/75	70/65
G10	180/170	160/155	140/135	120/115	100/90	80/75
T1	Non-applicable: mages of Levels 1 through 9 cannot have or cast Temple spells. A referee may grant a low-level sorcerer a Temple spell as a "game special" as part of the story line. In such a case, the Spell Casting Costs listed in the G10 row above are employed but a D100 is rolled to determine the number of extra points added to the spell-casting cost. This addition is permanent for that character until he attains Level 10 or higher.			30/25	20/15	10/5
T2				40/35	30/25	20/15
T3				50/45	40/35	30/25
T4				60/55	50/45	40/35
T5				70/65	60/55	50/45
T6				80/75	70/65	60/55
T7				90/85	80/75	70/65
T8				100/95	90/85	80/75
T9				120/110	100/95	90/85
T10				140/130	120/110	100/95

### PSYCHIC DAMPENERS

A psychic dampener is a character whose psychic ability is 01 to 10. No spell can be cast within 3 feet of a psychic dampener. Spells cast outside this 3-foot area will affect those within it, however.

### METAL AND SORCERY

If a mage carries more than approximately 2 oz. of metal, any spell he casts will not function. There is also a 50% chance the mage will die upon casting the spell. Mages cannot cast ritual spells while wearing armour, even if it is made of a non-metallic substance. Mages using psychic magic may wear Chlén-hide or leather armour, however.

### ABNORMALLY PSYCHIC SORCERERS

A sorcerer who is "abnormally psychic" (having a Psychic Ability of 96+) may cast spells as if he is one level higher.





## REGENERATION OF PSYCHIC POWER POINTS

Once per day, upon the mage's rising from 4 or more hours of sleep, or 6 or more hours of tranquil relaxation, a D100 roll is made to determine how many psychic power points he has regained. This depends upon his total starting psychic power points; see above. One may never recover more points than one's original total.

REGENERATION OF PSYCHIC POWER POINTS					
ORIGINAL PSYCHIC POWER POINTS	D100 SCORE RANGES				
	01-10	11-20	21-50	51-80	81-100
175-200	150	100	80	50	30
201-250	200	150	100	60	40
251-275	250	200	150	70	50
276-UP	ALL	250	200	80	60

## SPELL CASTING

### WHEN A SPELL MAY BE CAST

If he chooses, a mage may cast spells during his turn. In non-combat situations, he declares what spell he is casting, who or what its target is, and what its effects and area are; see the following paragraph.

### UNOPPOSED SPELLS

An unopposed spell is one cast upon an inanimate object or a being who allows the spell to affect him without attempting a Saving Throw. The caster makes one D100 roll to cast his spell on the Unopposed Spells line on the Spell Casting Table. Whether or not a spell is successful, the caster subtracts the point cost of the spell (see above) from his current psychic power point total.

When the referee informs a mage that a spell has been cast at him, the latter declares his intent to resist or to permit the spell — including a hostile one — to take effect. He may thus refuse to use his Magical Resistance Factor, and the spell is rolled for on the "Unopposed Spells" line in the chart below. The defender is not told whether the incoming spell is hostile or not.

## MAGIC IN COMBAT

### TARGETING

Against a hostile and resisting target, the caster awaits his initiative turn in the Combat Round; cf. above in the section on Combat. He then announces his spell and its target(s), applies modifiers, and makes one D100 roll on the Spell Casting table, below. This roll symbolises preparation, correct casting, and various other factors, such as the thickness of the "Skin of Reality" at that particular time and place. If this roll succeeds, the spell takes effect in the location stated by the caster. Each relevant target within the spell's "circle of effect" then makes a Saving Throw. If this Saving Throw is successful, the spell has no effect (or only limited effect, as stated in the spell list, on that target. If the target fails his Saving Throw, he suffers the full effects of the spell.

### THE MAGICAL RESISTANCE FACTOR

Each object and being has a chance of avoiding the effects of a spell. This is based largely upon an intelligent creature's sorcerous talent plus training. For animals and objects without magical abilities the primary factor is size. While small inanimate objects are also usually included in the "unopposed spells" line in the table, larger ones (e.g. a fortress wall, a heavy gate, a house, a temple, etc.) and those containing magical power of their own require rulings from the referee.

Magical Resistance Factors are provided for most targets in the Spell Casting Table below. The referee may make modifications for “specials” or items that do not seem to fit any of the categories.

### **SAVING THROWS**

A Saving Throw is a D100 dice roll representing a target's chance to avoid the effects of a spell. The usual reason is that the spell fails to overcome his Magical Resistance Factor. There are also other causes: e.g. the thickness of the Skin of reality, a mistake in preparation or casting, and the like. Even very skilled mages do not expect their spells to work every time.

Some spells do not require saving throws because they produce actual substances and materials: e.g. a patch of the Food of the Ssú, an iron missile, a physical wall, etc. Instead of a Saving Throw, then, a “Dexterity Roll” (see the section on Adventure Dice Rolls, above) or some other means of escape may be needed. These features are stated in the spell lists below.

### **MISSED SPELL TARGETS**

**OPTIONAL:** If a caster fails his spell casting roll by 10 dice pips or less, the spell takes effect in the immediate vicinity of the intended target, perhaps striking another target. A miss by 1-2 pips means that the spell affects either the next target in a straight line behind the intended target, or manifests itself 5 or 10 feet beyond the target. A miss by 3 or 4 = 5 or 10 feet short; a miss by 5, 6, or 7 = 5, 10, or 15 ft to the left; a miss by 8, 9, or 10 = 5, 10, or 15 ft to the right. Any new target caught in a spell's area of effect is allowed only the modifiers granted by the spell's phylum. This optional rule slows down play but makes for more realistic castings of “Food of the Ssú” and similar “areal” spells.

### **EXCEPTIONAL CREATURES**

The Spell Casting Table below includes targets up to a Magical Resistance Factor of 12 against a mage of level 36-up. Still larger and more powerful creatures exist: demons, and sea monsters so huge that one spell, no matter how powerful, can only rarely overcome them: e.g. a terrible Demon from the Planes Beyond, an gigantic Akhó, a huge Zo'óra, or other, unlisted denizens of the deeps. Such a monster may require two, three, or even more successful “hits” by the same spell in order to kill it, incapacitate it, stun it (for 1-5 CR), or drive it away. The number of successful hits needed to eliminate such a creature are left to the referee.

In all cases, the referee is free to modify matters in order to maintain a story line. Firing an unexpected spell and killing the Emperor is just not an option, even for the luckiest character!

### **MAINTAINING A DURATIONAL SPELL**

Many spells are instantaneous: they take effect at once and have no duration. Others are durational: they last a stated number of combat rounds, turns, hours, etc. Once successfully cast, one of this latter type of spells can be maintained beyond its first duration without a second roll by expending the same number of power points as were needed to cast it originally.

Durational spells also allow a mage to cast a second spell while holding the first one in force, unless specifically restricted by the spell's description. If two durational spells are in effect, the mage can cast no more spells until one expires, or he chooses to drop one or both. He can thus maintain one durational spell while casting one new instantaneous spell per Combat Round. If he wishes to drop a durational spell before it expires; he must declare this to the referee when his initiative turn comes.

Certain durational spells create actual gases, lava, etc. These cannot be dropped but must either expire normally or be disenchanting. Instantaneous spells (e.g. a missile, a bolt of lightning) cannot be dropped; they eventuate too rapidly to be halted in mid-flight.



## PREPARING AND HOLDING A SPELL

A mage can prepare a spell and hold it to cast in a following Combat Round. This counts as one of the two spells he may have simultaneously. A spell thus prepared and held counts as a "durational" spell, regardless of its usual status. A spell may be held for a number of Combat Rounds equal to the mage's Intelligence factor divided by four (and rounded up). Thereafter it must be recast, with a second expenditure of psychic power points.

## RANGES AND CIRCLES OF EFFECT

Ranges to which spells can be cast are stated in the spell descriptions below. Distances are stated from the caster to the near edge of a spell's circle of effect (NOT to its centre).

Some spells affect a single target only. Others affect a number of targets or else an area of a given diameter. The caster himself is the centre of the circle of effect of certain spells, and the circle of effect extends out to equal distances all around him. Unless miniature figures or other markers are used, a random roll may be needed to determine which and how many targets are within a spell's circle of effect.

The number of individuals or relevant objects within a given circle of effect is found from the following table:

AREA (DIAMETRE)	INDIVIDUALS TARGETED	AREA (DIAMETRE)	INDIVIDUALS TARGETED
1 FT	1	5 FT	1-2
10 FT	1-6	20 FT	2-12
30 FT	4-24		

## LONGER SPELL PREPARATION

If a mage takes an extra Combat Round before casting a friendly spell (e.g. Healing), he may arrange co-operative friendly characters so as best to affect the entire group, thus gaining the maximum number affected by his spell without the need of another dice roll. Additionally, each round a mage takes to prepare a spell (beyond the times stated in the descriptions) adds +5 to his chance of casting the spell successfully. He cannot prepare or cast other spells during such a period, however, and there is a maximum of +10 to this extended preparation.

## "EYES" AND OTHER MAGICAL DEVICES

Magical devices such as "Eyes," scroll-spells, etc., roll for effect on the Spell Casting Table below as though they were 20th level universal spells.

## MERCY TO PLAYER CHARACTERS RULE

OPTIONAL: If the gaming group desires, individuals killed by spells can be treated as in the Quick Play combat system: unless the spell or circumstances compel otherwise, a player or a key Non-player Character (NPC) is "incapacitated," rather than killed outright. This method is more "player friendly": an unlucky or overpowered party has a greater chance to survive.

## RADIUS OF PROTECTION RULES

OPTIONAL: Mages are surrounded by "auras" of magical power. Magic cast into or even out of this sphere must contend with the mage's aura. A mage with more skill has a larger "aura radius" than one with less skill. For every level of sorcerous skill, the aura is extended by one foot farther out from the caster. Spells cast by a hostile mage or a magical device fired into, from, or through this area must overcome the mage's Magical Resistance Factor in order to take effect. Each defending mage thus has the option of "intercepting" a spell aimed into his aura's radius of protection. By "intercepting" a spell, the mage moves the centre of its circle of effect away from the original target to

himself. In this way, more vulnerable warriors and other non-sorcerous characters receive some protection against magic.

OPTIONAL: if plural mages occupy the same area, a hostile spell works only if the highest level defender's Magical Resistance Factor is overcome. If he is successfully struck by the spell, then the other targets in the spell's circle of effect (i.e. the other mages, non-magical characters, etc.) are targeted normally and must each make a Saving Throw. If the spell fails to work against the most powerful defender, it fails against all of the targets in the circle. Psychic power points used to cast a failed spell are still deducted from the caster's total, of course.

### **MILITARY MAGIC**

Military magic requires comment. Each legion has a score or more mages assigned to it. These are trained in about half a dozen specific offensive or defensive spells. Such magic-users are usually not adept at regular sorcery but instead work at linking psychically with their fellows in the legion's magical contingent. Four or five trained battlefield mages can prevent other magic from working for about 1000 ft in any direction; twenty or thirty can affect an entire battlefield. Normal sorcery and magical devices do not work on large bodies of troops or anywhere near these specialists, and very powerful "team spells" are needed to get through to attack them. Military mages follow orders, campaign with their legions, and due to their limited sorcerous skills and duties, are best left as non-player characters. Military sorcery acts as a sledgehammer against large bodies of troops but is too slow and cumbersome to be of much use adventuring. Functioning as "sorcerous artillery" is also dangerous and requires long training with one's fellows, but belonging to such a fighting team is considered "noble," and military sorcerers are proud of the responsibility that accompanies the privileges of their profession.

# **SPELL CASTING TABLES**

## **CASTER'S LEVEL AND MAXIMUM D100 SCORE TO CAST A SUCCESSFUL SPELL**

	1-3	4-6	7-9	10-12	13-15	16-18	19-21	22-24	25-27	28-35	36-UP
UNOPPOSED SPELL	50	60	70	75	80	83	85	88	90	93	95
COMBAT SPELL	35	40	45	60	65	70	75	80	85	90	95

### **TARGET'S MRF**

### **TARGET'S SAVING THROW TO RESIST ("30" = 1 TO 30)**

0. VERY SMALL											
ANIMAL, CHILD	30	28	25	23	20	18	15	13	10	8	5
1. ANIMAL, HUMAN.	35	33	30	28	25	23	20	18	15	13	10
2. LARGE AND STRONG											
ANIMAL, MAGE LEVEL 1-3	45	38	35	33	30	28	25	23	20	18	15
3. VERY LARGE ANIMAL, MAGE LEVEL 4-6	55	45	40	38	35	33	30	28	25	23	20
4. GIGANTIC ANIMAL, MONSTER, MAGE LEVEL 7-9	60	55	50	43	40	38	35	33	30	28	25
5. LARGE MONSTER, MAGE LEVEL 10-12	65	63	60	50	45	43	40	38	35	33	30
6. VERY LARGE MONSTER, MAGE LEVEL 13-15	70	68	65	60	55	48	45	43	40	38	35
7. GIGANTIC MONSTER, MAGE LEVEL 16-18	75	73	70	68	65	55	50	48	45	43	40
8. UNDEAD AND OTHER MAGICAL BEINGS, MAGE LEVEL 19-21	80	78	75	73	70	65	60	53	50	48	45
9. RU'ÚN (ROBOT), MAGE LEVEL 22-24	85	83	80	78	75	73	70	60	55	53	50
10. MAGE LEVEL 25-27	90	88	85	83	80	78	75	70	65	60	55
11. MAGE LEVEL 28-35	95	93	90	88	85	83	80	78	75	65	60
12. MAGE LEVEL 36 AND UP	99	98	95	93	90	88	85	83	80	75	70

### **MODIFIERS TO THE CASTER'S CHANCES**

For each + or - modifier add or subtract the amount shown to the caster's chance of success. The chance to cast a successful spell cannot be modified above 95 or below 01.

### **TARGET'S SPEED**

VERY QUICK	-10
QUICK	-5

### **MAGE'S WOUNDS**

SERIOUS	-10
MINOR	-5

Note: A critically wounded mage cannot cast any spell.

### **MAGE'S ACTIONS**

IN MELEE: PSYCHIC SPELLS ONLY; RITUAL SPELLS CANNOT BE CAST IN MELEE	-5
PREPARES SPELL FOR 1 EXTRA COMBAT ROUND	+5*
MAGE ENCUMBERED	-5*
TOTAL DARKNESS OR BLIND	-25**
CASTING FROM THE SECOND RANK/OR PAST EACH INTERVENING TARGET	-5**
CASTING AT TARGET(S) IN MELEE AND TRYING TO AVOID A FRIENDLY TARGET	-10**
* PER ROUND (MAXIMUM OF +10)	
** IF OUTSIDE OF TOUCH RANGE	

## MODIFIERS TO THE TARGET'S SAVING THROW:

For each + or - modifier, add or subtract the amount shown to the target's Saving Throw chance (not to his Saving Throw score!). No Saving Throw can be modified above 99 or below 01.

### SPELL TYPE

Universal Spell	0
Generic Spell	-5
Temple Spell	-10

### MISCELLANEOUS

The following modifiers are added to the target's Saving Throw chance:  
e.g 1-35 instead of 1-30.

Target carries an enchanted shield +5

Target wears enchanted armour. This is a separate modifier from the above; together the target can have a maximum of +10. +5

For every 40 subskill levels the target has in the skill of Priest (maximum +10) +5



## THE SPELL CORPUS

The following spells, listed alphabetically by phylum, level, and temple, are those available to the sorcerers of Tsolyánu. Although foreign temples have their own spell corpora, these are generally similar enough to those of Tsolyánu to allow foreign mages to use the Tsolyáni list.

### LEARNING HIGHER VARIANTS OF A SPELL

Not all levels of a given spell exist, but all available lower-level variants of a spell must be purchased in order to learn further higher-level subspells. Many spells were given in the Adventures on Tékumel series and are given again in modified forms below. Players must replace the spells learned in the solitaire series with spells from this book. Each level learned earlier is worth 25 spell purchase points. Fractional levels are dropped, and players should reassign points expended on these.

### PSYCHIC AND RITUAL SPELLS

Psychic spells are cast through mental efforts alone and require no visible actions.

Ritual spells require gestures, words, and rituals to activate. It is thus easy to discern that a mage is casting a ritual spell.

### SPELL LIST TERMINOLOGY

A number of special abbreviations and symbols are used in the spell lists below.

ABBREVIATION	EXPLANATION
+	A spell that is cast into an area, rather than at a specific target; such a spell has no Saving Throw; a Dexterity Test may be required instead
Ran	Range of the spell. If no range is listed, it is "Touch Range": about 5 ft. Range is measured from the caster out to the near edge of the spell's circle of effect.
Dmg.	Damage
Prereq.	Prerequisite: a spell or spells that must be learned before acquiring this variant
T	A one-minute Turn
CR	A six-second Combat Round
Prep.	The preparation time needed to ready a spell and "cock" it for firing in the next or a subsequent Combat Round
Diam.	The diameter of a spell's circle of effect. If no diameter is listed, it is 1 ft
Dur.	Duration of a spell. If no duration is listed, the spell is instantaneous: its effect occurs instantly
*	A durational spell that requires concentration to maintain



The following spells are available to sorcerers of all temples and also to shamans:

1. **ALLEVIATION (R)**  
U2: Neutralises poisons and toxins; has no effect upon alcohol or diseases.
2. **ASCERTAINMENT (P)\***  
U1: Reads the surface thoughts of another human. Ran: 15 ft; Dur: 2 T  
  
U2: As for U1, but can detect the target's hostility or friendliness towards the caster. Ran: 15 ft; Dur: 3 T  
  
U6: Communicates telepathically with one member of the caster's own species. Ran: 120 ft; Dur: 5 T  
  
U8: As for U6, but also allows contact with one member of a friendly nonhuman race.
3. **CLAIRVOYANCE/CLAIRAUDIENCE (P)\***  
U1: This spell sees and hears through obstacles (but not metal). The area within its range must be lighted. Ran: 15 ft; Dur: 1 T  
  
U2: Sees into dark spaces; hears very faint sounds. Ran: 30 ft; Dur: 3 T  
  
U5: Sees into dark spaces; hears very faint sounds even through obstacles up to 3 ft thick. Ran: 60 ft; Dur: 3 T
4. **CONTROL OF SELF (P)\***  
U1: Cuts off any sensation of pain; the caster can move normally but cannot engage in combat, cast other spells, etc.; usable on self only. Dur: 3 T  
  
U2: As for U1, but also halts bleeding from wounds (does not heal wounds); this negates the wound modifier for spell casting purposes. Usable on self only. Dur: 20 T  
  
U4: As for U2, but also allows the caster to hold onto an object and not let go due to fatigue; enables caster to hold his breath for duration of the spell; usable on self only. Dur: 30 T  
  
U6: As for U4, but also allows the caster to engage in hand-to-hand combat while the spell is in force. Dur: 30 T
5. **DISENCHANTMENT (R)**  
U4: The target is an unfriendly universal spell which the caster desires to remove; the opposing spell has a 25% chance of resisting and remaining in effect. This special 25% roll is made after the disenchantment spell is successfully cast. This spell cannot be used on magic missiles or other combat spells. Ran: 15 ft.  
  
U6: As for U4, but the target is a generic spell.  
  
U10: As for U6, but the target is a temple spell.
6. **DOMINATION (P)\***  
U2: Target can be commanded to flee, halt or fight against friends. Ran: 30 ft; Dur: 1 T  
  
U5: As for U2, but target will also open doors, provide guidance and perform simple tasks. Ran: 60 ft; Dur: 3 T  
  
U7: As for U5, but with a 10-ft diameter. All affected can be given more complex instructions. Ran: 120 ft; Dur: 5 T

**7. ELICITATION (P)\***

U1: Provides a hazy picture of the last being to handle an inanimate object. Dur: 1 T

U2: Enables the caster to perceive an animate target's magical aura and reveals how magically powerful the target is. Ran: 30 ft; Dur: 1 T

U3: The caster holds a portion of some homogeneous substance and is guided to more of the same substance inside the circle of effect. Ran: 30 ft; Dur: 3 T

U6: Reveals the contents or workings of opaque objects: e.g., the area surrounding a trap or the locking mechanism on a chest. It does not explain how the mechanism functions if the caster does not already know. Ran: 15 ft; Dur: 1 T

U7: Detects drugs or toxins within a substance and whether these materials are life-threatening; the spell does not reveal which specific substance(s) are dangerous. Ran: 15 ft; Dur: 1 T

**8. EXECRATION (R)**

U9: This spell curses an object. The curse must refer to a general group: e.g. all those who worship Avánthe or all Shén. If a member of the target group touches the cursed object or reads the cursed inscription, it explodes doing damage according to table E on all within 10 ft of the item. Handling of the cursed item by any unaffected party, including the caster, removes the curse. Dur: 24 hours; Prep: 5 T

**9. FAVOURING (R)\***

U6: Cast before a fight, this spell replaces 2-20 body damage points in advance, before they are lost by the target. Dur: 60 T; QUICK PLAY: Replaces up to one critical wound.

**10. HEALING (R)**

U1: Heals 1-5 lost body damage points. It does not function against drugs, toxins or non-physical damage. QUICK PLAY: Heals one minor wound. If this spell fails to heal a target, any subsequent casting of any Healing spell by any mage is done with a -10 chance of success, cumulative. This applies to all higher variants of this spell as well. See also Healing in the section on combat, above.

U2: As for U1, but heals 1-10 body damage points.  
QUICK PLAY: Heals one serious wound.

U4: As for U2, but heals 1-20 body damage points.  
QUICK PLAY: Heals one critical wound.

U8: Restores and heals one lost limb, eye or other body part; it does not act upon damage due to disease, drugs, deprivation, etc.

**11. INSCRIPTION (R)**

U10: The caster can inscribe a universal spell for later use. Anyone able to read the language employed can use the scroll. Only sorcerers of level 10 and higher may write scrolls. After one reading the writing on the scroll disappears, and it becomes useless. There is also a chance the spell will misfire. D100 are rolled. If this roll fails by 10 points or less, the caster is unharmed. Failure by 11 or more points does damage to the caster according to table E. Chances of the spell working properly are given in the following table: (see next page)



## INSCRIPTION SPELL SUCCESS TABLE

SPELL LEVEL	MAGE'S LEVEL				
	10-11	12-13	14-15	16-18	19-UP
1-3	1-70	1-80	1-90	AUTOMATIC	AUTOMATIC
4-6	1-60	1-70	1-80	1-90	AUTOMATIC
7-9	1-50	1-60	1-70	1-80	1-90
10	1-40	1-50	1-60	1-70	1-80

### 12. INVISIBILITY (R)\*

U2: The target is put "out of phase" with this plane and becomes a blur visible only in daylight. Dur: 2 T

U3: As above, but the target is invisible in daylight as well. Dur: 3 T

U6: Targets within a 10-ft circle become completely invisible; targets cannot move outside the circle without becoming visible again. This spell may be used to hide inanimate objects. Dur: 4 hours (240 T)

U8: The caster sees invisible objects within the spell's range. Ran: 30 ft; Dur: 5 T

### 13. LIGHT AND DARKNESS (R)\*

U1: Produces a ball of dim light on the caster's fingertips. This spell can be cast on oneself only. Diam: 10 ft (of effect); Dur: 2 T

U3: Produces a ball of bright light or pitch darkness on the casters fingertips. The caster can set this down or give it to another to carry. Diam: 30 ft; Dur: 5 T

U5: Creates a beam of light or darkness. Ran: 60 ft, covering an area 10 ft in diameter. The caster can move and fight normally but must use one hand to hold the beam. Dur: 10 T

### 14. NUTRIFICATION (R)

U3: Fills the target's stomach with nutriment appropriate to the species, equivalent of one full meal. Food created by this spell is lacking certain nutrients and thus cannot sustain life indefinitely. This is true for all variants. For a full description of this spell's limitations, refer to spell #84.

U6: Creates simple, nourishing food and drink for persons of the caster's species. This food lasts 10 T or until consumed, whichever occurs first. Diam: 10 ft.

### 15. PERCEPTIONS OF THE ENERGIES (R)\*

U2: Allows caster to determine whether inanimate objects within the area of the spell's effect are enchanted. It does not specify what the enchantment is. Diam: 10 ft; Dur: 1 T

U3: As for U2, but it also reveals if enchantment is hostile to caster. Diam: 20 ft; Dur: 2 T

U4: The caster can ascertain whether spells were cast within the area of effect within the past hour. It reveals the level of such spells but not specific spell name. Diam: 20 ft; Dur: 3 T

### 16. PHANTASMS (R)\*

U1: Creates an illusion of a wall of rock, wood, etc., in front of the caster. Ran: 15 ft; Dur: 1 T

U3: Creates apparitions of human size or smaller. These cannot move out of the area of effect and make no sound. They wave weapons and look ferocious. If touched, they vanish. Diam: 10 ft; Dur: 2 T

U6: As for U3, but these beings fight as if they have a HBS of 100. They wear medium armour and do damage according to table C but may not leave the area of effect. They have a Magical Resistance Factor equivalent to the caster, with 45 body damage points (Quick Play = 1 critical wound). They can be banished by Disenchantment (see #5). Diam: 20 ft; Dur: 2 T

**17. ROBUSTNESS (R)\***

U3: Lightens a burden of up to 300 pounds so that it seems like 50. This spell is usable by caster only. He cannot cast further ritual magic or engage in hand-to-hand combat while carrying enchanted objects. Dur: 5 T

U5: As for U3, but lightens up to 600 pounds. Dur: 10 T

U7: As for U5, but may be cast on two targets (loads) as heavy as 600 pounds apiece at once. Diam: 10 ft; Dur: 15 T

**18. THE SEAL UPON THE POWERS (R)\***

U10: A globe of glowing particles surrounds the caster and others within a 30-ft circle. No ritual magic can be cast within this globe and none may enter from the outside. The caster can move, fight, and cast psychic spells normally, but the globe does not move with the caster, nor can a second one be cast while the first is in effect. Dur: 3 T; Prep: 1 T

**19. SOPORIFEROUSNESS (R)**

U2: Causes one target to fall asleep; works only on beings no larger than a Shén or a Black Ssú. It does not function against Pygmy Folk, Shunned Ones, androids, undead, or demons. Ran: 30 ft; Dur: 5 T

U4: As for U2, but Diam: 10 ft; Ran: 90 ft; Dur: 60 T

U5: As for U4, but Diam: 20 ft. It may alternatively be used to affect 1 very large target. Ran: 180 ft; Dur: 6 hours (360 T)

**20. THE SPHERE OF IMPERMEABLE QUIESCENCE (P)\***

U10: This is the psychic counterpart of spell #18. All particulars are the same except that "psychic" is substituted for "ritual."

**21. TERRORISATION (P)**

U2: Causes instant fear. The target will flee or fall down in terror. Ran: 30 ft; Dur: 1 T

U4: As for U2, but affects a 10 ft area. Targets affected will flee screaming or cower helplessly. Ran: 90 ft; Dur: 5 T

**22. TRANSLOCATION (P)**

U1: Lifts and slowly moves a small object weighing up to 2 ounces a distance of about 15 feet.

U2: As for U1, but the object can weigh up to 4 ounces and be moved up to 30 feet. A target hit with such an object loses one round of combat due to distraction.

U5: As for U2, but the object may weigh up to 1 pound and move up to 90 feet. If hit by this object a target takes damage according to table C.

U7: As for U5, but the object may weigh up to 2 pounds and move up to 120 feet.  
A target takes damage according to table D.

### 23. TRANSPORTATION (R)

U9: This spell transports the caster and all other human-size or smaller targets within a 10 ft circle exactly 300 feet to a position previously occupied by the caster. The distance transported is measured by “dead reckoning” to a spot 300 ft from where the mage currently stands. In some cases this will place the mage safely out of a maze, etc. An unwilling target is treated as a target of a combat spell and is allowed a Saving Throw. Only items carried (i.e. those off the floor and not attached to anything) by the caster or targets within his spell circle are transported. If other beings or large objects already occupy the destination, an explosion occurs, doing each one of the caster’s party and the current occupants damage on table G, with a modifier of +10 to the scores. Armour does not affect this roll. Prep: 1 CR

### 24. WARDING (R)\*

U4: Creates a protective shield around the caster’s body; the caster cannot be struck by physical blows or missiles. Magic does penetrate, as do gas, spores, or an enemy pushing his way in slowly. The caster can move with the shield and use sorcery (except in melee), but cannot use melee or missile weapons while the spell is in force. Two CR are needed to push through the shield. Dur: 1 T

U5: As for U4, but the caster can include one other individual within his shield. The protected individual must remain within 5 ft of the caster. Persons inside this variant can attack foes pushing in, and they can cast ritual spells. Three CR are required to push through. Dur: 2T

### 25. THE WEB OF KRIYÁG, LOVER OF SPIDERS (R)+

U5: Hurls a net of tangling webs; if a target is affected, he loses 1-2 T struggling to get free. A Dexterity Test at the “Harder” level is allowed once every other Combat Round to extricate oneself from these webs. Ran: 30 ft; Diam: 10 ft

### 26. ZOIC DOMINATION (R)

U2: Gives crude control over one nonintelligent animal. Creatures larger than the caster are not affected, nor are undead, automatons, androids or demons. The animal can be made to fight, flee, or halt. Ran: 30 ft; Dur: 1 T

U4: As for U2, but the caster can control two semi-intelligent animals or 1 very large animal. Ran: 90 ft; Diam: 10 ft; Dur: 3 T

“Generic” spells are those available to several temples, almost invariably those with similar orientations and interests. Not all temples have access, therefore, to a given spell. The names of the deities whose priesthoods teach and use each spell are abbreviated and entered after the spell’s name. Since “generic” spells are identical for a deity and his/her Cohort those of the latter need not be separately listed below.

## GENERIC SPELLS

DEITY AND COHORT	ABBREVIATION	DEITY AND COHORT	ABBREVIATION
Avánthe & Dilinála	Av	Belkhánu & Qón	Be
Dlamélish & Hriháyal	Dl	Hnálla & Drá	Hn
Hrü’ü and Wurú	Hr	Karakán & Chegárta	Ka
Ksáru & Grugánu	Ks	Sárku & Durritlámmish	Sa
Thúmis & Keténgku	Th	Vímúhla & Chiténg	Ví

Some Generic spells cannot be learned until their lower-level counterparts in the Universal phylum have been mastered. Such a prerequisite needs to be listed only once at the lowest level of a Generic series, since the less powerful variants of a spell must always be acquired before one can go on to master higher levels of the enchantment.

27. **ACCELERATION (P)\* BE, HN, KA, VI**  
 G8: Gives the target triple speed. This affects movement speed and combat actions. Dexterity is tripled for purposes of initiative only. Spell casting cannot be accelerated: only one spell can be cast per Round. Ran: 15 ft; Dur: 2 T
28. **ADORNMENT (R)\* AV, DL**  
 G1: Makes 1 target more handsome or beautiful; roll a d10 x 2 and add the score to the target's Comeliness number. Dur: 5 T  
 G3: As for G1, but Diam. 5 ft; Dur: 20 T  
 G5: As for G3, but Diam. 10 ft; Dur: 30 T
29. **AERIALITY (P)\* AV, BE, DL, HN, HR, KS, TH**  
 G2: Allows the caster to levitate to a height of 30 ft and move sideways up to 5 ft. He can lift only normal amounts of weight. The caster can use psychic spells while airborne, but not ritual magic. He applies a -10 to his score needed to hit opponents if engaged in physical combat while flying. Dur: 2 T; Prereq: Spell #22  
 G4: As for G2, but the caster or 1 target can fly up to 45 ft per CR and may rise up to 60 ft; Dur: 3 T  
 G6: As for G4, but the spell has a 10-ft diameter. All passengers must be within 10 ft of caster in order to be taken into the spell. No ritual magic or missiles may be used by the passengers, but they may engage in melee combat or use psychic magic normally. Instead of passengers, the caster can raise a weight of up to 1000 pounds. An unwilling target is allowed a Saving Throw. Dur: 5 T; Speed: 60 ft per CR  
 G9: As for G6, but the speed of flight is 120 ft per CR; the diameter is 20 ft, and the cargo may now be up to 2000 pounds. Dur: 10 T
30. **ALLEVIATION (R) AV, DL, KS, TH**  
 G2: The caster can cure poisons, drugs (except Zu'úr) and alcohol. Diam: 5 ft; Prereq. #1.  
 G4: As for U2, but also cures paralysis. Diam: 10 ft; Ran: 15 ft
31. **ARTFULNESS (P)\* AV, HN, KS, TH**  
 G1: The target gets a bonus of 5 percent on all skill-based rolls. Dur: 1 T  
 G2: As for G1, but allows a bonus of 10 percent. Dur: 2 T
32. **ASCERTAINMENT (P)\* BE, HN, KS, SA, TH**  
 G8: The caster can communicate telepathically with any member of his own species (if the latter desires) within the spell's circle of effect. Multiple individuals may be contacted during the spell's duration. Ran: 240 ft circle; Dur: 5 T. Prereq. #2  
 G10: The caster can telepathically communicate with an individual with the same training up to 10 miles away. The temples maintain a telepathic network across the country, and an individual who chooses this variant may be "drafted" as an "operator" on very short notice! Dur: 10 T
33. **BENEFACTION (R) AV, BE, DL, HN, HR, KS, TH**  
 G9: Restores expended psychic power points. The target receives a D100 x 3 points, but never more than his original total. Ran: 15 ft; Dur: 12 hours or until used, whichever comes first.

**34. THE BLADE OF INEXORABLE DISSECTION (R)\* KA, VI**

G3: Creates a long-sword of ruby-hued light which the caster or 1 target can wield. This weapon adds +5 to the wielder's chance to hit with this weapon in melee but it may be dispelled by Disenchantment. This sword counts as a magical weapon, and it does damage on Table E. It must be combated as a weapon; there is no Saving Throw against it. Dur: 1 T

G4: As for G3, but the blade is a two-handed sword and the user receives +10 to hit. It does damage on Table G. Dur: 2 T

**35. THE BLESSING OF THE PLANES (R)\* BE, HN, KS, SA, TH**

G1: The caster receives a bonus of +1 to his Magical Resistance Factor. Only one "Blessing" can be employed upon a single target at one time. Dur: 1 T

G3: As for G1, but the bonus is +2, and the spell can be applied either to the caster or to one other target of his choice. Ran: 15 ft; Dur: 2 T

G9: As for G3, but the caster and any friendly targets within 10 ft. of him receive a +3 bonus as long as they stay within the spell's diameter. Diam 10 ft; Dur: 3 T

**36. COMPREHENSION (P)\* HN, HR, KS, TH**

G3: The caster can speak, read and understand one spoken human or nonhuman modern language (except *Mihállí*). Dur: 5 T

G5: As for G3, but caster is able to understand ancient languages (except those of the Latter Times, which are too remote to exhibit modern referents). The caster is also informed in advance if a document or inscription contains a curse (cf. spell #8), or is otherwise magically dangerous. Ancient *Mihállí* can be read with this variant, but modern *Mihállí* remains unintelligible for unknown reasons. Dur: 15 T

G9: As for G5, the caster can comprehend modern *Mihállí*. He can also read cursed writing without disturbing or removing the curse. Dur: 15 T

**37. DERANGEMENT (P) BE, HN, HR, SA**

G2: Causes a target to become temporarily insane. The referee determines the actions of the victims. Ran: 60 ft; Diam: 10 ft Dur: 1 D10 T for each victim.

G5: As for G2; Ran: 90 ft; Dur: 1-5 days for each victim.

G8: As for G5, but targets become permanently insane unless disenchanting. Diam: 20 ft; Ran: 120 ft

**38. DESICCATION (R) AV, HR, KS, SA**

G3: Dries up the fluids in one affected body part (roll randomly); hitting the head causes a coma for 1-10 (a D10 roll) days; hitting the torso or abdomen paralyzes the target for 2-20 (a D20 roll) days; and a hit on a limb withers it permanently unless it is restored by magic (i.e. Healing, U8). Ran: 60 ft

G5: As for U3, but a torso, abdomen or head hit kills the victim immediately; this variant affects a 5-ft. diameter circle or 1 very large target. Ran: 90 ft

**39. DOMINATION (P)\* BE, HN, HR, KS, SA, TH**

G5: The caster obtains full control over the victim's actions, beliefs and knowledge. Ran: 30 ft; Dur: 24 hours; Prereq: Spell #6

G10: As for G5, but the control is permanent unless the victim is disenchanting. The victim will resist this attempt to disenchant him.

**40. DOOMKILL (R) HN, KA, VI**

G8: Creates a noisy, brilliant explosion which slays all individuals within 10 ft of the detonation point, unless a Saving Throw is successfully made. An individual in this area who does make his Saving Throw still suffers table D damage. If this spell is cast successfully it lands on the location specified by the caster. If it fails by 1-10 points, it undershoots by 5-50 feet; by 11-20 points, it overshoots the target by 5-50 feet. A failure by 21 or more points causes it to explode on top of the caster himself! If the caster rolls 100 on his casting roll, this lethal failure also occurs. Ran: 360 ft; Prep: 2 CR

G10: As for G8, but the explosion's diameter is 20 ft. Ran: 450 ft; Prep: 3 CR

**41. ELICITATION (P)\* KS, TH**

G4: The caster concentrates on a specific type of device and is guided to it, if one exists within the circle of effect. A magical device saves against detection as though it were a 20th level mage. The caster can move while the spell is in effect, thus effectively extending the diameter of his spell. Diam: 10 ft; Dur: 3 T; Prereq: Spell #7

**42. EMPOWERING (R) AV, DL, KA, VI**

G1: This spell adds 50 points to a target's Height-Build-Strength factor. It can only be cast once per day on a given target. Dur: 1 T

G2: As for G1, but the increase is 100 points. Dur: 2 T

G6: As for G2, but all targets within a 20-ft circle receive the benefit. Dur: 3 T

**43. ENHANCEMENT AND DEBILITATION (R)\* KA, SA, VI**

G4: This spell enchants a steel item, adding to its combat abilities. See the difference between steel and enchanted steel in the combat section, above. Dur: 3 T; Prep: 1 CR

G7: This variant disenchant a steel item and reduces it to the consistency of Chlén-hide for combat purposes. When the spell expires, roll a D10: 1-7 = the item returns to normal; 8-10 = the item is permanently softened, and any magic it contains is lost. Dur: 3 T; Prep: 1 CR

G10: One suit of heavy armour (including a weapon and shield) are permanently enchanted; the caster can perform no other magic for 30 days and will die if a 91-100 is rolled while casting the spell. Prep: 1 T

**44. EXCELLENCE (P)\* KA, VI**

G1: The target gains +5 to hit with any weapon. Dur: 1 T

G3: As for G1, but up to 2 targets gain +10 to hit. Diam. 5 ft; Dur: 3 T

G7: As for G3, but the spell's diameter is 10-ft, and targets now have a +15 to hit. Dur: 3 T

**45. FAR-SEEING (R)\* KA, VI**

G1: Provides the caster with telescopic vision: objects 300 ft away are seen as though only 3 ft away. Nearer items are blurred by the spell. Dur: 1 T; Prep: 1 CR

G2: As for G1, but with a distance of 900 ft. Dur: 2 T; Prep: 2 CR

**46. FAVOURING (R) BE, KA, VI**

G4: This spell is cast in advance of melee to restore 1-50 body damage points as they are lost (QUICK PLAY: 1 critical wound). It is usable on the same target only once per day. Dur: 60 T; Prep: 2 T; Prereq: Spell #9

G7: As for G4, but with a 5-ft diameter. This can be cast more than once per day on the same target; however, the first spell must have expired or have been voluntarily dropped before the second spell can be cast. Dur: 24 hours; Prep: 5 T

**47. GUARDING (R)\* BE, HN, HR, KS, SA, TH**

G6: Creates a magic-proof circle around the caster: no type of magic may enter. Physical beings and objects may enter or leave, but not androids, undead and creatures created by sorcery. This circle does not move with the caster. Diam: 60 ft; Dur: 6 hours; Prep: 5 T; Prereq: Spells #'s 18 & 20

G10: As for G6, but costs 3 times the usual psychic power points and requires 2 consecutive successful castings of disenchantment to dispel it. This variant is often used to protect ships, buildings, etc. (This variant does not have an "\*)")  
Ran: 240 ft; Dur: 24 hours; Prep: 30 T

**48. THE HANDS OF KRÁ THE MIGHTY (P) AV, BE, DL, SA**

G2: This spell seizes its targets in invisible pincers; if an opponent fails his Saving Throw he dies. A target within the spell's circle of effect who does make his Saving Throw suffers 1-10 body damage points. (QUICK PLAY: = 1 minor wound)  
Ran: 60 ft; Diam: 10 ft

G4: As for G2. Ran: 120 ft

G6: As for G4, but may affect very large (but not gigantic) targets. A foe within the spell's circle of effect who makes his Saving Throws suffers a loss of 2-20 body damage points (QUICK PLAY: 1 serious wound). This variant can also knock down walls and gates as thick as 6 ft. These have the Magical Resistance Factor of a very large animal. Ran: 240 ft

**49. HEALING (R) AV, BE, DL, KA, TH, VI**

G4: Heals the caster's wounds as well as those of 1-6 human-size targets (or 2 larger beings) within the spell's circle of effect. Diam 10 ft; Range: 15 ft; Prereq: Spell #10

G5: As for G4, but also restores lost limbs and sanity.

**50. INSCRIPTION (R) ALL**

G10: As for spell #11, but allows inscription of generic spells; only devotees of the sects that use these spells may read or use these generic spells. A penalty of -5 is applied to the success roll to inscribe a generic spell. Prereq: Spell #11

**51. INTREPIDITY (P)\* KA, VI**

G3: Causes all friendly beings within range of the caster to become immune to panic. While this spell is in effect, no morale check is necessary. Diam: 10 ft; Dur: 1 T

G5: As for G3 Diameter: 20 ft; Dur: 2 T

**52. LIGHT AND DARKNESS (R) HN, HR**

G2: Produces a flash of brilliant light or Stygian darkness that permanently blinds any target within its 10 ft diameter. Only living creatures are affected. This blindness can be cured by a U8 or higher healing spell. Ran: 90 ft; Prereq: Spell #13



- 53. THE MISSILE OF METÁLLJA (P) Ks, Th**  
 G4: Hurls a silent bolt of psychic force at 1 target; the caster may choose whether to slay or only stun the target. A stunned victim remains incapable of any action for 5 CR x a D20. Ran: 90 ft  
 G6: As for G4, but with a 10-foot diameter. Ran: 120 ft
- 54. NECROMANTIC DOMINATION (R) Ks, SA, Th**  
 G4: Provides detailed control over the undead. A victim who fails the Saving Throw will provide guidance, perform simple tasks and fight for the caster, but will not fight other undead or "commit suicide." Ran: 90 ft; Diam: 10 ft.; Dur: 2 T  
 G10: As for G4, but may only be used once on the same target. Dur: 24 hours
- 55. NIMBLENESS (P)\* Av, DL, KA, Vi**  
 G1: Gives the target a 5-point bonus on Dexterity Test rolls. Dur: 1 T  
 G2: As for G1, but the bonus is 10-points. Dur: 2 T
- 56. NUTRIFICATION (R) Av, DL**  
 G7: Provides a feast for 20 persons of the caster's species. If not eaten, this food disappears when the spell expires. Dur: 20 T; Prep: 2 T; Prereq: Spell #14  
 G9: As for G7, but food is created for up to 50 persons of caster's species. Dur: 30 T; Prep: 5 T
- 57. PERCEPTION OF THE ENERGIES (R)\* Be, HN, Ks, SA, Th**  
 G2: The caster perceives the presence of spells cast upon beings within range (including undead, automatons, etc.). The general hostility or friendliness of the enchantment is known, but not its exact nature. This spell includes all beings within its range. Diam: 30 ft; Dur: 5 T; Prereq: Spell #15
- 58. PESTILENCE (R) Av, DL, SA**  
 G2: The target falls ill from a deadly plague and immediately becomes unable to function. He will die within 2 T if not given a spell of Alleviation. There is a 50% chance of contagion to persons touching the victim.  
 G3: As for G2, but with a 70% chance of contagion upon contact. Diam: 5 ft; Ran: 10 ft
- 59. PHANTASMS (R)\* Av, Be, DL, Hr, Ks, Th**  
 G3: Causes 2 large simulacra to appear. These are the size of a Shén or large animal and can take almost any form the caster wishes. They fight with a HBS of 200 and do damage according to table C. They have 50 body damage points (QUICK PLAY: 1 critical wound), and wear the equivalent of heavy armour. These creations must remain within range of the caster. Ran: 20 ft; Dur: 3 T; Prereq: Spell #16  
 G7: As for G3, but causes 2 very large creatures to appear; these fight with a HBS of 300 and do damage according to table D. They wear the equivalent of steel armour and take 70 body damage points (QUICK PLAY: 1 critical wound). Ran: 30 ft; Dur: 4 T  
 G10: As for G7, but this variant causes 1 gigantic creature to appear. It fights with a HBS of 400 and does damage according to table E. The creature wears the equivalent of enchanted armour and is allowed 2 attacks per round. It has 80 body damage points (QUICK PLAY: 2 critical wounds). Ran: 60 ft; Dur: 5 T

**60. PROROGATION (P) AV, DL, HR, KS, SA, TH**

G1: Causes the target to move and fight at half-speed. This spell only functions on living creatures. A victim may make one attack every other round and has his dexterity halved for initiative purposes. Ran: 30 ft; Dur: 1 T

G3: As for G1, but with a 10-ft diameter. Ran: 90 ft; Dur: 3 T

**61. RADIANT GAZE (R) KA, VI**

G3: Fires a hissing blast of flame that slays those within its area of effect. It also ignites all flammable materials in its area. Diam: 10 ft; Ran: 120 ft

G7: As for G3, but when this variant is cast successfully, any targets within the area of effect who make successful Saving Throws still take damage according to table B. Flammable materials within the spell's circle of effect will ignite. Ran: 240 ft; Diam: 20 ft

**62. REANIMATION (R) HR, SA**

G9: The Intelligence, Shadow-Self and Psychic Reservoir of a dead person are put into a corpse. This must be done within a week of the victim's death. The reanimated person has two further weeks to be revived or else he dies again permanently. A corpse cannot help but accept the implanted persona, even if it is an enemy. The spell is species specific. A reanimated person cannot employ ritual magic. He also functions at one half of his Height-Build-Strength and combat values. Prep: 10 T

**63. SAGACITY (R)\* KS, SA, TH**

G1: The target receives a 5 point bonus to all Intelligence Tests for the spell's duration. The spell is species-specific. Ran: 15 ft; Dur: 1 T

G2: As for G1, but Intelligence Tests are made with a 10 point bonus. Dur: 2 T

**64. SEMBLANCES (P)\* BE, DL, HN, HR, SA**

G1: Causes the target(s) to believe a limited illusion of the caster's choice. The illusion affects all who see it. If the targets believe they have taken damage, they suffer the injury but their bodies remain unmarked. This spell affects only living beings. Tinaliya, Hlutrgú, magically created creatures, and demons are immune, as are animals and semi-intelligent beings. If the referee believes the illusion to be too far-fetched, he may penalise the caster by lowering the chance of successfully casting the spell. Diam: 10 ft; Ran: 30 ft; Dur: 1 T

G2: As for G1, but the diameter of effect is 20 ft. Dur: 2 T

G4: As for G2, but the diameter of effect is 30 ft. Ran: 60 ft; Dur: 3 T

**65. THE SILVER HALO OF SOUL STEALING (R) BE, HR**

G6: A glittering circle of energy strikes its targets and takes their souls away to the Unending Grey. A victim becomes a mindless automaton who can only be restored to normal by the temple spells of Revivification or Re-embodiment. Ran: 90 ft; Diam: 10 ft.; Prep: 2 CR

**66. THE SPECULUM OF RETRIBUTION (R)\* AV, DL, HN, HR, KA, KS, SA, TH**

G4: If the caster of the Speculum makes a successful Saving Throw, a hostile spell rebounds upon its caster. The latter then must make a Saving Throw against his own spell! The caster of the Speculum additionally adds +10 to his own Saving Throw chance. A Speculum works against scrolls and books but not against Eyes, amulets, and other magical devices. The caster can move or fight normally but may cast no other magic while this spell is in effect. Dur: 2 T; Prep: 3 CR

**67. STEALTH (P)\* BE, HR, KS, SA**

G1: The caster can move in complete silence. Anyone trying to track the caster must test at a 5-point penalty on any roll to hear footsteps, rustling, etc.  
Dur: 3 T; Prep: 1 CR

G3: As for G1, but spell has a 5 ft diameter so as to include the caster's compatriots. Tests to track these persons are made with a 10 point penalty. Dur: 5 T; Prep: 2 CR

G5: As for G3, but spell has a diameter of 10 ft Tracking tests are given a 15-point penalty. Dur: 10 T; Prep: 1 T

**68. TRANQUILISATION (R)\* AV, BE, HN**

G6: The caster and all others near him are surrounded by an area of calm during a storm. No rain, wind, or snow can enter the zone, and ocean waves are stilled.  
Diam: 30 ft; Dur: 20 T; Prep: 1 T

G9: As for G6, but the caster has a 25% chance of ending a storm completely for the duration of the spell, after which the referee may allow the storm to resume. Diam: 90 ft; Dur: 60 T; Prep: 5 T

**69. VALLATION (R)+ ALL**

G8: Creates a vertical wall of other-planar substance 3 ft in front of the caster. This wall then moves directly away from him at a rate of 6 ft per combat round until it reaches the spell's limit and dissipates, or until it encounters a major obstruction: e.g. a wall, a pit, a building, etc. This wall can fit into a smaller area, but its maximum size is 10 ft high, 10 ft wide and 3 ft thick. Damage done to targets struck by a wall varies: a D10 is rolled: 1-2 = table C; 3-5 = table E; 6-8 = table F; 9-10 = table G. Damage occurs only in the combat round in which the wall strikes; it then moves on. A Saving Throw is made by each target within the circle of effect, but even if this is successful the victim suffers damage according to table B. Vallation automatically dispels creatures created by sorcery if it touches them. The wall blocks all physical attacks (including missiles) and the following spells: Doomkill, The Hands of Krá, the Missile of Metállja, Radiant Gaze, the Silver Halo of Soul Stealing and the Vapour of Death. Should 2 opposing Vallation spells collide, a D10 is rolled for each with the highest score winning. In the event of a tie, both walls remain stationary for one combat round, then roll again next round. A new die roll is made, and the winning wall continues while the loser dissipates. Vallations vary in appearance according to temple: Avánthe's wall is Water; Belkhánu's is Wind; Dlamélish's is Snakes; Hnálla's is Calm; Hrü'ü's is Ice; Karakán's is Swords; Ksáru's is Indigo Fog; Sáru's is Grave Soil mixed with Worms; Thúmis' is Grey Mist; and Vimúhla's is Flame. Dur: 3 T

**70. VAPOUR OF DEATH (R)+ HR, KS, SA, VI**

G4: A visible fog of poisonous gas appears 3 ft in front of caster. This moves directly away from him at 3 ft per combat round. The gas fills a sphere 20 ft in diameter. Each temple employs a different Vapour: Hrü'ü's is a purple-grey nerve gas; Ksáru's is a bluish-black suffocating gas; Sáru's is a greenish-brown corrosive gas that burns away exposed body parts; Vimúhla's is reddish-brown smoke. A U4 or higher spell of Control of Self protects against all but Sáru's variant. Alleviation aids those struck by Hrü'ü's and Vimúhla's Vapours; otherwise Hrü'ü's variant kills in 1 combat round if the target fails a Dexterity Test at the "harder" level. Ksáru's kills in 2 combat rounds similarly, with no Saving Throw. Sáru's Vapour does damage according to table G for every round the victim remains in the gas, Vimúhla's variant kills in 3 combat rounds, and the victim falls unconscious after 2 combat rounds. Non-magic users are advised to flee the area quickly! Dur: 3 T; Prep: 2 CR

**71. VISITATIONS OF OTHER PLANES (R)\* BE, HN, HR, KS, SA, TH**

G4: The caster can detect (but not open) a nexus point within the spell's area of effect. The caster can move and fight normally while this spell is operating, but he cannot cast further ritual magic. Diam: 10 ft; Dur: 1 T

G8: As for G4, but the caster may now open a nexus point and take his party through, one member at a time. The destination is not known in advance; the caster is advised to be the last one through since the nexus point closes behind the caster. Diam: 20 ft; Dur: 2 T

G10: As for G8, but the caster gains an approximate idea of what lies on the far side of the nexus point; 2 persons may enter the nexus point side by side with this variant. Diam: 30 ft; Dur: 3 T

**72. WARDING (R)\* HN, HR, KA, VI**

G5: As for the universal spell of the same name, but the caster may now at his option cast it upon others; it takes 4 combat rounds to push through this variant and those within may strike physical blows (but not shoot missiles) at those without. Diam: 10 ft.; Dur: 2 T; Prereq: Spell #24

G10: This variant is cast upon buildings or other areas of stone, brick, earth, etc.; it is ineffective upon wood and less permanent materials. All permanent parts of the structure become proof against magic and ancient devices, but less permanent articles within, such as furniture and people are not affected. The purpose of this spell is to protect temples and fortresses from magical attacks. Diam: 1500 ft circle; Dur: 1 week; Prep: 10 T (Note that this variant does not count as a durational spell.)

**73. ZOIC DOMINATION (R) AV, DL**

G4: Allows caster to control multiple semi-intelligent creatures or 1 very large creature; does not work on androids, automatons or undead. Ran: 90 ft; Diam: 20 ft; Dur: 3 T; Prereq: Spell #26.

G5: This variant allows the caster to control all the small animals or insects within a 30-ft circle and direct them to simple tasks; all creatures make a single Saving Throw together as one target at a Magical Resistance Factor of 1. Ran: 60 ft; Diam: 30 ft; Dur: 3 T

With the exception of the first four spells below, the Temple list is divided according to sect. All of the temples know and practice some form of the Demonology, Inscription, Muniments of Excellence, and Revivification spells, but other spells are the property of one, and only one, priestly tradition. Even the spell of Inscription is programmed to produce scrolls and books that can be used only by colleagues within the same sect.

The priestly academies each teach several dozen Temple spells, but not all of these are useful for game purposes. The temples of the Cohorts also have their own lists of spells, but some of these are minor modifications of the major God's corpus and need not be separately described here. Instead, worshippers of one of the Cohorts learn spells as follows:

1. The character can learn spells 74-77 to any level.
2. He must choose the temple spells listed for the Cohort.
3. He must then choose between (a) learning any Five of the associated major God's spells up to the T5 level or (b) learning any Three of the associated major god's spells up to the maximum T10 level.

**TEMPLE  
SPELLS**

The four spells known to all temples are:

**74. DEMONOLOGY (R) ALL**

T8: Causes one demon dedicated to the worshipper's deity to come forth from the Planes Beyond, appearing 5 ft in front of the caster. The caster bargains for its services, offering gold, gems, etc. If no bargain is struck within 1 T, the demon departs in disgust. All payment must be paid in advance. This spell can be cast only once per day. Each demon summoned has 3 randomly determined spells which are cast as if by a 12th-level sorcerer. Demons attack with a HBS factor of 400 and have 200 body damage points (QUICK PLAY: 6 critical wounds). They cause damage according to table D and wear the equivalent of heavy armour. These demons move 120 ft per CR and have a 10% chance of being able to fly as well. They have 270 psychic power points to expend on their spells. Dur: 10 T; Prep: 1 T; Prereq: Spell #16

T9: As for T8, but this variant summons 2 demons. Dur: 15 T; Prep: 5 T

T10: As for T9, but this brings forth 5 demons; these demons have a 50 percent chance of turning on the caster if no bargain is struck. Dur: 20 T; Prep: 10 T

**75. INSCRIPTION (R) ALL**

T10: As for the generic spell of the same name, but this variant allows the inscription of temple spells. This variant is more difficult, and a -10 modifier is given on the inscription success chart. If it fails, damage is done according to table F. Only a member of the caster's temple can use a scroll produced by this spell, but if it is cast twice (and failure risked twice), any mage can use it. If it is cast three times, anyone at all may use it, provided they can read the language of the inscription and, of course, the inscriber still lives! Only if an inscription is specifically keyed to a student's mind (usually at a temple) can the inscription be employed for teaching purposes. Prereq: Spell #50

**76. THE MUNIMENTS OF EXCELLENCE (R)\* ALL**

T8: This creates an impervious globe either with the caster at its centre, or at a distance of 15 ft from him. The globe is the colour of the caster's deity; it is impenetrable to attack: nothing physical or magical may enter it, and no magic may be used within it. No spell may dispel the globe; it remains stationary and if those inside leave, even partially, they may not re-enter. Ran: 15 ft; Diam: 10 ft; Dur: 10 T; Prep: 1 T

T10: As for T8 Ran: 30 ft; Diam: 20 ft; Dur: 60 T; Prep: 3 T

**77. REVIVIFICATION (R) ALL**

T8: The caster can bring back one target from death, provided that death occurred no more than a week previously. At least two-thirds of the corpse must be present. An unwilling target is allowed a Saving Throw to "stay dead." Once cast, the mage cannot use sorcery for one week afterward. A maximum of three attempts can be made to revive a victim, and if none of these is successful, the victim remains permanently deceased. The second and third rolls are made at +10 and +20, respectively, thus making revivification more difficult. If one of these rolls succeeds, the target rolls D100: 91-100 = he permanently loses 20 Height-Build-Strength points; 21-90 = he loses 10 HBS points; 11-20 = he loses 5 HBS points; 1-10 = he loses no HBS points. The revived person returns at the peak of health; all of his wounds are healed; his psychic power points are recharged (he can cast magic at once, if he is a sorcerer), etc. He does not have any of his clothes or possessions, unless these have been specifically collected and saved for him by his comrades. Depending on the victim's rank and station, a temple will perform this service for about 40,000 Káitars.

T10: As for T8, but the success roll is easier: -10 is subtracted from the recovery die roll. The caster may not use further magic for 3 weeks. Temples usually charge 100,000 Káitars for this variant.

## TEMPLE SPELLS: THE GODS

## AVÁNTHE

### 78. THE BREATH OF THE GODDESS (R)\*

T1: Creates a bubble of breathable air around the caster. This cannot be cast underwater but can be used to enter and travel underwater, survive in a sealed chamber, or move through an area filled with poisonous gasses. The spell also has a 60% chance of repelling sea creatures. Dur: 10 T

T4: As for T1, but the bubble can encompass other targets besides the caster. All targets must remain within the spell's range. Diam: 20 ft; Dur: 20 T

T7: The caster can create a bubble of vacuum. Targets who are taken into this bubble must roll a D10: 1-3 = the target perishes; 4-7 = the target escapes, but loses 1-20 body damage points (QUICK PLAY: 1 minor wound); 8-10 = the target emerges from the affected area semi-conscious and can perform no actions for 2 T Ran: 60 ft; Diam: 10 ft; Dur: 1 CR

T8: As for T7, but with a 20-ft diameter. Ran: 120 ft

T10: As for T4, but with a 30-ft diameter. This form repels sea creatures 80% of the time. It cannot be cast underwater. Dur: 60 T

### 79. ACCLIMATISATION (R)\*

T1: Makes the caster immune to natural temperature extremes. It also shields the caster from rain, snow and wind. Dur: 30 T

### 80. ENVENOMISATION (R)

T4: Targets are infused with a subtle poison that can be activated any time the caster desires, up to the limit of the spell's duration. The length of the spell must be stated when the mage casts this spell; if no duration is stated, it is assumed to be of maximum duration. The target then dies painlessly within 2 CR. Only Alleviation (Spell #30) cures this toxin. Ran: 60 ft; Diam: 5 ft; Dur: 20 T

T8: As for T4, but up with a 10-ft diameter. Ran: 180 ft

### 81. FRUCTIFICATION (R)

T3: All plants and animals within the spell's area of effect become fertile; this does not include humans. Ran: 15 ft; Diam: 10 ft

T6: Allows a barren female of the caster's species to become fertile. An unwilling target must be successfully targeted. Ran: 15 ft

T8: The crop yield of a field up to 600 ft in diameter is increased; roll a D10: 1-3 = the yield is tripled; 4-10 the yield is doubled.

### 82. THE HANDS OF KRÁ THE MIGHTY (P)

T5: As for the generic versions, but this variant is capable of slaying huge targets: up through 319 hit points (QUICK PLAY: 9 critical wounds). Creatures with 320 hit points (QUICK PLAY: 10 critical wounds) or more require 2 or more successful "hits" to kill, as the referee decides. Hitting one of these very large targets with less than the "killing" number of spells causes it to take damage on table G — which does relatively little harm to such a monster. If a target within the spell's diameter makes his Saving Throw he still takes damage according to table G.

This variant only affects living creatures and automatons; androids and other creatures created by sorcery, undead, demons, and also buildings and other structures are not affected. Ran: 300 ft; Diam: 20 ft; Prereq: Spell #48

**83. SEISMISM (R)\*+**

T4: This causes a violent earth tremor. All targets inside a 10-ft circle who fail a Dexterity Test at the "difficult" level fall to the ground. There is also a possibility of damage: a D10 is rolled: 1-5 = no injuries; 6-8 = targets suffer damage according to table C; 9-10 = targets are damaged according to table E. At the end of each round that the tremor lasts, a Dexterity Test at the "harder" level must be made for each target still in the area of effect: if the target fails, he takes another round of damage. If the roll succeeds, he successfully crawls out of the affected area. There is a 20 percent chance of collapsing tunnels or buildings with this spell. Ran: 90 ft; Dur: 1 T; Prep: 3 CR

T9: As for T4, but this variant affects a 20-ft circle and has a 70 percent chance of collapsing buildings and tunnels. At the end of each round, targets must make a Dexterity Test at the "difficult" level to escape. Other features are as for T4. Dur: 3 T; Prep: 1 T

**84. THE WELL THAT WATERS THE WORLD (R)\***

T3: This creates a well 3 ft in diameter in any hard horizontal surface within touch range of the caster. This hole produces up to 100 gallons of water by the end of spell's duration. As is the case with the Nutrification spell, certain minerals and vitamins necessary for life are lacking from this magically created water, and it contains minute doses of very subtle poisons. It thus sustains life for only one week (6 days). Thereafter, regular, non-magical water must be found or the user perishes on the seventh day. One day of drinking "real" water is required for each day of magical "water" to restore the drinker to a healthy state. If the magical water of this spell is consumed again before those who drink it are restored to full health, one must count days to determine how long they can survive. For example, a ship captain uses this sorcerous "water" to keep his crew alive until fresh water is found. After 5 days a small rainstorm provides 1 day of real water. On the following day the crew drinks the real water, leaving 4 days of magically created water in their systems. Three more days of magical water will kill the crew, leaving a ghost ship to be found by future seafarers. Dur: 3 T

T6: As for T3, but this variant produces 600 gallons of water and the hole is 5 ft in diameter. Dur: 6 T

**85. ZOOIFICATION (R)\*+**

T5: Vegetation as large as big trees is "brought to life". All targets within a 20-ft circle must make a Dexterity Test at the "difficult" level: a successful roll allows the target(s) to escape from the area. A failure by 1-10 points results in damage according to table C. Failure by 11-20 points causes damage according to table E, and failure by 21+ results in death. Damage continues for the duration of the spell until all targets are dead or have escaped. This spell is ineffective in areas of little or no vegetation. Ran: 15 ft; Dur: 5 T

**BELKHÁNU**

**86. AERIALITY (P)\***

T6: As for the generic spell, but this variant provides a stable platform for missiles and ritual magic. The maximum altitude is 300 ft, and speed is 1500 ft per turn. Diam: 20 ft; Dur: 20 T; Prereq: Spell #29

**87. AVULSION OF THE SPIRIT-SOUL (R)**

T7: This spell removes the target's spirit-soul, leaving the victim a mindless shell. The caster can then transfer either his own persona into this body or the



persona of a deceased individual (using spell #89 Reimbodiment). Only spell #57 Perception of the Energies can reveal the transfer, and spell #5 Disenchantment will then expel the new inhabitant and restore the original spirit-soul. If cast out of a possessed body in this manner, a dead spirit-soul can never again be contacted. If the caster is repelled in this manner, he returns to his original body if possible; otherwise the caster's spirit-soul is destroyed. The caster's original body will perish in several days if not cared for. This spell is species specific.

#### 88. ETHEREALISATION (P)\*

T4: The caster leaves his body in a trance-like coma and sends his astral projection forth. The projection is invisible and insubstantial. It cannot fight, speak, or cast spells but it may travel up to 1000 ft; Dur: 2 T; Prep: 1 T

T5: As above, but the caster can also employ this spell on another being of his own species and may travel up to 3 miles from his body. Dur: 3 T; Prep: 2 T

T8: As above, but usable through nexus points to explore other planes. The astral projection can go no further than 60 ft through a nexus point, however. Dur: 10 T; Prep: 5 T

T10: As for T5 above, but the caster travels physically on his own plane. The mage can manifest himself physically at any one point of his travels and can then fight, speak, or handle objects. The mage may not bring objects back while insubstantial, and he cannot cast any other spells while employing this one. If killed while using this spell, the caster can never be revived. This spell is blocked by magical barriers; Dur: 10 T; Prep: 10 T

#### 89. RE-EMBODIMENT (R)

T5: The caster can insert the spirit-soul of a person dead no more than 1 hour into an "empty" body; cf. the spell of Avulsion of the Spirit-soul (#87); Prep: 2 T

T6: The personality of an individual dead no more than 12 hours can be inserted into the body of an infant of the same species. This spell has a 70 percent chance of success; if it fails, the intruding spirit-soul is destroyed. If successful, the infant grows up with the knowledge, memories, skills, intelligence, psychic ability and psychic reservoir of the deceased, but with the physical attributes of the new body. Prep: 5 T

T10: (Prereq. #77) 2-12 beings of any intelligent species are revived. The caster can then cast no magic for 2 months (10 Tsolyáni weeks: 60 days); Prep: 20 T; Diam: 20 ft.

#### 90. THE SILVER HALO OF SOUL STEALING (R)

T2: As for the generic version but with a 300-ft range and a 10-ft diameter circle of effect. Prep: 5 CR; Prereq: Spell #65.

T5: As above, but this version affects all but the largest targets (i.e. those with 320+ hit points or 10+ critical wounds in the QUICK PLAY system) within a 20-ft diameter circle. This variant subtracts an additional -5 from the Saving Throw. Ran: 450 ft.

#### 91. SPIRITISM (P)\*

T1: The caster can communicate with a member of his own species who has been dead for no more than 20 minutes. The deceased may refuse to answer or may lie. The caster must know the target's name and speak his language. Dur: 2 T

T3: As above, but the duration is now 6 T and the period after death is increased to 24 hours.

T7: As above, but the period of death is increased to 1 year. The caster does not need to know the deceased's name or language, since contact is telepathic.  
Dur: 8 T

T10: As above, but if the caster overcomes the target's resistance, the latter must answer 3 questions truthfully. The target must have been dead less than 5 years and must be of the caster's species. The target's name and language must also be known. Dur: 10 T

**92. TRANSMOGRIFICATION (R)**

T2: This opens a nexus point to a specific place known to the caster through his studies. The doorway is big enough for a human to pass through. Dur: 1 T;  
Prep: 1 T; Prereq: Spell #71.

T3: This opens a door into a small pocket plane. This plane is stationary and airless. No living creature can be stored inside it. It lasts 1 day and the caster must return to the same location to renew the spell or remove any objects left within. If it expires before he returns, everything stored inside is lost forever.  
Prep: 1 T; Diam: 10 ft.

T5: As above, but this variant travels with the caster. As with the previous version, a second application of the spell is required to open it and retrieve items.

T6: As above, but with a duration of 6 days. The pocket plane contains air but no food or water. This variant can also be used offensively; 1-6 individuals within a circle 10-ft in diameter can be magically thrust into this "prison." Anything they are carrying is imprisoned with them. This spell can be dropped before its expiration; all within are then released. If this spell is renewed, all within must be targeted anew as well, or they escape.

T8: The caster is able to create a nexus point. He and 1-6 beings within a 10-ft circle are transported to a predetermined location. The caster must cast the spell once at the exit point and then cast it again within 1 hour when he wishes to open the nexus point. Living creatures and their possessions are transported immediately back to their former location. Prep: 5 T

**93. THE VIATICUM OF THE YELLOW ROBE (R)**

T3: This spell permanently lays undead beings to rest. They save against it with a Magical Resistance Factor of 2. Only undead beings who have been specially protected by the Temple of Sárku are immune and save normally. Diam: 10 ft.;  
Ran: 60 ft.

T5: As above but Diam: 20 ft.; Ran: 90 ft.

**DLAMÉLISH**

**94. CONCUPISCENCE (R)**

T1: The target experiences a compelling, instant and unbearable ecstasy that lasts for 2 turns. During this time he loses all sense of what he is doing and is totally incapacitated. This variant affects living creatures only. Ran: 30 ft

T4: As above, but this variant affects 1-6 beings, including the undead and magically created creatures. Diam: 10 ft; Ran: 90 ft; Dur.: 3 T

T8: As above, but only 1 creature is affected. This variant kills a target who fails his Saving Throw instantly, transporting worshippers of the Goddess to her paradise and condemning her enemies to endless ennui. Ran: 300 ft

**95. THE EMERALD PARAMOUR (R)\***

T5: A handsome incubus or beautiful succubus appears. This creature is sent forth to tempt one specific victim, who must be within 150 ft of the caster. When confronted by the Paramour, the target rolls a D10: 1-4 = he recognises the creature and can flee or try to dispel it; 5-10 = he falls in love with the being, doing whatever possible to remain with the creature. The Paramour is too beautiful for anyone to attack. A person who succumbs to this being dies after 1 hour of pleasure. One who perishes due to a Paramour can only be revived with the T10 variant of the Belkhánu spell of Re-embodiment (#89). The Paramour lasts for 8 hours, or until it has claimed a victim. Prep: 10 T

**96. EMULATION (R)\***

T1: The caster disguises himself as an average-looking person of the same sex. One who has reason to suspect this disguise makes a Saving Throw to see through it. Dur: 10 T

T3: The caster assumes the appearance of a specific person of the same sex known to him personally. He does not know the person's memories, habits, etc. Dur: 20 T

T7: As above, but the caster and one comrade can assume the appearance of members of a different sex or of an intelligent species of nonhuman.

**97. ENTHRALMENT (P)\***

T2: The caster causes a person of the opposite sex to become attracted to him; if this occurs there is a 60 percent chance of getting the target to reveal secrets or to follow seemingly harmless suggestions. Dur: 20 T; Ran: 15 ft

T6: As above, but the duration is increased to 12 hours. This variation gives the caster an 80 percent chance of ferreting out secrets, etc.

**98. IMBITION (R)\***

T6: Whenever the caster is unsuccessfully targeted by a hostile spell he gains 1-100 psychic power points; these are added to his total. The most any mage can have at one time is 500 points. These expire after 1 hour. This spell can be maintained for a Duration of 2 T

**99. THE POLYCHREST OF THE THIRD OCTANT (P)\***

T3: The target can perform extremely tiring actions for 20 T with no rest needed.

T7: As above, but the duration is now 1 hour.

**100. POTENCE AND REJUVENESCENCE (R)\***

T2: Two targets are provided with the stamina to enjoy continuous sexual encounters for 4 hours. This spell can also make the target appear as a beautiful youth of either sex, as the caster wishes. Diam: 5 ft

T8: As for the T2 variant, but this affects 4-24 targets for 8 hours. Diam: 30 ft; Prep 1 T

**101. THE FULGURATION OF IMMINENT GRANDEUR (R)**

T2: This spell fires a scintillating beam of white light at one or two living targets. This strikes with a high-pitched ringing sound, much like a hammer hitting an anvil. It does table E damage. Diam: 5 ft; Ran: 90 ft

T4: As above, but all targets within the area of effect who fail their Saving Throws suffer Table G damage. Diam: 10 ft; Ran: 240 ft

**HNÁLLA**

T7: As above, but all targets within the area of effect who fail their Saving Throws are killed instantly. Diam: 20 ft; Ran: 450 ft

**102. THE GLOBE OF DISTANT DISCERNMENT (P)\***

T3: The caster can send his power of vision away from him up to a distance of 100 ft. These magical eyes cannot cross any obstacle the caster could not, and do not fly. During this spell the caster's body is effectively blind. Dur: 3 T

T7: As above, but the eyes can pass through non-metal, non-magical barriers up to 3 ft thick; Dur: 5 T

T9: As above but the eyes can now fly. Ran: 2000 ft; Dur: 10 T; Prep: 1 T

**103. THE INIMITABLE DEFENDER (R)\***

T4: A dome of translucent crystalline force surrounds the caster and one comrade. No magic of any kind can affect those within the dome, nor can they cast spells out of it. This dome moves with the caster. No undead being, demon, or sorcerous creature can enter this sphere or strike those within it. This spell can be cast on two other persons, leaving the caster outside. The dome then remains immobile. Dur: 2 T; Prep: 2 CR, Diam: 5 ft; Ran: 15 ft. Prereq: Spell #47

T9: As above, but this variant includes targets within a circle 10-ft in diameter. All inside the sphere can cast spells out. No physical attack can penetrate this variant, but slow moving substances can enter it (e.g. gas, lava, or water). This version is immobile, and those within can combat those outside with melee or missile weapons. Dur: 5 T; Prep: 2 T

**104. METASTASIS (R)\***

T5: The caster is able to teleport to a location up to 600 ft. away that he has visited within the past 20 minutes. Only 50 pounds of excess weight can be transported. Prep: 1 CR; Prereq: Spell #23

T8: As above, but all targets in a circle 5-ft in diameter can be teleported up to 900 ft. The destination must have been visited in the last hour. Each target can carry 100 pounds in addition to his own weight. Unwilling targets are allowed Saving Throws. Prep: 3 CR

T10: As above, but all targets in a circle 10-ft in diameter can be teleported 2000 ft. Each target may carry an extra 150 pounds. Prep: 2 T

**105. THE NEGATION OF INSTABILITY (R)\***

T2: All Phantasms created by spell #16 are dispelled on a D10 score of 1-7. Ran: 60 ft; Diam: 10 ft of effect.

T4: As above, but all phantasms created by spell #59 are dispelled. Diam: 20 ft; Ran: 120 ft

**106. PEACEFUL REPOSE (R)**

T6: The target is protected against Hrü'ü's spell of the Nightmare of Terror (#112). In addition, the target sleeps for 8 hours dreaming of Hnálla's everlasting light. Prep: 2 T

**107. THE POWER OF ULTIMATE PERFECTION (R)**

T3: Sends a minor demon (similar to those summoned by spell #74) devoted to Change back to his own Plane. The creature saves as though it has a Magical Resistance Factor of 5; Range 30 ft

**108. THE RITUAL OF THE PURIFIED SPHERE (P)**

T1: A circle of ground is hallowed for 24 hours, thus rendering the area impassable to the undead, demons and creatures created by sorcery who serve Change.

Diam: 10 ft; Prep: 3 T

T3: As above, but Diam: 20 ft; Dur: 1 week; Prep: 10 T

T5: As above, but Diam: 30 ft; Dur: 1 month; Prep: 1 day

T7: As above, but also blocks the entry of priests and sorcerers who serve Change.

Diam: 300 ft; Dur: permanent; Prep: 1 week

T10: As above but with a diameter of 900 ft. This version is large enough to cover an entire temple but is rarely used in order to avoid the breaking of the Concordat that forbids sectarian strife and espionage. Prep: 1 month

**109. THE AMETHYST EXPURGATION (R)**

T3 and T7: This spell is the same as The Power of Ultimate Perfection practised by the devotees of Hnálla (#107), except that demons serving stability are dispelled.

**110. CONGELATION (R)**

T2: This freezes a being of human size or smaller, slaying the target unless a successful Saving Throw is made. Ran: 90 ft

T3: As above, but this version also affects larger nonhumans or one large animal.

Diam: 10 ft; Ran: 120 ft

T5: As above, but this variant can slay 1 very large or gigantic animal (*Sró*, *Sérudla*, *Akhó*, etc.). Targets of 320 hit points (QUICK PLAY: 10 critical wounds) and greater require 2 or more successful hits to kill or incapacitate. If struck by less than a killing number of hits, the target suffers damage on table H.

Diam: 20 ft; Ran: 180 ft

T7: The caster can change an area of mud or water up to 10-ft square and 3-ft thick into ice. This ice lasts for 30 turns in temperate zones. A second roll is needed on the temple non-combat spell chart to successfully shape anything other than a block. If this is unsuccessful, the ice crumbles into a heap of cubes.

**111. DECORPOREALISATION (R)\***

T4: The caster's body becomes insubstantial and faintly translucent, though still visible. He can move normally and also levitate or descend (even through walls and other materials) at the rate of 6 ft per combat round. The caster cannot fight, speak, or cast spells while decorporealised. No magic or physical attack can harm a decorporealised opponent. Dur: 5 T

T7: As above but the caster can decorporealise another friendly target. Dur: 10 T

T10: As above but the caster and others in a 10-ft diameter circle are affected.

Unwilling targets are allowed Saving Throws. Dur: 20 T

**112. THE NIGHTMARE OF TERROR (P)**

T2: The target suffers nightmares every night for 1 week (6 days). After this, the target dies of terror. The victim must be known to the caster, and a Saving Throw is allowed. If the target's phobias are not known, the victim resists as if his Magical Resistance Factor were 3 higher. This variant must be cast anew each night. Ran: 300 ft; Dur: 1 night.

T6: As above, but each night the target takes damage on Table D. Unlike the T2 version, this version need only be cast once on a target. Ran: 600 ft; Dur: 1 week

T8: As above, but the target perishes after one night of terror. This variant turns the target's hair white. Ran: 900 ft; Dur: 1 night

### 113. TRANSFUSION (R)\*

T3: The caster creates a large phntasmal being (as big as a large animal) and transfers his intellect into it. The caster fights with the attributes of this creature (e.g., the hypnosis of the Ssú) but cannot cast other spells. The mage's body remains in a trance for the duration of the spell. Disenchantment is of no use against this spell, but Hnálla's Negation of Instability (#105) slays both the creature and the caster. If the phantasm is slain by physical means, the caster dies as well. Dur: 2 T; Prep: 1 CR; Prereq: Spells #16 & #59

T5: As above, but the caster can now use psychic spells. Dur: 5 T; Prep 1 T

T7: As above, but the caster can create a phantasm of a very large or gigantic creature, even of the size of the dreaded Akhó. Dur: 10 T; Prep: 2 T

T9: As above, but the intellect of another person is transferred to a phantom of whatever species the caster desires. The target is allowed a Saving Throw but cannot cast spells. This variant can be disenchanting. This version ignores the \* marking lesser variants. Dur: 5 T; Prep: 5 T; Ran: 15 ft

### 114. THE VINDICATION OF INSTABILITY (R)

T1,3,5,7,10: This is the Change equivalent of the Ritual of the Purified Sphere (#108). All versions of this spell are targeted against the followers of Stability.

### 115. VISCOSITY (R)+

T2: A horizontal area of natural stone or earth is turned into thick gooey mud for 3 T. The depth of this mud is 6 ft, and a being who is stuck in it when the spell ends is entombed within. This spell can be deliberately dropped earlier in order to trap a target. The area of effect is a 10-ft diameter circle. The ground is targeted as though it had a Magical Resistance Factor of 0. Individuals within the area of effect must make a Dexterity Test at the "easy" level to avoid plunging into the mud.

T3: As above, but a Diam: 20 ft; Dur: 5 T; a Dexterity Test at the "harder" level is needed.

T4: A living target within 90 ft is turned to jelly, if he fails his Saving Throw. This jelly oozes out of his clothes, and the body congeals to a spongy mass after 1 T. Possessions are not harmed.

T6: As above, but possessions of non-magical nature are also reduced to a runny liquid. Diam: 20 ft; Ran: 150 ft

T8: As above, but this variety also affects undead, androids and phantasms. Demons are immune, but even enchanted items are destroyed. Ran: 240 ft

T9: A horizontal tunnel 10 ft wide, high and deep is created through unworked stone or earth. When the spell expires, the stone and earth return to normal. This spell does not work on living beings, the undead, any other creatures, or upon manufactured objects. Dur: 10 T; Ran: 15 ft

**116. THE GLORIOUS CALL (P)**

T3: Friendly individuals within 20 ft of the caster become immune to fear for 4 T. No morale check is needed. Prereq: Spell #51

T8: Foes within the area of effect flee in panic as if they have failed a morale check. Ran: 60 ft; Diam: 20 ft

T10: One target (not the caster) is made permanently immune to fear. This spell may be dispelled by Disenchantment. Prep: 2 T

**117. HIGHER MASTERY (P)**

T2: The target adds +5 to hit with any weapon he chooses for 2 T. Prereq: Spell #43

T3: As above, but the target adds +10 to hit.

T5: As above, but with a 5-ft radius. Dur: 3 T

**118. THE PERFECTED GEM OF OBLITERATION (R)**

T5: A beautiful red gem is created and remains in existence for 1-10 days (a D10 roll). One group of targets (e.g. all Shén, all priests of Sárku) is nominated by the caster. If a member of this group touches the gem, it explodes, doing table G damage to the individual touching it. Other beings within a circle 10 ft in diameter (centred on the gem) take Table C damage. If a spell of disenchantment is successfully cast on the gem, it disappears. If the spell fails, the gem explodes, as just above. Prep: 1 T; Prereq: Spell #8

T8: As above, but the gem lasts 1-20 days and varies in colour according to the caster's wish.

**119. THE REPLICATION OF HEROES (R)\***

T4: One target (not the caster) of the caster's species is "cloned". The target must be carrying at least 10 pounds of metal, and this cannot be dropped while the spell is in effect. The clone has all of the original's abilities, except that the Body Damage Points of the original are split between them (QUICK PLAY = each may only take 1 serious wound before becoming incapacitated). The clone's weapons and armour never have more than the strength of Chlén-hide, although they glitter and have the appearance of steel, if this is what the original was wearing. Any magic items possessed by the original are kept by him. The clone's copies of these are non-magical. The clone may never be more than 100 ft away from the original. If this distance is exceeded, the clone disappears, and the spell ends. Dur: 2 T; Prep: 2 CR; Ran: 15 ft. At the end of the spell the original regains his clone's BDP's.

T7: As above, but more targets may be replicated, and the armour quality permitted to the clone is that of steel. The clone can move up to 300 ft from the original; Dur: 4 T; Prep: 4 CR.; Ran: 15 ft; Diam: 10 ft

T10: As above, but the targets are cloned twice: i.e. 2 duplicates of each person are created. These replicants each have the Body Damage Points of the original, and each can move up to 500 ft from his original. Dur: 7 T; Prep: 1 T

**120. THE SWIFT THRUST OF DEATH (R)**

T1: A flashing, steel-like missile flies at the target with a shrill screaming noise. Although this missile looks like a steel bolt, it is actually other-planar energy. It is thus halted by those magical barriers that block "ritual" spells, rather than those that obstruct physical blows and missiles. Heavy Armour protects the target. Otherwise, if the victim fails a Saving Throw, he dies with a 2-inch hole drilled through his heart; Ran: 60 ft



T3: As above, but the bolt penetrates heavy and steel armour; Ran: 120 ft

T4: As above, but 1-5 needles are produced. These are all fired at the same target(s), but each requires a successful Saving Throw to avoid. Diam: 5 ft; Ran: 180 ft

T5: As above, but even if a target in the spell's area of effect is not killed, he still suffers damage according to table B. Diam: 10 ft; Ran: 240 ft

T9: As above, but a target who is not killed suffers table D damage. This variant penetrates enchanted armour. Diam: 20 ft; Ran: 300 ft

**121. TREMULATION (R)\*+**

T2: This creates a deep vibration that deafens and shakes all living beings within the area of effect. Targets can perform no actions except to leave the affected area. To do this, a Dexterity Test must be made at the "harder" level. Such spells as Control of Self (#4) are of no use. Diam: 10 ft; Ran: 60 ft; Dur: 1 T

T6: As above, but the quake slays any who cannot exit it within 5 Combat Rounds. To do this a target must successfully make a Dexterity Test at the "difficult" level. Dur: 1 T; Ran: 120 ft

T7: As above, but any who cannot exit it (as just above) within 2 Combat Rounds is slain. Dur: 2 T; Diam: 20 ft; Ran: 180 ft

T8: This variation produces a vibration so strong that a target within the zone dies at once unless he makes a successful Dexterity Test at the "real challenge" level. If he succeeds, he lies prone outside the area of effect and is stone deaf for 5 T. This and other versions of this spell play havoc with structures and tunnels; one must be careful! Diam: 20 ft; Ran: 240 ft; Dur: 3 T

**122. THE WEAPON OF THE PRINCE OF VALOUR (R)**

T3: This spell is cast upon an edged steel weapon held by a comrade, causing the weapon to glow with a scarlet light and enabling it to slice through the U-4 Warding Spell (#24) without difficulty. If the weapon is dropped or handed to someone else, the spell expires at once. This spell does not work on arrows or other missiles. Dur: 1 T

T5: As above, but multiple weapons (1-2, a random roll) can be made to penetrate the U-5 Warding Spell (#24). Diam: 5 ft

T7: As above, but enhances the weapons of all individuals within the circle of effect. Diam: 10 ft; Dur: 3 T; Prep: 3 CR

T10: As above; except that these weapons can also penetrate the generic warding spell (#72). Prep: 5 CR; Dur: 5 T

**123. THE WINGED DISC OF THE LORD OF THE SUN (R)\***

T5: A flat, oval "plate" appears on the floor in front of the caster. This is large enough to hold the caster and a further 100 pounds of weight. This conveyance flies about 2 inches above the ground and is telepathically directed by the caster. It travels at 100 ft per CR and is stable enough for the caster to fight or cast another spell. This vehicle cannot cross chasms or bodies of water; when these are encountered it comes to a gentle stop, and the spell ends. Dur: 1 T; Prep: 1 T

T7: As above, except that the caster can include 3 passengers with their equipment, or 4 comrades if lightly equipped. The speed of the disc is increased to 150 ft per CR. Dur: 5 T; Prep: 2 T

T9: As above, except that the disc is large enough to hold as many as 20 persons;  
Dur: 10 T; Prep: 5 T

## KSÁRUL

### 124. THE AFFABLE BLIGHT OF LORD UNÍ (R)

T1: Uní is one of the demons mentioned in the Book of Ebon Bindings. He is Lord of the 39th plane and is renowned for his fungi, moulds and horrid physical manifestations. This spell causes the target to become infected with patches of Uní's fuzzy, bluish white fungi. If a successful Saving Throw is made, the target must leave the area of effect (1 ft in diameter) at once or be automatically targeted again in the next Combat Round. A target who fails to save dies within 2 T unless a spell of Alleviation (#1) is applied. Contaminated organic possessions must be discarded within 2 Combat Round, or else they will spread the infection. If the area is not burned, the fungus will spread out to a circle 10 ft in diameter at the rate of 1 ft per turn. The fungus remains until it dies naturally in 1 hour. Ran: 30 ft

T3: As above, but the fungus has an initial 10-ft circle of effect. It spreads out into a circle 30 ft in diameter around its original centre. It dies in 3 hours; Ran: 300 ft

T7: As above, but its diameter is 20 ft; Ran: 120 ft. The fungus lasts 4 hours, and targets who do not escape it die in 1 T

T10: As above, but causes instant death. This variant does not spread and dies naturally in 6 hours. Ran: 300 ft.

### 125. THE ANTECHAMBER OF THE BLUE ROOM (R)

T6: A faint disturbance in the air manifests itself in front of the caster and moves toward the intended target with a low buzzing sound. The target has 3 Combat Rounds to hide behind a magical or physical barrier before the spell arrives. If unable to do this, he must make a Saving Throw. If he fails, he is transported to the Antechamber of the Blue Room, beyond which mighty Ksárul lies in his eternal, enforced sleep. If a devotee of Ksárul, Grugánu, or one of the foreign Ksárul-related deities is struck by this spell (and this must be done accidentally: e.g., cast by a hostile mage who does not know the target's religious affiliation), he will be returned unharmed to the location and time from whence he came. If the caster attempts to send the same target to the Blue Room twice, the caster himself is slain. One who does not worship the Doomed Prince or one of the associated deities is killed by the attendants of the Blue Room unless he makes his Saving Throw with a -10 modifier applied to chance. Since the body is not on Téकुmel, no revivification is possible. This spell affects only human-sized intelligent beings. Ran: 90 ft; Prep: 1 CR

T8: As above, but 1-6 multiple targets are seized. These have 2 CR to avoid the attack; a failed Saving Throw sends them to the Antechamber. Diam: 10 ft; Ran: 180 ft; Prep: 1 CR

### 126. THE AZURE SCARAB (R)

T4: This spell creates a small dark blue gem 1/4 inch in diameter. The caster can store his psychic points in this gem and use them on the same day or the following day. He also regains his psychic points as usual; thus he can have extra points to cast while the jewel exists. This "psychic battery" lasts 48 hours and prep time is 1 hour. This spell does not count against the two durational spells that are the normal limit. The gem (and the points it contains) can be dispelled by the spell of Disenchantment. (#5).

T6: As above, but the gem lasts for 1 week and takes 12 hours to prepare; after this spell expires the caster can use no other magic for 1 week.

T8: As above, but the caster can store 2 days' points within the gem; preparation time is 48 hours, and the caster must refrain from magic for 2 weeks.

T10: As above, but the gem can hold as much as 3 days of psychic points. Preparation time is 72 hours. The mage cannot use magic for 1 month. This spell cannot be Disenchanted (#5). It must expire naturally; Dur: 1 month.

**127. THE COMPREHENSION OF DEVICES (P)\***

T2: The caster gains an understanding of the purpose and operation of 1 ancient magico-technological device. This cannot be passed to another individual; Dur: 1 T

T4: As above, but the caster can include 1 comrade, who also learns how to operate the device. Only 1 mechanism can be learned for each application of the spell; Dur: 3 T

T5: The caster is able to repair an "Eye" (one of the devices of the Great Ancients), provided he has the tools, materials, and parts to do so. The referee rolls D100: 1-60 = the Eye is successfully repaired; 61-95 = it is not repairable; 96-100 = the Eye is seriously defective. In this latter case the referee rolls a D10, 1-3 = the Eye blows up, killing the mage; 4-6 = it explodes, doing the mage damage on table G; 7-8 = it functions normally, but its target is the caster himself; 9-10 = it appears to be completely repaired but explodes when next used, killing the user and doing table G damage to all within 10 ft. The caster also has a chance to learn the number of charges left in the Eye. A D10 is rolled: 1-6 = the caster learns the number of charges; 7-10 = he discovers nothing. A successful roll to repair the Eye also tells the caster what its function is.

T8: The caster gains the ability to deflect energy from ancient devices back into The Planes Beyond. He is thus immune to attacks by such mechanisms. Unfortunately, this spell does not work against hostile spells or in conjunction with the T-5 variant of this spell; Dur: 3 T

T10: The caster can recharge an ancient magico-technological device powered by other-planar batteries. A D100 roll is made, and 1-100 charges are added to the device up. No device can hold more than 100 charges. This spell can be used only once on a given device. If this is attempted a second time, roll a D10: 1 = successful recharge; 2-9 = the device is permanently inert; 10 = the device blows up, hurling the caster through a nexus point into a randomly chosen Plane. Prep: 10 T

**128. THE FOOD OF THE Ssú (R)+**

T1: This spell creates a patch of the deadly purplish vegetation that existed all over Tékumel before man arrived. An individual within the spell's area of effect (except the Ssú and other original inhabitants of Tékumel) suffers damage to his legs according to table D (QUICK PLAY = a serious wound cripples the target's legs). If the target's legs are crippled he falls into the vegetation and takes table F damage. Each CR after the first round a target must make a Dexterity Test at the "difficult" level to escape further damage. Steel armour protects a target for 2 CR before dissolving. Enchanted steel protects for 4 CR. Chlén-hide dissolves too quickly to be of any protection. A party of Hlüss or Ssú will stop and feed for 1 T unless attacked or are actively pursuing the caster. Diam: 10 ft; Ran: 30 ft; Dur: 2T; Height: 3 ft

T2: As above, but the patch is a circle with a diameter of 20 ft, Ran: 60 ft, Dur: 3 T; Prep: 1 CR

T5: As above, but the height of the vegetation is 6 ft, blocking the line of sight.  
Damage is done according to table G; Hlúss and Ssú will stop for 3 T;  
Ran: 120 ft; Dur: 5 T; Prep: 1 T

**129. THE OBSIDIAN OBELISK (R)**

T2: A stone obelisk appears 3 ft in front of the caster. It is 6 ft wide, 6 ft tall, and 3 ft thick. It shields the caster from physical attacks and most offensive spells. The mage cannot see through it or cast spells in that direction. It can be dispelled by Disenchantment (#5) or by Vimúhla's Barring and Broaching (#148).  
Dur: 2 T

T4: As above, but this version is 20 ft wide, 10 ft high, and 6 ft thick. It blocks all spells except the largest variant of Doomkill (#40). This spell must have room in which to be cast, or the obelisk will explode, killing the caster and doing table F damage to all within 20 ft. Dur: 3 T; Prep: 1 CR

T6: As above, but with the ability to fit snugly into smaller spaces without exploding. Dur: 5 T; Prep: 1 T

T10: As above, but with a door on the caster's side that only he can open or shut. This door leads to the opposite side of the obelisk and provides a means of escape after any foes have gone. The door cannot be physically forced open;  
Dur: 24 hours, Prep: 5 T

**130. REPLICATION OF THE MIGHTY (R)\***

T4 An exact clone of the caster appears within 15 ft of him and remains for the duration of the spell. The caster's Body Damage Point and magic points are exactly divided between him and his clone (QUICK PLAY = 1 serious wound apiece). At the end of the spell the caster re-absorbs the remaining psychic points and Body Damage Points. Any magic items possessed by the original are retained by him; the clone's copies of these are non-magical. The clone must stay within 100 ft of the original; otherwise it disappears, and the spell ends.  
Dur: 2 T; Prep: 2 CR

T8: As above, except that the duration is 5 T. The caster can clone 2 individuals of sorcerer level 10 or greater. These clones must stay within 100 ft of the caster.  
Prep: 1 T

T10: As above, but the caster creates 2 clones of himself: each receives one half the caster's psychic points and Body Damage Points. He thus operates temporarily at 150% of his level. Each copy can move up to 1500 ft away from the original. When the caster re-absorbs his clones' psychic power points and Body Damage Points, he cannot exceed his original total for these. Dur: 7 T; Prep: 1 T

**131. THE WEB OF REFULGENT COMMAND (P)\***

T4: The caster gains control over androids or phantasms within the 10 ft circle of effect. These creatures can be immobilised, made to flee, or to fight unless specifically protected by higher level Temple spells. These creatures save against this spell with a Magical Resistance Factor of Category 2. Ran: 120 ft;  
Dur: 4 T

T6: As above, but also includes such Underworld creatures as the *Biridlú*, *Hli'ir*, *Hurú'u*, *Káyi*, *Nshé*, *Qól*, *Thúnru'u*, and the *Tsú'uru*; Ran: 180 ft; Dur: 4 T

T8: As above, but also may include the *Ru'ún* (robots from the age of the Great Ancients). Ran: 240 ft

## 132. THE BULWARK OF AMBER (R)\*

T2: The caster is surrounded with a sombre brownish glow. Whenever the mage makes a successful Saving Throw against any hostile spell, he gains 10 psychic power points (to a maximum total of 500). Dur: 1 T

T4: As above, but he gains 20 psychic power points gain per failed hostile spell; Dur: 2 T

T9: As above, but the caster also gains 20 points when he makes a successful Saving Throw against "Eyes" or other ancient magico-technological devices. Dur: 4 T

## 133. DEPURATION (R)

T4: One suit of steel armour is turned into soft copper. This gives it the strength of light Chlén-hide armour. Only 1 attempt can be made to disenchant this suit; otherwise the change is permanent. The suit is targeted as though it had a Magical Resistance Factor of 2. Ran: 15 ft.

T8: As above, but this variant affects 1 suit of enchanted armour which is targeted as if it had a Magical Resistance Factor of 5. Ran: 60 ft.

T10: Two applications of this spell will enchant one suit of copper armour to the quality of enchanted steel armour. This suit must be disenchanted deliberately, not as an accidental concomitant of a disenchantment spell meant to remove some other spell. Ran: 60 ft.

## 134. DOMINATION (P)\*

T1: The target forgets all the events of the past day. This version works only on an intelligent being who is immobilised. A spell of Disenchantment (#5) can restore the target's memory. Prereq: Spell #6

T3: As above, but that target forgets all events of the past week. A victim need not be immobilised for the spell to work. Ran: 60 ft

T5: As above, but all targets in a circle 10 ft in diameter forget all events from the past month. Ran: 90 ft

T6: The target forgets his entire past. He remembers his language, but all other skills and experiences are gone. In 6-15 months he can be taught most of his previous knowledge. A spell of Disenchantment (#5) restores his original memories and destroys whatever false ones were implanted. Prereq: Spells #6 & #39

T8: A group of targets within a circle 10 ft in diameter can be sent on a mission by the caster. They will perform this as efficiently and rapidly as possible, with enthusiasm and fanaticism. Once this task is accomplished, they return to normal. The targets cannot be ordered to commit suicide, although they may be sent on a suicidal mission. This spell can be Disenchanted (#5). Ran: 60 ft.

T10: A psychic trap is placed on a dominated target. If a spell of Disenchantment(#5) fails to free the target, both the caster of the disenchantment spell and the target are slain. Dur: Permanent.

## 135. THE ERADICATOR OF VERACITY (R)

T3: The caster can create a false history for an object, thus misleading another mage who tries to Elicit it (with # 7). The target is 1 inanimate object. Prereq: Spells #15 & #57

T7: The caster can make the target appear to have any amount of sorcerous prowess he desires, thus deceiving the spell of Elicitation (#7). This spell must be dispelled before a spell of Elicitation can work. Ran: 15 ft.

T9: This variant hides an object from detection by the spells of Elicitation (#7 & #41).  
Ran: 15 ft.

T10: One living or undead target is given a completely new identity. He is not changed physically, but no form of Elicitation (#7 & #41) or Perception of the Energies (#15 & #57) will reveal his original nature. He cannot be commanded by a spell of Domination (#6 & #39) to reveal this. The difficulty with this spell is that the target cannot cross any "psychic" barrier, e.g., spells 20 and 47. Ran: 15 ft

### 136. HEBETATION OF THE INTELLECT (P)

T3: The intellect of the target (1 intelligent living or undead being) is reduced to zero for 2 T. He collapses and behaves like a new-born baby for the duration of the spell; Ran: 60 ft.

T5: As above, but a Diam: 10 ft; Dur: 5 T; Ran: 120 ft.

T8: The intellect of one target is removed permanently. This can only be restored by a spell of Disenchantment (#5); Ran: 180 ft; Prep: 3 CR

T10: The persona of a corpse is transferred into the target's body. The bodies are laid side by side, and the corpse's intelligence, psychic reservoir, psychic ability, talents, skills, memories, charisma, and dexterity enter the target and take it over. A spell of Disenchantment (#5) will remove the intruding intellect, but only the spell of Re-embodiment (#89) will restore the original intellect.  
Prep: 3 T

### 137. NECROFACTURE (R)

T3: The corpse of one member of the caster's species is reanimated with the half-life favoured by the Lord of Worms. The corpse may have been dead up to 100 years, but the skeleton must be reasonably intact for the spell to function. This zombie fights with a HBS of 100 and has a Magical Resistance Factor of 8. Such a being is called a *Mrúr*. It cannot emerge into sunlight or even a brightly lit room. *Mrúr* are immune to fear or fatigue and trudge along tirelessly at 75% of the speed of a living member of their species. These monsters look bad and smell worse. Once created, a disenchantment spell will not slay a *Mrúr*. The torches and lanterns carried by most adventuring parties are not bright enough to stop a *Mrúr*. (Prereq. #54)

T5: As above, but the caster creates a superior undead creature called a *Shédra*. This creature fights with a HBS of 150, has a Magical Resistance Factor of 8, and moves at normal speeds. It, too, is not pleasant to look upon. Prep: 2 CR

T6: As for the T3 variant, but 1-6 *Mrúr* are created. Prep: 3 T; Diam. 10 ft

T8: As for the T5 variant, but 1-6 *Shédra* are created. Prep: 5 T; Diam. 10 ft

T9: A deceased sorcerer who worshipped *Sárku* or a related deity with no more levels of magic than the caster is turned into a *Shédra*. This being functions physically like other *Shédra* but maintains his previous Magical Resistance Factor and spell-casting abilities. The *Shédra* does not necessarily obey the orders of the caster or others but possesses free will. Undead created by this variant need not answer the summoning of spell #138. Prep: 10 T

T10: The caster becomes one of the undead for 12 hours. Other particulars are as for the T-9 variant. Other undead will never attack the mage while this spell is in force, and when it expires he returns to living status. Still higher levels of this spell exist in the darkest sanctuaries of the Worm Lord. Some of these can create undead who can perfectly imitate living beings, even to breathing and perspiration. Such high-level undead are called *Jáigi*. Prep: 20 T

### 138. THE SUMMONING OF THE SPECTRAL HOSTS (R)

T4: The caster sends out a mournful hissing call that summons all *Mrúr* and *Shédra* within 120 ft. They will respond quickly and aid the caster for 3 T. Only undead who are specially warded by the temples of *Ksárul* or *Sárku* will ignore this summons.

T6: As above, but with a 240-ft range and a 5 T duration. This variant is inaudible to all but *Pé Chói* and undead.

T8: As above, but with a 300-ft range and a 6 T duration. This variant also summons the *Hrá*, the *Hurú'u*, and the *Vorodlá*, which are further powerful undead creatures.

### 139. VERMICULATION (R)+

T5: The floor or ground is covered with tiny wriggling worms, called the Worms of Death, for 1 T. Each turn a Dexterity Test is made at the "difficult" level to check whether an individual has managed to get out of the area and escape the worms. If a victim fails this test, the worms eat through the his shoes and into his bloodstream. Roll a D10 each round: 1-4 = the worms do no damage that round; 5-7 = they have entered the bloodstream and do damage according to table C; 8-9 = they do table F damage to the internal organs; 10 = they reach a vital spot and slay the target instantly. Only a spell of *Alleviation* (#1) will rid a target's body of worms, and only a *Healing*(#10) spell will repair the damage. Ran: 30 ft; Diam: 10 ft

T7: As above, but with Diam: 20 ft; Dur: 3 T; Ran: 60 ft.

T9: As above, but these are the Worms of the Night, a more dangerous species devoted to Lord *Sárku*. The Dexterity Test is made at the "very difficult" level and on the first round of penetration, the worms do damage on table F; on round 2, table G; and on round 3, the target dies. Diam: 10 ft; Dur: 4 T; Ran: 90 ft

T10: This variant causes the worms of death to become dormant within a circle of effect 10 ft in diameter. The caster may then pick them up and enclose them in soft clay "coins" which are hardened and sold to the Assassin clans. These worms hatch out when exposed to body heat and attack their targets in the same way as the T5 variant.

## THÚMIS

### 140. ALLEVIATION (R)

T9: This spell cures the radiation sickness sometimes contracted while exploring the ruined cities and installations constructed before the Time of Darkness. Ran: 15 ft. Prereq: Spells #1 & #30

T10: This variant can sometimes cure an addiction to the lethal pleasure drug *Zu'úr*. A D10 is rolled: 1-6 = the addict is cured and spends 3 days recovering his full health; 7-9 = he remains addicted. The roll is made again in exactly 6 days; 10 = the target enters the last stages of *Zu'úr* addiction: a catatonic coma. In this last case only 1 more attempt can be made to cure him, and a D10 is rolled. If he does not score a 1-6 this time, he dies the following week and cannot be revived. Spells of *Healing*, "Eyes," etc. are useless against *Zu'úr*.

**141. BENIGNITY (P)**

T3: Hostile members of the caster's species become neutrally friendly. These persons will guard against an attack upon the caster and will allow him and his party to pass unharmed through hostile terrain. Dur: 3 T; Diam: 20 ft; Ran: 90 ft

T5: As above, but works on "friendly" nonhuman races as well.

T7: As above, but works on "neutral" nonhumans as well.

T10: As above, but works on "hostile" nonhumans also.

**142. THE DISCERNER OF ENCHANTMENTS (P)\***

T1: The caster is informed of the exact name, level, and characteristics of a spell cast upon an object or individual. This version works on Universal Spells only. The targeted spell is given a Saving Throw at the same level as its caster. Ran: 15 ft; Prereq: #15 & #57

T3: As above, but this version also works on Generic Spells

T5: As above, but this version also works on Temple Spells levels 1-5.

T6: The identity of an "Eye" and the number of charges it contains are revealed when it is touched by the caster.

T9: As for the T5 variant, but also works on Temple Spells levels 6-10.

**143. THE GATE OF THE GREY PENTACLE (R)\***

T2: A whirling, iridescent, pearly-hued nexus point appears 3 ft in front of the caster and moves directly away from him to a distance of 150 ft. Any member of an intelligent race, an undead being, an android or a phantasm touched by this nexus point is sucked through it and vanishes instantly, unless he makes a Saving Throw. This spell is aimed at 1 person and moves at the rate of 15 ft per Combat Round. To determine where the target has been transported roll a D10: 1-2 = the target travels to an airless plane and dies at once; 3 = the target materialises on one of the Demon Planes; 4 = the destination is another time and place on Tékumel; 5-6 = the target reappears at another location on Tékumel but in present time; 7-8 = the target is transported 1 mile in a random direction; 9-10 = the target is transported 1,000 ft in a random direction. Only the spells of Visitation of Other Planes (#71) or Transmogrification (#92) can retrieve targets hurled through this nexus point. This spell can be Disenchanted (#5). The diameter of the nexus point is 5 ft; Dur: 1 T

T6: As above, but multiple targets are sucked in together and are sent to the same location. The nexus point is 10 ft in diameter. Ran: 300 ft; Speed: 30 ft per CR; Prep: 2 CR; Dur: 1 T

T10: As above, but the nexus point immediately appears next to the targets and sucks them in, unless they make successful Saving Throws. The other-planar gateway then disappears, and the targets are lost until someone manages to find them among the Many Planes. Prep: 3 CR

**144. GUIDING (P)\***

T3: The caster is infallibly guided back along his previous course. This lasts for 10 T; Prep: 1 T

T4: As above. In addition, the caster has the ability to see secret doors in walls no more than 15 ft from him as he passes. Dur: 20 T; Prep: 2 T



T8: As above, but the caster also perceives traps, nexus points, revolving walls, etc.  
Dur: 30T; Prep: 5T

T10: The referee informs the caster of the best route to reach his destination. The referee tells this only once to the caster. This cannot be written down but must be remembered.

**145. HEALING (R)**

T3: This spell heals 1-10 Body Damage Points (QUICK PLAY: 1 minor wound). Alternatively, it heals 1-10 points done to a nonhuman, even of a hostile species. Ran: 15 ft. Prereq: Spells #10 & #49

T5: As above, but this version heals 1-20 BDP (QUICK PLAY: 1 serious wound). It can also heal the wounds of an animal of any size up to and including large.

T7: As above, but heals all of one target's wounds, restoring limbs, eyes, etc., if necessary. This version also heals the wounds of a gigantic animal, a demon or other-planar creature, and even the undead (although this is rarely desired!).

**146. THE PRESERVER OF WISDOM (R)**

T1: This enchantment preserves paper, parchment, vellum, or cloth for 25 years against all rot, mildew, and insects. The target is one book, scroll, or document.

T2: A brittle book, etc., has its strength restored, thus allowing it to be handled without crumbling to dust. Once restored, it will last for 100 years.

T4: This variant is proof against all natural fire, as well as water damage, moulds, and fungi. Other features are as above.

T5: One inanimate target is made proof against interplanar transportation. The item (not a living being) cannot be teleported or put through a nexus point.

T7: The target of this variant is a magical scroll. On a D10 score of 1-4 the scroll is usable twice. If not, the scroll fades after 1 use.

T10: As just above, but this variant works on magical books.

**147. SAGACIOUS ACQUISITION (P)**

T3: The target can learn 2 levels of a 1-pt skill at a cost of 1 pt. This spell can only be cast on an individual once per year and does not apply to sorcery or weapons skills. Prereq: Spell #63

T6: As above, but the target can learn 2 levels of a 2-pt skill at a cost of 2 points.

T9: As above, but the target can learn 2 levels of a 3-pt skill for 3 points.

## VIMÚHLA

**148. BARRING AND BROACHING (R)**

T2: An opening or doorway up to 8 ft high and 6 ft wide can be blocked by an opaque, dull-orange-coloured barrier. The aperture is sealed against all physical force, and only the T6 variant of this spell, Disenchantment (#5), or the Gauntlet of Might (#155) can open it before it expires. A targeted doorway is given a Saving Throw at a Magical Resistance Factor of 1. Dur: 2 T

T4: As above, but there must be a physical door, gate, or other closure in the aperture for the spell to function. A spell of Disenchantment no longer suffices to open the closure, and the spell must expire by itself. Dur: 5 T; Ran: 15 ft

T5: As above, but the aperture can be up to 12 ft high by 20 ft wide. Dur: 10 T;  
Prep: 2 CR

T6: This produces a flash of orange light that opens most magically sealed doors and apertures. It opens the side of a Warding spell (#24 & #72) and dispels the Obsidian Obelisk (#129), but does not work on the Muniments of Excellence (#76) or the Pearl Grey Citadel (#177); Ran: 15 ft.; Prep: 1 CR

T7: As for the T5 variant, but this also seals nexus points

T8: This variant creates a wall of dull flame-orange that is not penetrable from the outside. From the caster's side this wall is easily penetrated by persons or missiles. Spells, undead, demons, and creatures created by sorcery cannot pass through it in either direction. Diam: 20 ft; Ran: 30 ft; Dur: 5 T; Prep: 5 CR

#### 149. THE BOLT OF IMMINENT IMMOLATION (R)

T2: A bolt of lightning strikes 1 target in a circle 10 ft in diameter. This person is selected randomly from among those who may be in this circle. If any targets are wearing iron or steel, they are the only ones targeted. Ran: 180 ft.

T5: Multiple targets in a 10-ft circle are electrocuted if wearing iron or steel. Those not wearing these metals take Table G damage if successfully targeted. Ran: 240 ft

T8: As above, but with Diam: 20 ft; Ran: 450 ft.

#### 150. THE CARPET OF CONFLAGRATION (R)+

T3: A small river of molten lava (3 ft wide, 10 ft long, and 1 inch deep) appears 3 ft in front of the caster and flows directly away from him at a speed of 15 ft per CR for 1 T. It then dissipates. Flammable objects in its path are incinerated, and any being in the lava's path takes Table D damage for each round that he is trapped in the lava. A being caught in the lava requires a Dexterity Test at the "harder" level to jump clear. This spell cannot be aimed at an individual but rather at an area. If a target's legs are destroyed (QUICK PLAY: 1 serious wound) he falls down and can no longer escape the lava unless he succeeds in making a Dexterity Test at the "real challenge" level. After 1 further CR he perishes.

T5: As above, but the carpet is 6 ft wide and does table F damage on the first round. This variant requires a Dexterity Test at the "difficult" level to jump clear. Dur: 5 T; Prep: 5 CR

T9: As above, but the carpet is 20 ft wide and 1 ft thick. This variant cannot be dispelled once created. After the spell expires, a layer of red-hot ash remains for 2-6 days along the carpet's path. An individual caught in this lava is incinerated instantly. A victim can try to get clear of this carpet by making a Dexterity Test at the "real challenge" level. This is only possible if the individual has a place to escape to (e.g. a ledge or solid high object above the lava); Dur: 8 T; Prep: 5 T

#### 151. DEVITALISATION (P)

T1: The target's HBS-factor is permanently reduced by 1-10 points. There is no external sign of this loss. Only a special variant of the spell of Healing (#45) developed by certain physician-priests in the temple of Thúmis can restore these points. Ran: 60 ft; Prereq: Spell #42

T4: As above, but multiple targets each lose 1-20 HBS points permanently.  
Diam: 5 ft; Ran: 120 ft

T5: As above, but with Diam: 10 ft; Ran: 180 ft

T6: As above, but each target permanently loses 1-50 HBS. Diam: 20 ft; Ran: 90 ft

T7: The target's psychic reservoir is reduced permanently by 1-20 points. If an individual's psychic reservoir is too depleted, he can no longer cast spells. Only a spell of Benefaction (#33) can restore these points. Ran: 90 ft; Prep: 1 CR

T8: As above, but the reduction is 1-50 points. Ran: 180 ft.; Prep: 2 CR

T10: Both the psychic reservoir and the HBS of the target are reduced by 1-100 points. The HBS can only be restored by spell #45, cast while at a temple of Thúmis. The psychic reservoir is restorable by #33 (Benefaction).

**152. INEXPUGNABILITY (R)\***

T1: The target, who must be a fighter carrying a metal-edged melee weapon, cannot be hit by another edged melee weapon (although a club or mace can strike him). Whenever the target would take damage, the opponent suffers 1-3 points of damage instead. (QUICK PLAY: no effect). The target's weapon glows with a nimbus of orange light. Dur: 1 T

T3: As above, but 1-5 points are done to the attacker. (QUICK PLAY: 1 light wound); Dur: 2 T

T5: As above, but 1-10 points of damage (QUICK PLAY: 1 Serious wound); Dur: 3 T

T7: As above, but 1-20 points of damage (QUICK PLAY: 1 Critical wound); Dur: 3 T

**153. THE INFRANGIBLE INCANDESCENT ORB (R)\***

T2: The caster is surrounded by a sphere of crackling flames. He is not harmed by the heat, but any other being with whom he moves into contact suffers damage on table F. The caster can shoot missile weapons out of the Orb, and opponents can shoot in, both with a modifier of -10 to their rolls to hit. The caster cannot see out, cast spells, or fire magical devices out through the flames, nor can those outside penetrate the Orb by magic, unless the spell used is of the T5 level or higher. An opponent with a long spear or pike can thrust in through the flames once with a modifier of -15 to hit. After one attempt his weapon is destroyed. No other melee weapon can reach through the flames. Since the caster is blind, his movements become random. Dur: 1 T

T3: As above, but Dur: 3 T

T4: As above, but melee weapons cannot reach through, and the flames do Table G damage. Other spells can be cast inside the orb, but not out through it in either direction. A spell of level T5 or higher can penetrate this Orb, however. This variant can also be cast upon a comrade. Dur: 3 T

T6: As above, but a circle of flame 10 ft in diameter is created, allowing up to 5 comrades to join the caster within the Orb. If these people leave the circle of effect before the spell expires, they also take table G damage. If the caster moves while this spell is in effect, all comrades within must make a Dexterity Test at the "easy" level to avoid being forced to leave the Orb. Dur: 3 T; Prep: 1 CR

T10: As above, but this version can sink through natural stone or earth (i.e. unworked stone, not masonry or brick) to a depth of 30 ft or rise up to ground level at the same rate, as the caster wishes. This spell does not move laterally. The hole created is magical and fills in behind the party as it moves. If the spell expires leaving the party within rock or earth, an explosion occurs, killing the caster and his comrades and destroying an area 20 ft in diameter.

This spell does not allow a party to enter an area protected by magical wards.  
Dur: 10 T; Prep: 1 T

**154. THE PANOPLY OF IRON (R)\***

T2: The target (who cannot be the caster) is suffused with a steel-grey hue and is surrounded by a halo of reddish light. The target's bare skin acquires an armour value of -4. The target can carry no more than a few ounces of metal and cannot use spells, magical devices, or metal weapons. Dur: 1 T

T6: As above, but the target's skin becomes as tough as -5 armour. Dur: 3 T; Prep: 2 CR

T8: As above, but the target's skin is now armoured to -7. Dur: 3 T; Prep: 5 CR

T10: As above, but the target's skin is armoured to -9. The caster can use this variant on himself but then must obey the strictures given above. Dur: 5 T; Prep: 1 T

## TEMPLE SPELLS: THE COHORTS

**155. THE GAUNTLET OF MIGHT (R)\***

T2: The caster's hand takes on a metallic, glittering appearance. If he scores a hit in weaponless combat, he does damage according to table F. If the target makes his Saving Throw, he still takes normal damage on Table B. The caster can also apply this spell to a comrade. Dur: 1 T

T4: The caster can send an invisible fist crashing out to a distance of 60 ft to hit a target. This does table D damage versus any living or undead creature, and also has a chance of bashing open a magically unprotected door or gate. There is a 60% chance to smash open a normal door, 30% for a door with heavy bars, and 10% for a fortress gate. It has no effect upon other items or beings.

T7: As for the T2 variant, but the fist kills a normal-size unarmoured target, stuns an armoured target or large creature for 2T, and does table D damage; This variant can also be used like the T4 but with a 20 percent greater chance of success of destroying doors and gates.

T10: As above, but one very strong target is slain unless he makes a Saving Throw, and magically unprotected doors are bashed open, even if very strong. Targets of 320 hit points (QUICK PLAY: 10 critical wounds) and larger require two or more successful hits by this spell in order to be killed or incapacitated. Hitting such a target with less than a killing number of spells causes it to suffer damage on table G.

**156. THE HARNESS OF THE GOD-KING (R)**

T3: The Armour of Danúo, Lord Chegárra's shield bearer at the Battle of Dórmoron Plain, is magically placed upon 1 target. If already armoured, this enchanted armour replaces the target's existing suit, destroying it utterly forever. The Harness has a defensive armour modifier of -10 and adds +3 to the target's Saving Throw chance. Only a warrior with at least 15 skill levels in a weapon skill may be targeted by this spell; it has no effect if aimed at a lesser target, or at a nonhuman, an animal, an undead being, demon, etc. Only one Harness can be summoned at a time. These features also apply to the variants below. Dur: 10 T

T4: As above, but the Shield Chonkótuel, borne by Chegárra at Dórmoron Plain, is summoned. This enchanted shield has a defensive modifier of -6.

**CHEGÁRRA**

T6: As above, but Chegár's Long Sword, Arosuél is summoned. This sword gives the wielder a +10% greater chance to hit in combat. It does table G damage. This sword speaks Llyáni and gives guidance to a warrior who knows this language. The sword also contains a spell, the G3 variant of #61 Radiant Gaze. At its bearer's command, this spell can be cast 3 times per day.

**157. THE VALOUR OF THE DIVINE KINGDOM (P)\***

T2: The caster becomes a hero for 3 T. All friends within 20 ft will follow any brave or heroic orders he gives, as long as he leads them.

T4: As above, but with a Dur: 5 T; Diam: 30 ft

T8: As above, but 1-6 friends within the circle of effect are also blessed with a +10 bonus to hit in combat. Dur: 6 T; Prep: 1 T

## CHITÉNG

**158. CALCINATION (R)**

T2: This silent, invisible, laser-like spell burns 1 target, doing damage on table E. Ran: 120 ft

T4: As above, but the damage is done according to table F. Diam: 5 ft; Ran: 180 ft

T6: As above, but this version kills a human-sized target who fails his Saving Throw. A target and his belongings are reduced to a grey ash. Diam: 10 ft; Ran: 240 ft

T9: A 2 inch hole is burned 6 inches deep through any non-enchanted material. This variant slays any man-sized or slightly larger being who fails his Saving Throw. Ran: 15 ft

T10: As above, but a hole 3 ft in diameter is burned 6 ft deep through any material. This destroys any creature of less than 320 hit points (QUICK PLAY: 10 critical wounds) or more who fails his Saving Throw. Larger targets require two (or more — referee's choice) successful hits in order to be killed or incapacitated. Hitting such a target with less than this number causes damage on table G. Only spells #148 (Barring and Broaching) and #76 (Muniments of Excellence) are completely immune to this variant.

**159. THE FIST OF FIRE (R)+**

T3: This spell hurls a fist-sized gob of molten lava at the target. This is a physical attack: there is no no Saving Throw, but a combat roll (as for a missile) must be made. The caster uses his sorcerer level as his missile sub-skill level for this test. Armour modifiers apply. Damage is done according to table D, and there is a 70% chance of setting a target's flammable possessions ablaze. Ran: 60 ft.

T5: As above, but the lava is the size of a human head. Diam: 5 ft; Damage: Table F; Ran: 120 ft

T7: As above, but the ball of lava is 2 ft in diameter. Targets take table G damage, and only enchanted armour or a shield can modify the result. Diam: 10 ft; Ran: 180 ft

T10: As above, but the lava is 6 ft in diameter. Targets of less than 320 hit points (QUICK PLAY: 10 critical wounds) or more are automatically slain, if struck, and their possessions incinerated. Larger targets take damage on table H if the spell is successful. Diam: 20 ft; Ran: 300 ft

**160. PUNITION (P)**

T3: This causes the target to suffer incredible burning agony but leaves no external mark. Two applications cause unconsciousness for 1-5 T; 3 applications within

a 5 T period cause death. If the victim (who must be immobilised) fails his Saving Throw, he will confess to any crime — or just about anything else.

T5: As above, but the target does not have to be immobilised. The pain of this variant stuns the target for 1-3 T. All creatures except demons, phantasms, androids, or undead are subject to this spell. Ran: 60 ft

T8: As above, but the targets of this variant become unconscious at once, and unless the caster drops the spell, they die in 5 CR. Dur: 5 CR; Diam: 10 ft; Ran: 240 ft

#### 161. THE CROWN OF PURITY (P)

T1: The target must truthfully answer 1 question posed by the caster in whatever detail the caster desires. Dur: 1 T

T3: As above, but the target must answer 3 questions. Dur: 2 T

T8: As above, but one android, undead being, or demon is forced to answer 2 questions. Dur: 2 T

T10: Multiple targets of any race (except the *Mihállí*) are permanently struck dumb and are also unable to read and write. Only a spell of Disenchantment (#5) can cure these targets. Diam: 20 ft; Ran: 120 ft

#### 162. ENCAPSULATION (R)

T3: A target is put slightly “out of phase” with this Plane. He becomes a frozen statue, unable to move or think. Neither the target nor his possessions can be touched or harmed in any way until the spell expires or is disenchanting (#5). This spell only works on creatures up to the size of a Black Ssú or a Shén. Ran: 60 ft; Dur: 2 T

T5: As above, but with Diam: 5 ft; Dur: 3 T; Ran: 120 ft

T7: As above, but with Diam: 10 ft; Dur: 10 T; Ran: 180 ft. Alternatively, 1 gigantic creature who fails its Saving Throw can be encapsulated for 1 T

T10: As above, but the spell is permanent unless disenchanting (#5). This version can halt fire, a lava flow, or a gas cloud for 3 T. A target of 320 hit points (QUICK PLAY: 10 critical wounds) or more must be successfully hit twice (or more, as the referee decides) in order to be encapsulated. If hit by less, the spell has no effect. Diam: 20 ft; Ran: 300 ft

#### 163. THE GIRDLE OF THE MAIDEN (R)

T4: One target, who must be female, adds 1-50 to her HBS factor and 1-5 levels in weapon skills for 3 T. A faint turquoise-blue glow surrounds her.

T6: As above, but Diam: 10 ft; Prep: 1 CR

T9: Males are magically prohibited from attacking any female for 3T; if attacked by females, male targets must parry, flee, or call for help. They cannot attack. Diam: 10 ft; Prep: 3 CR

#### 164. APATHY (P)

T1: The caster is suffused with a deep and overwhelming ennui. He feels no physical sensations and is unable to move or fight. He is immune to Domination (#6, 39, 134), Semblances (#64), and other similar spells of mental command. Dur: 3 T; Prereq: Spell #4

**DILINÁLA**

**DRÁ**

T3: As above, but with multiple targets. This variant affects all nonhuman races except the *Tinaliya*, the *Mihállí*, and the *Nyaggá*. Diam: 10 ft; Dur: 10 T; Ran: 30 ft

T7: As above, but this variant also affects animals up to and including larger species. It has no effect on gigantic creatures. Ran: 180 ft

**165. THE HYMNAL OF THE LORD OF LIGHT (R)\*+**

T3: The caster's face becomes illuminated with the Perfect Radiance of Hnálla. No servitor of change can look upon his countenance and thus suffers a 20% penalty when attacking the caster, either physically or magically. This spell also illuminates a circle 40 ft in diameter, making it as bright as day. Undead creatures cannot enter this area and must retreat. No Saving Throw is possible against this spell. Dur: 1 T; Prereq: Spell #13

T6: As above, but demons, phantasms, and any hostile animal also flee before it. Diam: 60 ft; Dur: 5 T; Prep: 3 CR

T8: As above, but this variant creates an illuminated image of the caster that precedes him by as much as 30 ft. This image cannot pass through physical or sorcerous barriers, nor can it cast spells or fight. It serves to light up the area in which it walks, and it blocks the undead and other creatures that serve Change. Dur: 10 T; Prep: 5 CR

T10: As above, but the image moves through doors and walls up to 1 ft thick. This variant can travel through psychic magical barriers (but not ritual ones)

**166. RISIBILITY (P)**

T1: Members of the caster's species or other friendly races within a circle 10 ft in diameter are caused to perceive the ludicrousness of life. They become jocose and cease hostility towards an opposing party for 3 T. If attacked, the targets return to normal and respond in kind.

T3: A single target of the caster's species is made aware of the futility and absurdity of existence. He breaks out in uncontrollable laughter for 2 T. He cannot fight, cast spells, or perform other actions. Ran: 90 ft

T5: As above, but with Diam: 10 ft; Ran: 240 ft

T9: As above but the targets laugh uncontrollably for 5 CR and then collapse. They die in 2 T unless Disenchanted (#5). Ran: 300 ft

T10: As above, but the targets laugh for 3 CR, collapse and die after 1 T. Diam: 20 ft; Ran: 450 ft

**DURRIT-LAMISH**

**167. ENTOMBMENT (R)**

T3: A coffin-shaped cavity is created in an area of unworked earth or natural stone. This tomb is created within 60 ft of the caster at a depth of 6 ft. The target is magically transported into it, where he then suffocates after 16-25 minutes unless rescued. No ritual magic may be cast by an entombed target. Only the spells of Ascertainment (#2), Etherealisation (#88), Decorporealisation (#111), or The Discerner of Enchantments (#142) will locate the victim. Once discovered, the victim must be rescued by digging. A single person takes 12 T to dig out a victim; 2 persons take 8 T; and a larger party takes 6 T. Once the victim has been found, the searchers roll a D10: 1-3 = the buried person is alive and is rescued; 4-10 = the target has not yet been found. If the target is not found, another roll is made at the end of each succeeding turn. This spell works only on living creatures no larger than a *Shén* or Black *Ssú*. Ran: 60 ft

T5: As above, but the tomb is large enough to hold 2 victims. These must be within 5 ft of each other when targeted. Ran: 90 ft

T7: As above, but multiple targets in a 10 ft area are entombed. Alternatively, 1 larger creature can be entombed instead. The sepulchre holds only 15 T of air. Ran: 180 ft; Prep: 1 CR.

T9: As above, but with a 20-ft diameter. Alternatively, 1-3 larger creatures or 1 very large or gigantic creature can be entombed. A target with 320 hit points (QUICK PLAY: 10 critical wounds) or greater requires two or more successful hits by this spell in order to be entombed. If hit by less, the spell has no effect. This variant is 15 ft deep and holds 26-45 minutes of air. Rescuers must spend double the times given under the T3 variant to rescue victims. Ran: 240 ft; Prep: 3 CR

#### 168. NECROPHOBIA (P)

T1: The target drops everything he is carrying and flees in abject terror from the undead (who must be present). Dur: 1 T; Ran: 60 ft; Prereq: Spell #21

T4: As above, but with Diam: 10 ft; Dur: 5 T; Ran: 180 ft.

T7: As above, but this variant requires no undead to provoke the terrible fear of things deceased. Diam: 20 ft; Dur: 15 T; Ran: 90 ft; Prep: 3 CR

T10: This variant is applied to a location. Whenever devotees of deities other than Sárku, Durritlámish or those foreign gods who share their natures enter this area, they are affected by a cold, gloomy, dismal fear of death. They must make Saving Throws each round as long as they are in this area. If the level of the caster is not known, it is assumed to be level 18 for Magical Resistance Factor purposes. This spell must be disenchanting from the centre of the area of effect to dispel it. Diam: 90 ft; Dur: Permanent; Prep: 10 T; Ran: 30 ft

#### 169. PUTREFACTION (R)

T2: The target, who must be of the caster's species, starts to rot, and his flesh sloughs away. Unless Alleviated (#1) within 1 CR, the target dies. Thereafter, too, the target must also be healed with a U-8 Healing spell (#10); otherwise 1 randomly determined limb is destroyed. A U-8 spell of Healing (#10) must also be cast on a Revivified (#77) target or a limb is lost. Ran: 90 ft.

T5: As above, but Diam: 10 ft; Ran: 180 ft

T6: As above but this variant also affects other intelligent races and animals up to the large category. Diam: 20 ft; Ran: 240 ft

T8: This variant of the spell is cast upon an area of swamp or stagnant water. Any living creature, except for gigantic animals, who fails the Saving Throw suffers putrefaction of the legs. A target whose legs have been putrefied sinks into the water, and if putrefied again the victim dies. This version cannot be disenchanting (#5), and the area must be avoided for the spell's duration. Only a U-8 spell of Healing (#10) can restore the target's legs. Until he is healed his legs and feet remain rotted, useless stumps. Diam: 20 ft; Dur: 30T; Ran: 30 ft; Prep: 2 CR

T10: This variant causes instant death by Durritlámish's gruesome process of decay. A target who fails his Saving Throw changes into a ghastly corpse, and neither Healing or Alleviation spells are of any use. A target slain by this spell subtracts 5% from his chances to be revivified (#77). He must still be healed with the U-8 variety of Healing (#10) to repair the damage. Diam: 10 ft; Ran: 240 ft; Prep: 2 CR



**170. THE ATTAINMENT OF ENLIGHTENMENT (P)**

T2: The caster is temporarily gifted with the mastery of the first 5 levels of a Universal spell in which he currently has no competence. The choice of this spell is randomly determined. He retains this knowledge for 10 T. He can cast these spell but cannot remember them, write them down, or teach them to others. Casting these spells costs psychic power points as usual. Prereq: Spell #63

T5: As above, but for Universal spells of levels 6-10

T7: As above, but for Generic spells of levels 1-5. Even spells not known to the caster's temple are included.

T9: As above, but including Generic spells of levels 6-10

T10: As above, but for Temple spells of levels 1-5. Temple spells of levels 6-10 cannot ever be mastered by this means.

**171. THE INVIGORATOR OF BLADES (R)**

T1: One arrowhead or other sharp projectile point glows with a bluish light. If this missile scores a hit the damage done is doubled (QUICK PLAY = 2 wounds of the category listed for the weapon). The caster cannot fire this missile himself but must hand it over to a comrade. Dur: 1 T

T4: As above, but the missile does triple damage if a 1-4 is rolled on a D10.

T7: As the T1 version, but this variant works on edged melee weapons. Dur: 1 T; Prep: 1 CR

T8: As the T4 variant, but for edged melee weapons. Dur: 1 T; Prep 5 CR

T9: As the T7 form, but 1-6 melee weapons do double damage; Dur: 1 T; Prep: 3 T; Diam. 10 ft

T10: One projectile point does triple damage. Only 1 such missile can be made for the same firer. It cannot be carried by a comrade for later use. Such a missile retains its power until used. These projectiles must be of hand-weapon size only; ballista bolts, etc. are not included. Prep: 10 T

**172. THE LABYRINTH OF ELONGATED SHADOWS (R)**

T3: Members of the caster's species who fails their Saving Throws are transported to the 45th Plane ruled by the demon Qu'ú. Here they wander through the utter darkness of Lord Ksáru's Citadel of the Twelve Pylons of Ta'lár. Light cannot be produced there and visitors must remain for 2T before they can return. At the end of each turn each target rolls a D10. On a score of 10 he is attacked by an insectlike demon. Both parties then roll D100, and a +1 is added to the victim's score for each level of sorcerer or subskill of weapon used. If the target wins, he is safe for that turn. If the demon wins, the target is slain and his corpse reappears on Tékuamel naked, weaponless, and wrapped in a silky cocoon of spidery strands. After the two turns have passed, targets return to the same time and place they previously occupied. No time elapses for other party members who were not transported. This spell does not function at all upon devotees of Ksáru, Grugánu, or various related foreign deities. Targets who survive the trip to the 45th Plane can perform no actions for 3T after their return. They can only sit or lie prone and rest. Diam: 10 ft; Ran: 90 ft

T6: As above, but with a greater chance of meeting a demon and a longer duration: a meeting occurs on a score of 7-10. Dur: 5 T; Ran: 180 ft

T8: The caster and others are transported to the Citadel itself. Although it is a gloomy and frightening place, full of whispers and ancient miasma, they may rest and tend to their wounds in safety. Exploration is not wise. After the spell expires they return to the exact time and space of their departure. Only members of the sects of Grugánu and Ksárul are admitted by this spell.  
Prep: 2 CR; Diam: 10 ft; Dur: 5 T

T10: As for the T8 variant, but with a duration of 24 hours. A mage can only cast this variant once per week.

## HRIHÁYAL

### 173. THE DANCE OF THE EMERALD GODDESS (P)

T1: The target perceives an illusion of a beautiful young person of the opposite sex. This image compels the target to become the Goddess' willing slave for 1 T. The target will do whatever ordered by the caster, except commit suicide.  
Ran: 60 ft; Prereq: Spell #64

T3: As above, but Diam: 10 ft; Dur: 3 T; Ran: 120 ft

T6: As above but the Demoness Marággú appears and leads the targets off into the nearest wilderness area or underworld. There, she leaves them in a cell, a swamp, or a trap, if one exists. Dur: 11-20 T; Ran: 240 ft

T8: Targets are so stricken with lubricious desire that they fall unconscious for 1-10 T. There is a 10% chance of each target's losing 1-10 points of intelligence. Only a spell of Alleviation (#1) can restore this lost intelligence. Diam: 20 ft; Ran: 300 ft

T9: The caster assumes the Aspect of the Dancing Maiden and leads targets wherever she chooses for 20T. These victims cannot be commanded to perform any other task. Upon awakening, they have no knowledge of how they arrived at this location — or the way back. Diam: 30 ft; Dur: 20 T

T10: This variant is cast on an area or an inanimate object. Any member of the caster's species who enters this place meets the Demoness Ulúla, the Maid of Despairing Delight. If his resistance is overcome, he becomes a permanent worshipper of the most salacious aspects of the Emerald Goddess. The target must be restrained from committing obscene acts upon anyone within reach and nothing will release him from this spell except Disenchantment (#5). The spell does not affect worshippers of Dlamélish, Hriháyal, or foreign deities with similar tastes, nor does it work upon the Ssú, Hlüss, Shunned Ones, Tinalíya, or the undead. Dur: 30 T; Diam: 20 ft; Ran: 120 ft

### 174. DIMINUTION (R)

T1: The caster (including his HBS) is reduced to half his normal height for 1 T. His possessions do not shrink with him. A skill roll to perform a task best done by a small, dextrous person receives a -10 modifier.

T3: As above, except that the caster and 1 other comrade (or foe!) are reduced to 1 ft in height. This reduces their HBS to 15 percent of their usual norm. These persons' combat damage rolls are divided in half (and are rounded down) unless a natural 20 is rolled. Diam: 5 ft; Dur: 5 T

T5: As above, but multiple targets are reduced to 1 inch tall. Their HBS factors are reduced to 5! All intelligent species are affected. The targets' possessions are not reduced. Their spells and weapons can only affect very small opponents, unless the referee rules otherwise. Diam: 20 ft; Dur: 30 T; Prep: 2 CR; Ran: 10 ft

T9: An inanimate object is shrunk to a scale of 6 ft = 1 inch (or 25 mm). This spell can only be cast on 1 object that is not permanently fixed or a part of some

other object. The target's size can range up to 6 cubic ft in size. Diam: 10 ft; Dur: 2 Hours; Prep: 3 T; Ran: 3 ft

T10: This spell functions only upon living intelligent creatures. Targets are reduced to a scale of 6 ft = 1 inch tall. Possessions carried by them are included in the spell. This effect is permanent unless a spell of Disenchantment (#5) is successfully applied. Diam: 10 ft; Ran: 30 ft; Prep: 5 T

#### 175. OBTURATION (R)

T1. All of the target's bodily orifices are sealed; he cannot hear, speak, sweat, excrete, or breathe. If not disenchanting (#5) within 3 T he dies. During the first turn the target may still cast psychic spells, move, and fight. Thereafter, he falls to the ground and slowly expires. This spell works on living creatures up to the size of large animals. Ran: 60 ft

T5. As above, but this version affects 1 very large or gigantic creature. Two (or more) successful hits must be made with this spell in order to slay or incapacitate a target of 320 hit points (QUICK PLAY: 10 critical wounds) or greater. If hit by fewer of these spells, the target suffers damage on table G. Diam: 10 ft; Ran: 180 ft

T7. As just above, but a target dies in 2 CR. This variant seals the valves of the heart shut! There are no external signs, and the cause of death may remain unknown. Ran: 240 ft; Prep 1 CR

## KETÉNGKU

#### 176. THE BRIDGE OF NOBLE PASSAGE (R)\*

T2. A bridge 3 ft wide and 10 ft long is created in front of the caster. It is made of a hard, greyish substance, with no handrails or visible supports. It also can fit into a smaller space. It can support 1 creature up to the size of a Shén at one time. There must be an anchor point at both ends of this bridge. Dur: 2 T

T4. As above, but the bridge is 30 ft long and 6 ft wide. It can support the weight of 4 Shén; Dur: 3 T

T5. A staircase 6 ft wide and 12 ft long appears 3 ft in front of the caster. This staircase may be made to go up or down. Other factors are as for the T4 variant.

T9. A bridge or staircase is created as described in either the T4 or T5 variant. This structure can be made insubstantial (though still fully visible) any time after the spell is cast. Dur: 10 T; Prep: 2 T

T10. A flat "pontoon" 12 ft long and 9 ft wide is created in front of the caster. It holds as many as 10 heavily armoured humans and their gear. As the caster reaches the far end it shortens behind him and extends in front of him continuously. This variant is cast on water, bogs, or a flat surface. It cannot be cast over air, magical barriers, or sorcerous or other-planar rivers. Dur: 20 T; Prep: 3 T

#### 177. THE PEARL GREY CITADEL (R)\*

T5. A rippling, opaque, iridescent cylinder of pearly energy appears around the caster. It can be as much as 15 ft high and 10 ft in diameter. Nothing can penetrate this citadel in either direction. Unless cast within an enclosed area, the citadel has no roof and is open at the top. Dur: 2 T

T9. As above, but with a 20-ft height; 20-ft diameter; and 1 hour duration. The caster can will this cylinder to have a roof. It then contains enough air to maintain one person for 6 hours. Prep: 1 T

T10. As above, but the diameter of this variant is 30-ft. If enclosed, it has enough air to maintain 1 person for 18 hours. Duration: 1 Day; Prep: 5 R

#### 178. THE SCRUTINY OF THE OMNISCIENT EYE (P)\*

T3: The caster's vision is extended in a sphere around himself: laterally, 360 degrees overhead, and even beneath his feet. Normal obstacles block this power, however, including a floor, a wall, etc. The caster cannot be surprised while this spell is in effect. Dur: 5 T; Prereq: Spell #3

T6: The caster sees through all objects not more than 3 ft thick, perceiving opaque shapes much like an x-ray device. Objects are made out as varying shades of black and grey. Ran: 60 ft; Dur: 3 T

T8: As above, but in addition the caster can effect minor changes in an object viewed: e.g. squeezing a creature's heart and killing it. This spell functions on living beings up to the size of a large animal. It can also destroy the interior of an object up to 12 inches in diameter, ruining internal machinery, etc. Ran: 120 ft; Dur: 1 CR; Prep: 2 CR

T10: As above, but multiple targets in a 20-ft diameter are slain, if of human size, 2 if they are very large, or 1 if the target is a very large creature. A target of 320 hit points (Quick Play: 10 critical wounds) or larger requires two successful hits by this spell in order to slay or incapacitate it. Alternatively, this spell destroys the interior of objects as much as 3 ft in diameter, although there is no external mark. Ran: 240 ft.; Prep: 5 CR

#### 179. THE EXPEDITOR OF THE SKEIN OF DESTINY (R)\*

T1: The caster is projected 1 minute forward through time. He disappears and reappears 1 T later in the same place and condition. The mage is not out of phase with his own Plane; he simply does not exist for the intervening time. Metal possessions cannot be taken along. These must be left behind and retrieved upon his reappearance.

T3: As above, but 2 targets are moved forward in time 5 T. The caster can target only his own species. Diam: 5 ft.

T5: As above, but with Diam: 20 ft; Ran: 15 ft. Targets are sent forward 21-30 T

T8: As above, but 6 to 15 hours elapses. Metal objects can be transported, and the spell works on other intelligent species. The caster can also move the party up to 90 ft laterally in any direction. Prep: 2 T

T9: As above, but targets are transported 1-10 days forward in time. This variant also includes animals up to the large variety. Prep 4 T; Diam: 20 ft

T10: As above, but targets are taken 1-5 months forward in time and 1-100 miles from their original location. These movements are randomly determined. This variant can also send a party backward in time. This is very difficult, and its chances of success are left to the referee's discretion. Diam: 30 ft; Ran: 15 ft; Prep: 10 T

#### 180. THE PERIPLUS OF THE PLANES (R)\*

T3: The caster is guided to the nearest nexus point within the spell's range. He is told where and how far the nexus point is but nothing of its destination. He must use one of the prerequisite spells to open the nexus gateway. Dur: 1 T; Ran: 30 ft; Prereq: Spell #71

T7: As above, but the caster is told where 1 nexus point leads. The referee should be fairly specific, though not exhaustive. Dur: 5 T; Ran: 180 ft; Prep: 1 T

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T9: As above, but this variant leads the caster directly to the nexus point that returns him to his own Plane and space-time co-ordinates, if such an entrance is available. Dur: 7 T; Ran: 30 ft; Prep: 2 T

T10: As above, but the caster is given relatively detailed information about all nexus points and their destinations within range of the spell. A few Planes are protected from this sort of scrutiny by various demon races. These appear as "blank spaces" to the caster. Dur: 10 T; Ran: 300 ft; Prep: 5 T

#### **181. SIMULATION OF THE IMMOVABLE (P)\***

T1: The caster and all his belongings take on the illusion of an inanimate object of approximately the same size. If touched, the illusion vanishes. The caster cannot move while maintaining this illusion. An Intelligence Test at the "easy" level sees through the illusion, if someone is actively searching the area. Dur: 1 T; Prereq: Spell #64

T4: As above, but targets in a circle 10 ft in diameter can be hidden. This variant is not dispelled when touched. An Intelligence Test at the "harder" level must be successfully made in order to see through it. Dur: 5 T

T5: As above, but Diam: 20 ft; Dur: 10 T; Prep: 2 CR. A Intelligence Test at the "difficult" level is required to penetrate this spell.

T7: The caster takes on the semblance of a statue. He remains immobile and requires an Intelligence Test at the "very difficult" level to penetrate his disguise. He can also move at half speed, striking 1 blow or casting 1 spell every other round. The caster's armour class is that of hardened stone, giving him an armour modifier of -6. Dur: 1 hour.

T8: The caster and his possessions are transformed into an inanimate object of a size smaller than himself, down to an object only 4 inches on a side. He needs air and can only see in one direction. The illusion has all the characteristics of a normal object of its type. Thus, a mage may be destroyed by a clumsy servant! An Intelligence Test at the "real challenge" level must be passed in order to detect the falsity of this illusion. Dur: 1 hour; Prep: 5 T

T9: Multiple targets of any intelligent species within a circle 10 ft in diameter are changed into inanimate objects as in the T8 variety of this spell. Only the caster or a spell of disenchantment (#5) can release them before it expires. Dur: 1 Day (24 hours); Prep: 7 T; Ran: 15 ft

T10: As above, but 1 target is turned into an object as small as a grain of sand for 1 week (6 days). Prep: 10 T

## **WURÚ**

#### **182. AMORPHIA (R)+**

T2: A circular pool of roiling, sparkling, primeval chaos appears in front of the caster. This is cast at a flat, open area not currently occupied by any being or large object. The pool is visible in daylight and brightly illuminated areas, but is invisible in the dark. Torches and lanterns have a 50% chance of perceiving it. Any being who walks into the pool must make a Dexterity Test at the "harder" level to avoid damage; otherwise he falls into the pool and is destroyed. Diam: 10 ft; Dur: 2 T; Range 60 ft

T3: As above, but with Diam: 20 ft; Dur: 3 T; Ran: 90 ft

T5: This version is used as a weapon: any target who fails his Saving Throw is sucked into the Vortex of Chaos and is lost forever. Magical items of metal are left behind, although all other possessions are lost. Diam: 5 ft; Ran: 180 ft

T6: As above, but Diam: 10 ft; Ran: 240 ft. This version can slay one gigantic animal. A target of 320 hit points (QUICK PLAY: 10 critical wounds) or above requires 2 or more successful hits in order to be affected. Fewer hits have no effect on such a target.

T8: A "River of Change", 10 ft wide and 2 ft deep appears 3 ft in front of the caster. It flows away from him at a speed of 15 ft per combat round. It has no physical length, but anything it passes over, except stone, brick, or earth, is sucked into it and destroyed. A Dexterity Test at the "real challenge" level is required to jump over it; otherwise an individual and his belongings vanish forever. Dur: 2 T

T10: As for the T6 version, but this destroys creatures produced by sorcery (except undead). It dispels lesser demons to their own Planes, but greater demons of Magical Resistance Factor 12 or greater require two or more hits by this spell in order to be banished.

### 183. THE EATER OF SOULS (R)\*+

T3: A hideous little automaton appears in front of the caster. It is approximately 1 ft in height, roughly humanoid in form, and gnarled and knobbed like a stick of ancient, blackened wood. Its Magical Resistance Factor is the same as its creator. This "doll" is told the target's name and pointed toward him. The creature pursues its target for 10 T at 90 ft per CR. If he catches the target, he engages him in physical combat. The creature has a HBS of 300 and 80 BDP (QUICK PLAY = 2 critical wounds). It has an armour value of -4 and fights with a long sword that does damage according to Table E. If it kills its target, it eats him, taking 10 T to complete this. Once eaten by this creature, the target cannot be revived. The Eater of Souls will battle past any who stand in its way. It will also break down doors between itself and its target. It has a 50% chance per CR to do this. If unable to finish its task in 10 T it disappears. Prep: 1 CR

T7: As above, but the Eater of Souls stands approximately 5 ft tall. Its HBS factor is 400, and it has 120 BDP (QUICK PLAY = 3 critical wounds). Its long sword does damage on table F, and its armour is -5. Dur: 15 T; Prep: 1 T

T10: As above, but this horrific Eater of Souls is 9 ft tall, has a HBS of factor of 500 and does damage on table G. It has an armour value of -6 and 200 BDP (Quick Play = 6 critical wounds). If this creature is defeated and dispelled by its target, it reappears 3 ft in front of its caster and tries to slay him instead. This variant has a duration of 20 T and requires a preparation time of 2 T. If the caster destroys this version of the Eater of Souls in combat, it will never reappear for him again.

### 184. THE GREY HAND (P)+

T1: A target who fails a Dexterity Roll at the "easy" level is turned into a pile of grey ash. There is no other Saving Throw. This variant does not destroy a target's possessions. Armoured targets are given a 10-point bonus to their Dexterity Test because the caster must touch the victim or his clothing (but not armour) for the spell to work. This variety is species-specific. All variants of this spell make it 10 points harder to be revived. Prereq: Spell #38

T4: As above, but with no armour modifier. Targets test at the "difficult" level.

T7: As above, but the spell is no longer species specific: any living target up to the size of a large animal is destroyed if it fails its Dexterity Test at the "very difficult" level. Prep: 2 CR

T10: As above, but with a 10-ft range and a circle of effect 5 ft in diameter. If a target fails its Dexterity Test at the "real challenge" level, it and all of its possessions are destroyed. Two or more successful hits are needed to slay a target of 320 hit points (QUICK PLAY: 10 critical wounds) or greater. Just one hit does stun the target for 1-6 combat rounds. Prep: 4 CR

## THE SPELLS OF THE SHAMAN

Although shamans differ in their languages, cultures, and practices across Tékumel, their spell lists are similar enough to be unified and codified as follows: a shaman gains 25 points of spell purchasing per level as does a sorcerer. Senior shamans teach new spells in the same manner as do the priests of a temple. The guidelines below are provided for shaman characters:

1. A shaman may select any spell from the Universal list, just like a sorcerer from one of the civilised areas.
2. The following Generic spells can be chosen:  
Alleviation #30; Benefaction #33; Blessing of the Planes #35; Comprehension #36\*;  
Derange-ment #37; Desiccation #38; Excellence #44; Far-Seeing #45; Healing #49;  
Inscription #50\*\*; Necromantic Domination #54; Perception of the Energies #57;  
Pestilence #58; Reanimation #62; Semblances #64; Silver Halo of Soul Stealing #65;  
Stealth #67; Tranquilisation #68; Visitation of Other Planes #71; Zoic Domination #73.  
\*Comprehension (#36) is restricted to spoken languages only.  
\*\*This inscription is actually the creation of a fetish that is usable by the caster or another shaman of his tribe.
3. A shaman can acquire spells 74-77: i.e.  
Demonology, Inscription, The Muniments of Excellence, and Revivification.
4. Although 8 temple-level spells are given below for the Shaman, he has the option to ignore up to 3 of these. He replaces these from the urban Temple spells below:  
Breath of the Goddess #78, Climatisation #79; Fructification #81; Zooification #85;  
Etherealisation #88; Spiritism #91; Emulation #96; The Globe of Distant  
Discernment #102; Decorporealisation #111; Viscosity #115; Hebetation #136;  
Alleviation #140; Simulation of the Immovable #182; and the Eater of Souls #181.

### SHAMAN SPELLS

#### 185. THE ADROITNESS OF THE CHRÍ-FLY (P)\*

S1: The caster's hands and feet adhere to vertical surfaces, allowing him to climb them. He can carry only 50 pounds of gear and can carry nothing in his hands.  
Dur: 1 T

S3: As above, but with a Dur. of 5 T.

S4: As above, but the target may be another person.

S5: As above, but the caster can carry 100 pounds and also transverse walls that slope out back above him.

S7: As above, but the spell targets comrades as well as the caster. Diam: 10 ft

S8: As above, but the caster can now negotiate the underside of flat surfaces; e.g. ceilings. Dur: 10 T

S9: As above, and in addition the caster can traverse or balance on an object as little as ¼ inch wide. The caster can now carry 150 pounds of weight as well.

#### 186. AMPLIATION (R)\*

S3. The caster expands to twice his usual size. This doubles his HBS factor. He can use no sorcery while this spell is in effect, but he can move 50% faster. Clothing and belongings are not enlarged and must be removed first in order for this spell to function. Dur: 1 T

S5: As above, but the caster expands to triple size. Very large objects can be used as weapons, doing damage according to table E. Dur: 3 T

S7: As above, but the caster grows to quadruple size. He can now use huge stones, tree trunks, etc., doing damage according to table G. Dur: 5 T

S9: As above, but up to 2 targets of the caster's own species are increased to 5 times their size. The Body Damage Points of these targets are doubled (Quick PLAY = 2 critical wounds). This variant is not species specific. If the target is damaged while 5 times larger but not killed, any damage he has suffered is halved upon his reverting to normal size. Diam: 5 ft; Dur: 7 T

#### **187. THE ASSIDUOUS PURSUER (P)\***

S1: The caster is led to any source of drinking water within 300 ft. Dur: 10 T

S2: As above, but the spell now locates plants edible by the caster's species only.

S3: As above, but small edible animals are located.

S4: As above, but large game animals and also inedible predators are located. Dur: 20 T

S5: As above, but the caster gains a mental picture of the terrain within 300 ft. An enchanted location can make a Saving Throw as a level 20 sorcerer to avoid being detected. This version does not work indoors.

S7: A specific member of the caster's species is found, if within 300 ft. The individual may make a Saving Throw to avoid this if desired. Dur: 1 hour.

S10: Any living creature can be tracked by the shaman, if it has passed within the spell's 10-ft circle of effect within the last 3 days (72 hours). If the subject fails his Saving Throw, his tracks appear before the caster as silvery, glittering footprints. If the caster wishes to renew the spell, the target may make another Saving Throw. Only 1 failure is allowed per target; after this the target cannot be pursued by this spell. Dur: 24 hours.

#### **188. BOTANIC METAMORPHOSIS (R)**

S3: A length of vegetable substance up to 15 ft long and 2 inches thick is given the hardness of steel. This spell only works on natural vegetation, not "worked" substances such as rope or basketry. Dur: 5 T; Ran: 15 ft.

S4: A single growing plant is given the ability to speak telepathically with the caster. It can tell him of any creatures that have recently passed within 90 ft, speak of local animal life, and describe its own characteristics. If the plant is a tall tree, it may also tell the caster of things visible from its top. Dur: 1 T; Prep: 1 CR; Ran: 15 ft.

S5: The caster inserts his physical and mental being (but not possessions) into a plant of comparable size. He then can see in a 360 degree circle. He can cast psychic spells but not ritual ones, nor can he move or speak. Only a spell of Perception of the Energies (#15) reveals him. Dur: 20 T; Prep: 1 T

S6: One article of Chlén-hide or steel is turned into soft, pulp-like wood. This crumbles into useless bits and is destroyed. A hostile wearer's or wielder's Magical Resistance Factor must be overcome for this spell to work. Dur: 1 T; Prep: 2 CR; Range: 30 ft



- S7: As above, but the item is turned into a venomous plant. This has a 60% chance of poisoning its wearer/wielder each round. If not Alleviated (#1) within 2 CR after being poisoned, the target dies. Dur: 2 T; Prep: 3 CR; Ran: 60 ft
- S8: All plant life within the circle of effect is made as hard as stone, and only a steel weapon can chop through it. The area of effect can be expanded to 90-ft diameter, or to an area 45 ft wide by 180 ft long. Dur: 10 T; Prep: 5 CR
- S10: 1-5 large plants in an area 20 ft across are brought to sorcerous life. They will attack the caster's foes. Such plants must be between 6 and 15 ft tall. They take 1 CR to pull themselves out of the ground and then move 15 ft per CR towards their targets. They have a HBS of 250 and take 60 BDP (QUICK PLAY = 1 critical wound). They do damage according to table C and have an armour modifier of -2. Dur: 10 T; Prep: 1 T, Range: 15 ft

#### 189. FILAMENTARY EXTENSION (R)+

- S3: A thread of a whitish substance is thrown out from the caster's hand at the target. This has a sticky end that enables the caster to pull the target back toward himself. An object of 20 pounds or less is retrievable by this means. Alternatively, the caster can immobilise a larger target for up to 3 T. The filament can only be cut with a metal knife. A target must try to avoid the filament by making a Dexterity Test at the "harder" level. 1 CR is needed to cut a target free. Ran: 90 ft; prereq/ #25
- S5: As above, but this web can only be cut with an enchanted knife, taking 3 CR. Dur: 7 T; Diam: 10 ft; Ran: 180 ft.
- S7: A faintly visible coating is left on a level floor or area of ground. Any being who does not notice it (by succeeding in an Intelligence Test at the "very difficult" level) sticks to it instantly. A being moving across this surface at a speed faster than a walk must make a Dexterity Test at the "harder" level to avoid falling face first into the filaments. This glue lasts 30 T and cannot be removed before it expires. Only grease does not adhere to it. Diam: 20 ft; Prep: 1 T; Ran: 30 ft
- S9: As above, but a passageway is filled side to side and top to bottom with sticky filaments. This glue lasts 1 hour; Diam: 30 ft; Ran: 30 ft; Prep: 2 T
- S10: As above, but all exposed surfaces within the 30-ft circle of effect are covered. The caster can leave himself an open path if he wishes; omitting whichever surfaces he chooses. This version cannot be Disenchanted (#15) or dropped by its caster before it expires. Dur: 1 day (24 hrs); Ran: 30 ft; Prep: 5 T

#### 190. HARMONISATION WITH THE POWERS (P)\*

- S3: The caster attunes his body to the gravitic forces of the Plane, enabling him to run without falling or balance on narrow tree limbs. He can jump up to 30 ft horizontally or 15 feet straight up or behind himself. The caster can use other psychic spells while employing this spell, but not ritual ones. Dur: 10 T
- S4: As above, but with Diam: 5 ft; Ran: 15 ft
- S5: The caster and any comrades within 20 ft fall as lightly as feathers, taking no damage. This variant is also used to cause a party to leave no footprints, thus obviating the Assiduous Pursuer (#187). Dur: 10 T
- S7: The caster causes any being except for a major demon to trip and fall heavily, sustaining damage according to table B. Diam 10 ft; Ran: 120 ft.

S10: Any damaged object as large as 3 ft per side can be repaired. This only applies to those objects with one break in them and no missing pieces: e.g. a broken spear or sword. An enchanted object can be repaired, but loses its enchantment in the process. Prep: 5 T

#### 191. OSTEAL THAUMATURGY (R)\*

S2: One piece of bone speaks telepathically to the caster. If the original owner was hostile, the bone resists by rolling a Saving Throw just as it would have in life. If it fails, it must give its identity and cause of death, guide the party through areas it knows, warn of traps with which it is familiar, etc. The deceased's facts are often erroneous (as in life), and a hostile spirit may dissemble and omit details, although it can never lie outright. Dur: 3 T; Prereq: Spell #54

S3: An index finger bone from a member of the caster's species functions like a compass and points toward 1 member of a living intelligent species known to the caster. A hostile target must fail his Saving Throw to be detected; the compass is then infallible. Distance makes no difference. Dur: 5 T

S5: The caster can turn 1-50 small bones into nuggets of gold or uncut gems. These are indistinguishable from genuine ones by normal means. They last for 12 hours before reverting to bones. Prep: 5 CR

S6: One bone projectile point (a spearpoint, javelin-head, or arrowhead) is given the power of "The Seeking Bone" for 1 hour or until used as a missile, whichever is shorter. If a hit is scored with this bone, a D10 is rolled: 1-3 = damage is done to the target on table D; 4-7 = table F; 8-10 = the target is slain. The target cannot be larger than a Black Ssú or a Shén. The caster can prepare only 3 "Seeking Bones" per day.

S7: The targets' internal skeletons are turned into jelly. During the first round, the target falls down helpless; the second round he becomes unconscious; and he dies at the end of the third. A spell of Healing (#10) or Disenchantment (#5) can cure this spell if cast in the first 2 CR. Only creatures with skeletons are affected. This excludes Pé Chóí, Hlüss, demons, automatons, or jellyfish-type creatures. Diam: 20 ft; Ran: 120 ft

S8: As many as 10 teeth taken from an animal are cast on the ground. Two CR later they are replaced by living adult animals of the species. These will initially follow the caster's instructions, but once in combat they randomly attack anyone other than the caster. These creatures cannot move beyond 300 ft away from the caster. Dur: 3 T; Prep: 2 T; Range: 15 ft

S9: A bone from an intelligent species is turned into an amulet versus the minions and enchantments of the Pariah Deities. Whenever one of these latter comes within 90 ft of the amulet, it glows faintly blue. Such beings cannot approach within 15 ft of the amulet. A spell cast by one of these monstrous being's servitors does not affect the holder of the amulet, but physical attacks and missiles are not hindered. Dur: 30 T; Prep: 1 T

S10: A piece of bone is enchanted against the Pariah Deities and cast in an area they are likely to frequent. Any creature animated by sorcery or other-planar power is slain at once, and any human servitors are blocked from penetrating it. Diam: 10 ft; Dur: 10 T; Ran: 90 ft

#### 192. ZOOMORPHY (R)\*

S2: The caster can summon all large animals within a 90-ft diameter of effect. These fight as he directs, guide him to water, etc. Dur: 5 T; Prereq: Spell #73

- S5: The shaman undergoes a special rite lasting 12 hours. Upon completing this ritual, he chooses an "animal familiar" from any of the warm blooded land and sea animals, some birds and flying creatures, and even a few underworld creatures. The species selected cannot be a reptile, amphibian, fish, jellyfish or amoeboid species. It also cannot be a fungus or ambulatory plant, undead, android, demon, sorcerous construct, or one of the intelligent races. Once chosen, the link lasts for life. A shaman is never attacked by his "familiar" species, and these will aid him, should he summon them verbally. Similarly, he can never harm one of these creatures, and he must aid them even with his life, if need be. If the shaman betrays a member of his totem species, others of this species will hunt him down and kill him.
- S7: A member of the familiar species can be given a message to take to a target it has seen before. It can also be ordered to attack a specific, known target.  
Dur: 1 hour; Prep: 5 T
- S8: One of the caster's familiar species becomes his permanent companion. It faithfully supports the caster in all things, as long as it is well-treated. Once a familiar is acquired, it serves to the death. If the caster outlives his familiar, he must do everything possible to acquire another in the shortest feasible time. The familiar can speak to the caster in simple words that are inaudible to others. Its Magical Resistance Factor is equal to its shaman. The familiar develops a rudimentary intelligence (score of 10) after the ritual. Prep: 6 hours
- S9: The caster assumes the form and the abilities of his totem animal for 1 hour. This takes 3 CR, and the caster needs 3 CR to change back when the spell ends. The caster retains his own intelligence and Magical Resistance Factor, but all other factors are as for the creature's species. The shaman cannot speak or cast spells while in this form. The caster must undress before the transition.  
Prep: 5 T
- S10: As above, but the caster is able to speak while in his familiar's form. His HBS factor is 5 times that of the animal's, and his dexterity is twice the animal's. He has 3 times the Body Damage Points of the animal (QUICK PLAY = 3 x the creature's number of critical wounds). The shaman does 1 table greater damage than the creature's natural weapons do. He can use psychic spells and still has his own Magical Resistance Factor. This variant cannot be voluntarily dropped. Dur: 12 hours; Prep: 30T

## SPELL DEVELOPMENT AND RESEARCH

Once a sorcerer reaches the 20th level, he may try to create his own spells. These may be new levels of existing enchantments or totally new spells. A researcher must spend a minimum of 2 hours per day, 3 days per week, to "discover" a new spell. He cannot do this while travelling, in constant danger, etc. At the end of each month of research, D100 are rolled. The chance of success is modified by -5 for a generic spell, -10 for a temple spell, -10 if not researched in a monastery or temple, and a +5 if the researcher has an intelligence of 96+. A modifier of +1 is applied for every 4 levels of the following hobby skills: Offensive and Defensive Sorcery, Healing Magic, or Sorcery (theoretical). Only 1 of these hobby skills can apply to any spell researched.

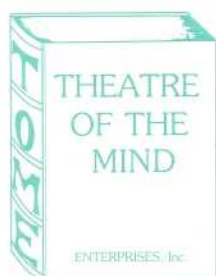
If a spell has not been discovered by the end of the sixth month, the spell is elusive, and future chances diminish. After 9 months the attempt must be given up and a new direction sought.

Characters who develop spells (which must conform to the referee's view of the game) can teach others with the same restrictions normally placed on U, G, T and S spells.

Consult the following table for spell research chances:

## SPELL RESEARCH

MONTH OF RESEARCH	SPELL LEVELS AND SUCCESSFUL D100 DICE SCORE RANGES					
	1-2	3-4	5-6	7-8	9	10
FIRST MONTH	1-15	1-10	1-5	1-2	1-2	-
SECOND MONTH	1-20	1-15	1-10	1-5	1-2	1-2
THIRD MONTH	1-25	1-20	1-15	1-10	1-5	1-2
FOURTH MONTH	1-30	1-25	1-20	1-15	1-10	1-5
FIFTH MONTH	1-35	1-30	1-25	1-20	1-15	1-15
SIXTH MONTH	1-40	1-35	1-30	1-25	1-20	1-15
SEVENTH MONTH	1-25	1-20	1-15	1-10	1-5	1-2
EIGHTH MONTH	1-15	1-10	1-5	1-2	-	-
NINTH MONTH	1-5	1-2	-	-	-	-



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## ADVENTURES ON TÉKUMEL GARDÁSIYAL – DEEDS OF GLORY

ROLEPLAYING IN THE WORLD OF TÉKUMEL  
M.A.R. BARKER AND NEIL R. CAULEY