

Spell List

Basic Spell List ---- 1

META-COLLEGE..... 10

IDENTIFY MAGIC – [1]	10
MAGE’S CANDLE – [1]	10
MAGI’S GOLD – [1]	10
MINOR CHANNELING– [1].....	10
SPELL SHIELD – [1]	10
TRACER – [1]	10
WIZARD EYES– [1]	11
WIZARD SCRIPT – [1]	11
ARCANE BOLT – [2] <i>META COLLEGE</i>	11
AURA OF POWER – [2].....	11
DISCERN– [2].....	11
MAGE’S ARMOR – [2]	11
MAGE’S DEFENSE – [2].....	11
MAGE’S GRASP – [2].....	12
MAGIC SHIELD – [2]	12
MAGE’S VITALITY – [2]	12
SHARE – [2]	12
FLIGHT – [4].....	12
MAGE’S LIFE FORCE – [4].....	12
MAJOR CHANNELING – [4].....	13
POWER POOL – [4]	13
TELEPORT – [8].....	13
POWERPORT – [8].....	13
SCRY – [8].....	14

IMPERIAL COLLEGE..... 15

EYES OF THE MAGI – [SIGNATURE SPELL: 4].....	15
ASTRAL BOMB – [1].....	15
BLAST SPHERE – [1].....	16
CYAN AURA – [1]	16
LESSER STAR BOLT – [1]	16
MAGE’S VOICE – [1]	16
SPARKLING CURTAIN – [1].....	16
STAR FIRE – [1].....	16
TELEKINETIC TENTACLE – [1].....	16
AMBER BANDS– [2]	16
BLAZING AURA – [2]	17
DRAIN STRENGTH – [2].....	17
EMERALD SPEAR – [2]	17
LEVITATE – [2]	17
MAGE WALL – [2].....	17
MYSTIC BOLT – [2]	17
RANGED SPELL SHIELD – [2]	17
SPECTRAL STAFF – [2]	18
SPELL SEEKER – [2]	18
STAR BOLT – [2]	18
YELLOW PENTAGRAM – [2]	18
CLONE ATTACK SPELL – [4]	18
CRIMSON PORTAL – [4].....	18
GLOBE OF CONTAINMENT – [4].....	18

GREATER STAR BOLT – [4]	19
IMPERIAL ARMOR – [4] <i>IMPERIAL COLLEGE</i>	19
MELT WEAPONS – [4]	19
REFLECT SPELL – [4]	19
SLEEP OF YOUTH – [4]	19
SPHERE OF DESTRUCTION – [4]	19
ABSORB MANA – [8]	20
RAZE – [8]	20
STAR HAMMER – [8]	20
THE ELDER SCHOOL	21
MUTATE – [SIGNATURE SPELL: 2,4,8]	21
COMPELLING VOICE – [1]	23
EBON EYES – [1]	23
ELDRITCH FLAME – [1]	23
FLESH MARK – [1]	23
FLOCK OF EYES – [1]	23
JESTER’S LAUGH – [1]	23
SHADOW VISAGE – [1]	23
SPIDER CRAWL – [1]	24
STEAL MOUTH – [1]	24
WHISPERING SPHERE – [1]	24
DEATH CLOUD – [2]	24
ELDRITCH FIRE – [2]	24
EVIL BLACK LAUGHING SPHERE – [2]	24
HORRIBLE CREEPING DOOM – [2]	25
HORRIFY – [2]	25
JOKER’S SMILE – [2]	25
SOUL LASH – [2]	25
SOUL VISION – [2]	25
STRANGULATE – [2]	25
STRIKE UGLY – [2]	25
ATTACK SHADOW – [4]	26
BELL JAR – [4]	26
BLACK COBWEBS – [4]	26
DEMONIC TRANSFORMATION – [4]	26
ELDRITCH INFERNO – [4]	27
EYES OF FLESH – [4]	27
FOG OF WAR – [4]	27
GREEN MIST OF TRANSPORT – [4]	27
MIND SERPENTS – [4]	27
SLAY – [4]	28
STEAL YOUTH – [4]	28
TURN WEAPONS TO SNAKES – [4]	28
TWISTED CONTRACT – [4]	28
VISCERAL PYRAMID – [4]	28
WHIRLWIND OF BLADES – [4]	29
WRITHING ARMOR – [4]	29
FINGER OF WITHERING – [8]	29
FIRE ELEMENTAL COLLEGE	30
FIRE BALL – [SIGNATURE SPELL: 4]	30
BURNING EYES – [1]	30
FIRE FRIEND – [1]	30
HAND OF FIRE – [1]	30
SNUFF – [1]	30

VOICE OF THE FURNACE– [1]	31
BLAZING SHIELD – [2]	31
BURN – [2]	31
BURNING BANDS – [2]	31
BURNING BLADES – [2]	31
CIRCLE OF FIRE– [2]	31
CONE OF FIRE – [2]	31
FIRE WALL – [2]	31
FLAMING BODY – [2]	32
FLAME HAIL – [2]	32
PYROMANCY – [2]	32
FIRE BOLT – [4]	32
FIRE LASH– [4]	32
PILLAR OF FIRE – [8]	32
EARTH ELEMENTAL COLLEGE.....	34
SUMMON EARTH ELEMENTAL – [SIGNATURE SPELL: 4]	34
CLOUD OF PEST REMOVAL– [1]	34
FLOWER– [1]	34
FOOLS FIRE POTION– [1]	34
FOREST WAY – [1]	35
HIDDEN TRAIL– [1]	35
OIL OF CLEANSING– [1]	35
TALLOW OF HEALTH– [1]	35
WILD WOOD – [1]	35
GROW GOLDEN VIPER FLOWER – [2]	36
HARVEST MOON– [2]	36
MYSTICAL MEDICINE– [2]	36
SHATTER– [2]	36
THORN BARRIER– [2]	36
CREATE SLEEP POTION– [4]	36
EARTH SPIRIT – [4]	37
SHOCKWAVE– [4]	37
WOOD SKIN– [4]	37
AIR ELEMENTAL COLLEGE.....	38
WHIRLWIND – [SIGNATURE SPELL: 4]	38
AEROMANCY – [1]	38
HOWLING BOLT – [1]	38
WHISPERING WIND – [1]	38
WHIRLWIND BLAST – [1]	38
WIND LEAP – [1]	39
WIND STORM – [1]	39
ZAP – [1]	39
ZEPHYR’S EMBRACE – [1]	39
CALL RAIN – [2]	39
CALL WINDS – [2]	39
ELECTROCUTE – [2]	39
ICY WIND – [2]	40
LESSER ARC – [2]	40
THUNDERBOLT – [2]	40
UPDRAFT – [2]	40
AIR SHIELD – [4]	40
BLIZZARD – [4]	40
CALL LIGHTNING – [4]	41
LIGHTNING ORB – [4]	41

TORNADO – [8]	41
WATER ELEMENTAL COLLEGE.....	42
MANIPULATE WATER – [SIGNATURE SPELL: 4].....	42
CREATE WATER – [1].....	42
DRY – [1].....	42
EXTINGUISH – [1].....	42
FIRE WATER – [1]	42
PRESSURIZE – [1].....	43
SING TO FISH – [1]	43
SONAR – [1]	43
AIRY BUBBLE – [2]	43
BREATHE UNDERWATER – [2].....	43
MAGICIAN’S TENTACLES – [2].....	43
PURIFY – [2].....	43
AQUATIC – [4]	43
WATER CANNON – [4]	43
VOID ELEMENTAL COLLEGE	45
DISINTEGRATE– [SIGNATURE SPELL: 4]	45
STRIP – [1]	45
BOLT OF VOID – [2]	45
IGNORE – [2]	45
POOL OF VOID – [2]	45
TROLLING THE VOID – [2].....	46
VOID POCKET – [2]	46
WISDOM OF THE VOID – [2]	46
SPHERE OF VOID – [4].....	47
TENTACLES OF THE VOID – [4].....	47
VOID WALKER – [4].....	47
SUMMONING.....	48
MAGE’S GUARDIAN – [SIGNATURE SPELL: 4]	48
CLOUD OF INSECTS – [1]	49
HOUSE KEEPER – [1].....	49
ORGANIZER – [2]	49
SUMMON IMP – [2]	49
SUMMON MINOR BATTLE BEAST – [2].....	51
TABLE A TABLE B	51
SUMMON NAMED MINOR DAEMON – [2]	52
ARCANE STEED – [4].....	53
ASTRAL WATCHDOG – [4]	53
BOOKKEEPER – [4].....	53
BUZZ BOMB – [4].....	54
DAEMON PRIME – [4].....	54
MYSTIC SENTRY – [4].....	54
SUMMON NAMED MAJOR DAEMON – [4].....	54
WHISPER WYRM – [4].....	55
ILLUSIONS AND PHANTASMS.....	56
GREATER PHANTASM – [SIGNATURE SPELL: 4].....	56
GLITTER – [1].....	56
ILLUSORY OBJECT – [1]	56
LIGHT SONG – [1]	57
MYSTIC RAINMENT – [1].....	57

PHANTASMAL BAUBLE – [1]	57
PHANTASMAL GAME PIECES – [1]	57
PHANTASMAL OBJECT – [1 OR 2]	57
REMOVE SHADOW – [1]	58
SHINE OF VALUE – [1]	58
THROW MIRROR IMAGE – [1]	58
BLIND SPOT – [2]	58
CAMOUFLAGE – [2]	58
DAZZLE – [2]	58
ILLUSIONARY MAN – [2]	58
ILLUSORY MESSENGER – [2]	59
IMAGINARY WALL – [2]	59
PHANTASMAL WEAPON – [2]	59
PHANTOM MISSILE – [2]	59
SHIFT – [2]	59
ASSUME APPEARANCE – [4]	59
BEAUTIFY – [4]	60
MULTIPLE IMAGES – [4]	60
PHANTASMAL ARMOR – [4] <i>ILLUSIONIST</i>	60
PHANTASMAL CHARIOT – [4]	60
TRIAD PHANTASM – [4]	61
TRANSCENDENTAL SORCERY	62
MYSTIC INFLUENCE – [SIGNATURE SPELL: 4]	62
DISTRACT – [1]	62
IMPENETRABLE SKIN – [1]	62
PURIFY BODY – [1]	62
SHARPEN MIND – [1]	63
SKIN OF IRON – [1]	63
SORCEROUS ENCHANTMENT – [1]	63
BODILY NEED – [2]	63
DRAW LIFE FORCE – [2]	63
DRAW ENERGY – [2]	63
IRON FIST – [2]	63
JUMP – [2]	64
LEVITATE – [2]	64
MIND OVER BODY – [2]	64
MIND SPEECH – [2]	64
NERVE LIGHTNING – [2]	64
OBJECT EMPATHY – [2]	64
ONEIROMANCY – [2]	64
PARALYZING THOUGHT – [2]	65
REPEL – [2]	65
SPEED – [2]	65
SUGGESTION – [2]	65
TERRIFYING THOUGHT – [2]	65
DETECT MIND – [4]	65
FASCINATE – [4]	65
MIND OVER MATTER – [4]	66
REPELLING BLOCK – [4]	66
BODY OF MIND – [8]	66
ASTROLOGY	67
CAST FORTUNE – [SIGNATURE SPELL: 4]	67
CELESTIAL FAVOR – [1]	67
STARRY EYES – [1]	67

CREATE CHART – [2]	68
DETECT DANGER – [2]	68
ENCHANT BIRTHSTONE– [2]	68
SEEK OMEN – [2]	68
SEND SIGN – [2]	68
ASTROLOGER’S WARD– [4]	68
NECROMANCY	70
MONSTER – [SIGNATURE SPELL: 4]	70
ANIMATE SKELETON – [2]	70
AURA OF LIFE – [2]	71
AURA OF DEATH – [2]	71
COLD HAND– [2]	71
NECROMANTIC WOOD – [2]	71
SKULL WATCHER– [2]	71
STASIS – [2]	71
STRENGTH OF THE DEAD – [2]	71
TORMENT LOST SOULS / SPEAK WITH RECENTLY DEAD – [2]	72
TRANSFUSION – [2]	72
VACCINE – [2]	72
WEAR BODY – [2]	72
CONJURE SPIRIT– [4]	72
GOOSEFLESH – [4]	73
STEAL STRENGTH– [4]	73
TRANSPLANT – [4]	73
UNLIFE – [4]	73
VAMPIRE’S TOUCH– [4]	74
WRAITH’S TOUCH– [4]	74
FOG OF DEATH– [8]	74
ARMY OF DARKNESS – [8]	74
THAUMATURGY	75
CIRCLE OF POWER– [SIGNATURE SPELL: 4]	75
GLYPH OF DESTRUCTION – [1]	75
GLYPH OF FIRE – [1]	75
GLYPH OF SEALING – [1]	75
RUNE OF ALARM – [1]	75
RUNE OF LIGHT – [1]	76
RUNE OF OWNERSHIP– [1]	76
RUNE OF STRENGTH – [1]	76
SYMBOL OF UNWELCOMENESS – [1]	76
TRIANGLE OF PROTECTION– [1]	76
PENTAGON OF CONTAINMENT – [2]	76
PENTAGRAM OF SUMMONING – [2]	77
RUNE OF POWER – [2]	77
RUNE OF WARDING – [2]	77
CIRCLE OF PROTECTION – [4]	77
CIRCLE OF SEEING – [4]	77
CIRCLE OF TRANSPORT – [4]	77
LINE OF DEVASTATION – [4]	78
RUNE OF LOCKING – [4]	78
SQUARE OF FORCE– [4]	78
WORDS OF BINDING – [4]	78
WITCHCRAFT	79
FAMILIAR – [SIGNATURE SPELL: 4]	79

ARUSPICY – [1/2/4]	79
BANE – [1]	80
BLESS– [1]	80
BREW OF HEALTH– [1]	80
CURSE – [1]	80
CURSED/BLESSED WAX – [1]	80
DETECT UNSEEMLY AURA – [1]	80
GLAMOUR– [1]	81
MENDING BALM– [1]	81
PATCH – [1 OR 2]	81
REFRESHING DRINK– [1]	81
RIP HAIR – [1]	81
SHADOW CLOAK – [1]	81
WAKING DREAMS – [1]	81
ANALGESIC – [2]	82
CANDLE MAGIC – [2/1]	82
CAULDRON OF GOSSIP – [2]	82
CHARM – [2]	82
CURSE OF MICE – [2]	82
CURSE OF SPIDERS – [2]	83
DROUGHT OF ANIMOSITY – [2]	83
DROUGHT OF ENCHANTMENT – [2]	83
DROUGHT OF SLEEP – [2]	83
DRAUGHT OF TRUTH – [2]	83
ENCHANTING VOICE – [2]	84
EVIL EYE – [2]	84
FOLLOWING CHARM – [2]	84
GLITCH – [2]	84
HAUNT – [2]	84
HEXBREAKER – [2]	84
HOLD FAST– [2]	85
HOLD TONGUE – [2]	85
JINX – [2]	85
LASH – [2]	85
LISTENING MARK – [2]	85
MURDER OF CROWS – [2]	85
NIGHTMARE CURSE – [2]	85
PREVENT BIRTH – [2]	86
SNEAK – [2]	86
STEAL HARVEST – [2]	86
STEAL UNBORN CHILD – [2]	86
STRIKE MUTE – [2]	86
WITCHBOLT – [2]	86
WITCH’S CANDLES – [2]	87
WITCH’S DOOR – [2]	87
YOUTHFUL APPEARANCE – [2]	87
ETERNAL YOUTH – [4]	87
EYE FOR AN EYE – [4]	87
SLAVE – [4]	87
SYMPATHY– [4]	88
REJUVENATE – [8]	88
SPIRIT.....	89
ARMOR OF LIGHT – [SIGNATURE SPELL: 4]	89
BLESS – [1]	89
EYES OF LIGHT – [1]	89

LEND STRENGTH – [1].....	89
QUIETING TOUCH – [1]	89
SHEPHERD’S VOICE – [1].....	90
SHINING ARMOR – [1].....	90
TAKE DISEASE – [1].....	90
TAKE PAIN– [1].....	90
UNDEAD’S BANE – [1]	90
BANDS OF LIGHT – [2]	90
BLINDING LIGHT – [2].....	90
BRILLIANT ARMOR – [2].....	91
CURE DISEASE – [2].....	91
FIST OF POWER – [2]	91
HEXBREAKER – [2]	91
MINOR HEAL – [2]	91
PENITENT STARE – [2]	91
PLAGUE IMMUNITY – [2].....	91
READ AURA – [2].....	92
TAKE HURT – [2]	92
UNDEAD’S TERROR – [2]	92
VATICINATION – [2].....	92
HEAL – [4]	92
MAJOR HEAL – [4]	92
SAVE FROM DEATH’S DOOR – [4].....	93
SHIELD OF LIGHT – [4].....	93
SOOTHESAY – [4].....	93
TAKE WOUND – [4].....	93
THE GIVER OF SLEEP (FOR THOSE WHO CANNOT) - [8].....	93
ALCHEMY	94
LEAD TO GOLD – [SIGNATURE SPELL: 2,4,8]	94
COMPASS – [1]	94
CLOUD OF SMOKE – [1].....	95
OIL OF BINDING – [1]	95
OIL OF CLEANLINESS – [1]	95
OIL OF ILLUMINATING – [1]	95
POTION OF MANA – [1]	95
POTION OF REPLENISHING POWER – [1]	95
SHOCK WAND – [1].....	95
ANTIDOTE – [2].....	95
ELIXIR OF STRENGTH– [2].....	96
FIRE BOLT WAND – [2]	96
GOLEM – [2,4,8].....	96
HEALING POTION – [2].....	96
OIL OF FORTITUDE– [2].....	97
OIL OF SLICKNESS – [2]	97
OIL OF STRENGTH– [2].....	97
PHOENIX BLOOD POTION – [2]	97
SWORD STONE +1 BLOODLETTER – [2]	97
SWORD STONE +1 DAMAGE – [2]	97
SWORD STONE +1 DEFENDER – [2].....	97
SWORD STONE +1 STRIKER – [2]	97
SWORD STONE +3 PENETRATION – [2].....	98
WATER TO ACID – [2]	98
ALCHEMICAL CANNON – [4].....	98
ALCHEMICAL ENGINE – [4].....	98
ELIXIR OF IMMUNITY TO WEAPONS – [4].....	98

SPECIAL PURPOSE TOXIN – [4].....	98
BARDIC MAGIC	100
SILVER TONGUE– [SIGNATURE SPELL: 4].....	100
AMPLIFIER– [1].....	100
LEGERDEMAIN LYRICS – [1]	100
LIGHT SHOW – [1]	101
MELODIOUS VOICE – [1].....	101
TRAVELLING DITTY– [1].....	101
SOOTHE BEAST– [1].....	101
SOTTO VOCE – [1].....	101
BATTLE HYMN– [2]	101
CACOPHONY – [2]	101
DIRGE OF DOOM– [2].....	101
DISCORDANT NOTES– [2]	102
DRINKING SONG– [2].....	102
HARMONY– [2]	102
HAUNTING MELODY– [2].....	102
IMPROVISATION ON A THEME– [2]	102
LOVE SONG (MATCHMAKER)– [2]	102
LULLABYE– [2].....	103
OMINOUS CRESCENDO – [2].....	103
RESTFUL MELODY– [2].....	103
RIDICULE– [2].....	103
SONG OF THE STONES– [2]	103
THE LAST WORD (POWER PUN)– [2]	104
WAR BALLAD– [2].....	104
CAST SONG UPON THE WIND (WIND SONG) – [4 OR 2].....	104
DISCHORD – [4].....	105
IRRESISTIBLE JIG– [4]	105
SYMPHONY OF DESTRUCTION (BRINGING DOWN THE HOUSE) – [4].....	105
SYMPHONY OF DECIMATION – [8].....	105

Meta-College

Description: There is no “Meta-College” skill. These are spells that are common to all colleges. Any mage of any school may learn them so long as they are of sufficient ability (e.g. a 2 point Meta-College spell requires that the mage have at least a Level 2 skill in an art).

Identify Magic – [1]

This spell allows a basic form of item identification. Casting it will tell the mage what triggers an item and something about what the item does. The player makes a skill roll and, if the GM deems that the item in question is not extremely exotic, deliberately obfuscated, or otherwise hard to identify the caster will know in general terms what triggers it and what it does.

Casting Cost	Type	Endurance	Notes
20	Instant	Normal	None

Mage’s Candle – [1]

The mage creates a “will-o-the-wisp” which follows the caster shedding light as a lantern while the spell lasts. The radius is about 10 yards of good illumination and a cumulative –1 perception roll for each 4 yards thereafter.

Casting Cost	Type	Endurance	Notes
12	Continuing	Walking	None

Magi’s Gold – [1]

The preferred form by which mages pay: a sum of coins are taken and laid on a surface and the spell is cast. In the place is a spinning coin with an ank in the center. The metal of the coin is not certain. When a certain act comes to pass the coin (which, when placed on its side will begin to spin) will return to its original state). The spell knows if the even comes to pass through a form of precognition and ESP—the person to be paid need not perform the event . . . and the coin does not guarantee that the proceeds will be spread fairly. Other than performing the agreed upon event, there is no way to tell how much money is in the coin and there is no way to get the money out. Identify spells can tell what event will trigger a coin. Note: While the caster need not be present to trigger the coin, the event must be one which the caster could, at the time of casting, verify (possibly with the addition of some physical proof). The intent of this rule is to prevent the spell from being used as an augury. The GM must decide if the coin’s condition is being misused (i.e. it can’t tell “if the right fork in the path will lead us to home” but could key on “the death of the King” since the caster would presumably know quickly about the death of the monarch.

Casting Cost	Type	Endurance	Notes
20	Transmutation	Normal	None

Minor Channeling– [1]

The mage can lend his mana to another caster. The Minor Channeling spell has a range like that of a normal ranged attack. The caster must roll to hit a willing target (if out of combat, this roll need not be made if the caster is within 10 yards of the target). Each turn the Channeling is in progress, the caster must spend 8 REA. Each turn, the caster may spend 6 Long Term mana to give the target +4 (if the sending mage has only a fraction of that left, it may all be sent). A mage may only receive power from one version of this spell at once.

Casting Cost	Type	Endurance	Notes
12 + 6	Continuing	Sprinting	None

Spell Shield – [1]

With a 0 REA Short action and the expenditure of mana, the mage conjures an invisible hemisphere of force that lasts for one turn. While Spell Shield is up, the mage may block attacks (magical or otherwise) with a 3 REA Short action. It acts as a small, medium, or large shield based on the mana spent on it (-1, +0, or +1 to the roll respectively). If the character wants to upgrade his shield, he pays the difference whenever he wishes (even as he blocks). The character’s block roll is based on his Magical Combat Skill. The Spell Shield may be raised with the 3 REA block.

Casting Cost	Type	Endurance	Notes
2, 5, 9	Defensive	Normal	None

Tracer – [1]

The spell is casts on an item or person (through touch) and lasts 24 hours. While the spell lasts the caster will be aware of the item’s location and general condition. The tracer may be removed by anti-magic and is

visible to anyone with magic sight. Certain magics may block the tracer and a normal person who has been traced gets a WIL roll at –2 to feel watched (Intuition gets +4 to detect it). The range of the Tracer is WIL / 2 (round up) miles.

Casting Cost	Type	Endurance	Notes
4	Continuing	None	None

Wizard Eyes– [1]

When cast, so long as any light is available, the mage can see in the dark as well as if she were in daylight. The mage can see in color. While this spell runs, the user's eyes radiate power and, depending on the character's primary college, the mage's eyes may take on unusual attributes suggestive of their school (so a witch's eyes may become cat's eyes, an astrologer's eyes may go sparkly like the night sky, and a water mage's might glow with a soft blue light). If there is absolutely no light at all, the mage cannot see with this spell. This power may intimidate those not accustomed to magic if they see the mage's eyes.

Casting Cost	Type	Endurance	Notes
4	Continuing	Walking	None

Wizard Script – [1]

When the spell is cast on a letter, the writing becomes unintelligible, shifting glyphs. The key is one of these things: a proper name (a person with that name may read it—a legally changed name may or may not work depending on the GM's discretion), a spoken password, an official title, or a certain event passing (after which anyone may read the note).

Casting Cost	Type	Endurance	Notes
20	Transmutation	Normal	None

Arcane Bolt – [2] *Meta College*

When cast, the mage hurls a prismatic shaft of light that lances the unfortunate target for 8 PEN damage.

Casting Cost	Type	Endurance	Notes
20	Ranged Attack	Normal	None

Aura of Power – [2]

This simple but potent spell cloaks the caster in an aura of mystery and power. It is most effective against provincial types who are not familiar with it or mages. While the spell continues the caster gains +4 points of Presence. Characters familiar with mages get an RES roll to ignore the effects (even if they are otherwise affected by psychology rolls). Also called Magi's Raiment, it is still a common way for mages to travel.

Casting Cost	Type	Endurance	Notes
4	Continuing	Walking	+4 Presence

Discern– [2]

When the mage casts this spell, his senses sharpen to an amazing degree. For every 2 mana spent, the character "buys" 1 Character Point of Keen Senses. Therefore, a mage who spends 8 mana on Discern can "buy" 4 points worth of Keen Senses in whatever configuration he wishes. To maintain the heightened senses costs [$\frac{1}{2}$ the mana it required to initially cast the spell] mana per turn. So, if a mage's Discern cost 16 points to initially cast, it would cost 8 mana each turn to keep it going. If the mage wishes to change the levels or configuration of his enhanced senses, he must cast the spell anew.

Casting Cost	Type	Endurance	Notes
Varies	Continuing	Walking	None

Mage's Armor – [2]

When this spell is cast, the mage is protected by an invisible force that provides 2 / 6 armor. Casting this spell is a 5 REA Short action and will be obvious to any mage who sees it happen. This does not stack with any other armor or (whether from spells or otherwise) but; if the mage has better protection, it is used *instead* of Mage's Armor. It will stack with non-armor Protection type spells.

Casting Cost	Type	Endurance	Notes
9	Protection	Walking	5 REA Short

Mage's Defense – [2]

The caster is protected by an invisible aura. The aura absorbs up to 8 points of damage total from incoming magical attacks (no effect vs. physical attacks). Each point the armor absorbs reduces its power by one point. This effect occurs outside any worn armor or other Protection-type spells that isn't ablative (it the

character is protected by an ablative Protection-type spell, the character decides from which spell armor is removed first). In the case of Penetrating attacks, if the remaining defense of the aura is greater than half the Base Damage of the incoming attack, the attack automatically fails to penetrate. If the remaining defense of the aura is half or less than the Base Damage of the attack, then the attack rolls to penetrate normally, ignoring the aura for penetration purposes (it still reduces damage, though). Casting this spell is a 5 REA Short action. When running, the caster can reduce the Effect of PWR. vs. STAT attacks by 1 point of effect per spell point spent (up to a maximum of 4 points of effect).

Casting Cost	Type	Endurance	Notes
9	Protection	Walking	5 REA Short

Mage's Grasp – [2]

The mage can grab and manipulate small items at range. The mage can lift up to WIL / 4 lbs. in weight at up to WIL yards distance. Only one object can be held at a time. The mage can hold double his allowed weight by spending 3 extra mana (6 total) and expending Running endurance. He can hold triple the weight by burning 9 extra mana (12 total) and using Sprinting endurance.

Casting Cost	Type	Endurance	Notes
3	Continuing	Walking	None

Magic Shield – [2]

When a caster's defenses are raised, he has 3 / 6 armor only vs. Magical attack. Casting this spell is a 5 REA short action and will be obvious to any mage who sees it happen. This does not stack with any other armor or armor spells. If the mage has better protection, it is used *instead* of Magic Shield.

Casting Cost	Type	Endurance	Notes
15	Blocking	Walking	5 REA Short

Mage's Vitality – [2]

While running, the mage gets +4 DP. These Damage Points modify the mage's wound rolls while the spell is active. If the mage suffers damage, they are taken first. When the spell stops, if the character's Condition Level gets worse, he suffers the appropriate wound. Only one spell that increases Damage Points may be run at a time. This spell may only be cast once per day. It may not normally be cast on another, but if shared it does not heal but simply adds damage points while in effect (the wound remains). It will change condition level for the better, though, if the points add up right.

Casting Cost	Type	Endurance	Notes
12	Transformation	Normal	None

Share – [2]

This spell allows the mage to let any Meta-College spell that would normally affect only the caster himself to benefit others as well. The mana cost is 5 for each additional person beyond the mage himself (spent the turn the magician chooses to Share); the endurance cost is 1 point extra for each additional person the mage Shares with. Therefore a mage who extends Wizard Eyes (4 mana, Walking endurance) with two compatriots would spend a total of 14 mana and expend 3 endurance points every 15 minutes). Although the mage does not have to spend the extra mana to Share on the same turn, and thus save Long Term mana, he may have to (you can't Share a Teleport the turn after you've gone).

Casting Cost	Type	Endurance	Notes
5+	Varies	Varies	None

Flight – [4]

The mage can fly at 16 / Mass yards per second at Running endurance. If desired, a mage can fly at 32 / Mass yards per second at Sprinting endurance if he spends an additional 18 mana the turn he wants to speed up (thus a ground-bound mage who wants to start flying at top speed in one turn pays 36 mana for the privilege).

Casting Cost	Type	Endurance	Notes
18	Continuing	Varies	None

Mage's Life Force – [4]

While running, the mage gets +8 DP. These Damage Points modify the mage's wound rolls while the spell is active. If the mage suffers damage, they are taken first. When the spell stops, if the character's Condition Level gets worse, he suffers the appropriate wound. Only one spell that increases Damage Points may be

run at a time. This spell may only be cast once per day. It may not normally be cast on another, but if shared it does not heal but simply adds damage points while in effect (the wound remains). It will change condition level for the better, though, if the points add up right.

Casting Cost	Type	Endurance	Notes
18	Transformation	Normal	None

Major Channeling – [4]

Like Minor Channeling, except that this spell may be sent over a vast distance. The caster may send the target mana in lots of up to 24 points for a cost of 36 (or a fraction thereof). To target, the caster must know the exact location of the target in reference to him. This means the caster must be in communication, have a tracer, etc.

Casting Cost	Type	Endurance	Notes
20 + 36	Continuing	Sprinting	None

Power Pool – [4]

When leading a ceremony, a mage may attempt to collect a pool of power with this spell. A Power Pool only has the power that is Channeled to it. The caster sets up the pool, playing Walking Endurance for each second the pool lasts. The Pool stores the energy sent to it. When the caster is ready to cast his spell, he may tap into the pool and cast the spell normally. He may *not*, however, use any of his own mana to cast a spell with the pool unless he channeled him there himself. Multiple casters can contribute to a pool. The drawback is that pools above a certain level become dangerous. If the pool is used to store more power than the controller's Long Term Spell point maximum (natural—gear doesn't count) then it becomes unstable rapidly. Each *point* of power that is put into the pool forces a WIL roll at -1. If the roll is made, the pool is stable that second, and may be cast from. If the roll is missed by 0 – 4, the pool drops to half power, and will collapse totally that turn. This causes an electrical discharge. If missed by 5 – 9, the pool will collapse instantly in a flash of light and thunder. The controller will suffer an energy attack based on ½ the Power in the pool, with a 14- to-hit roll. Everyone within a 10 yard radius will suffer the same attack based on ¼ of the power in the pool. If failed by 10+, the effects are as above except with 1x power damage to the caster and ½ power damage to everyone in 10 yards (14- to hit).

Casting Cost	Type	Endurance	Notes
25	Continuing	Walking	None

Teleport – [8]

An arcane spell known only to a few sorcerers, this spell allows for the instant transportation of the mage. The maximum amount of distance the mage can teleport is WILx2 miles and the endurance cost is equal to the number of miles traveled (minimum of 1). There is a risk in teleporting though: if the character is unfamiliar with the area he wishes to transport to, he may not be accurate (or safe) on arrival. Unless the place in question is very familiar to the mage (somewhere he has lived for at least a month), he must make a RES roll with the following modifiers:

- Line of sight: +3; this means the character can see *exactly* where he will appear (a mage transporting to a glen he sees across the river receives this modifier, a mage wishing to teleport into a room whose darkened window he sees from 100 feet below does not)
- Somewhat familiar: no modifier; the character must make a MEM roll at -3 to be able to consider an area where he has been a few times “somewhat familiar”
- Unfamiliar: -3; if the character fails his MEM roll or wishes to teleport somewhere he has only been to once or twice, it is considered “unfamiliar”.
- Blind: -5; this means that the character has never been to the place he wishes to appear

If the caster fails the roll, the character appears [(1/10th of the total distance teleported) x (the amount the roll was failed by)] away in a random direction. The spell will not allow a mage to teleport into an occupied space (the spell will cause the mage to occupy the nearest available space up to its maximum range or it will fail).

Casting Cost	Type	Endurance	Notes
40	Instant	Varies	None

Powerport – [8]

An even more esoteric version of Teleport, this spell allows mages to teleport up to WIL² miles distance. The endurance cost is 1/8 per mile traveled (round up, minimum of 1) and if the teleportation site is within 1 mile, the mana cost is only 20, otherwise it's 40. In all other ways, this spell is just like Teleport. To learn Powerport, the mage must first learn Teleport. Only a handful of mages know this spell and finding one who will teach it to the character is sure to be a difficult (and expensive) task.

Casting Cost	Type	Endurance	Notes
20 or 40	Instant	Varies	None

Scry – [8]

A spell usually found only among Archons and above (but not always), this spell allows the mage to see events that have happened, will happen, or are happening. The spell requires a shiny, reflective surface (like a mirror, a pool of water, or a crystal ball). The information comes as a diorama of events visible through the reflective surface. The spell acts as Extra Sensory Perception or Far Precognition at **[WIL+5]** PWR and skill. Far Precognition can also be used to learn things about the past as it does the future.

Casting Cost	Type	Endurance	Notes
30	Divination	WIL	None

Imperial College

Description: The mages of the Imperial College defined magic in terms of mathematics. Their spells are constructed to give their disciples efficient (and powerful) abilities. Although an Imperial College practitioner needn't have the Mathematics skill to learn this branch of magecraft, knowing math makes it easier to learn. With Level 2 Mathematics (and at least a 12- roll), the mage may buy Imperial College magic skill at RES+1. At Level 3, he can buy skill at RES+2. At Level, he purchases the skill at RES+4.

Level 1: Imperial Student. The character is adept in the skill of Mathemagics—the mathematical science of magic. The character does not understand higher math in the way implied by the Mathematics skill but rather, something closer to “symbolic logic.” Proper study and work on a spell can improve a caster's understanding of it. If an apprentice makes 6 rolls in a row, each roll taking 1 hour, a spell can be learned at the end of the study. Normally learning a spell takes considerably longer (about 1 week per point of spell cost). This work can be saved and, if a character with the skill gets access to a library of Mathemagics research, a single Level 2 Mathemagics roll can be made to learn a spell in 6 hours (again, if the character has the character points). Magical colleges will usually have legions of apprentices working on spells for their research libraries.

Level 2: Imperial Scholar. The character can use the notes of others to learn a spell quickly as described above by understanding the mathematical application of the magic. Additionally, at Level 2, the mage can make a roll with several hours of study to learn what triggers a magical item. This doesn't tell what the item does (although a well-made roll may yield some insight) but will reveal conditions under which the magic might manifest, command words, and other such data. Application of this requires magical meditation, and a lab for testing (without a lab the roll is at -3).

Level 3: Imperial Mage. The character has an expert grasp of the codified system of mathematical magics. The character can use Advanced Mathemagics to simplify the casting of spell. A spell can have its casting cost reduced by 2pts if the casting character makes a Level 3 skill roll while reading from a book of Mathimagical formulas. Creating these formulas takes 5 successful skill rolls, each taking 20 hours of work. Using the formulas in practice requires the caster have the book open near-by to the appropriate page and that the character take a 3 REA short action to read the appropriate page and make a successful skill roll. Books of this nature (each page of math is for a specific spell) are very rare and valuable.

Level 4: Master Mathemagician.

Eyes of the Magi – [Signature Spell: 4]

The caster's eyes glow with an eerie light while the spell is in effect. The character sees magical auras as distinct lines of force, cause and effect, and stored energy. A skill roll can determine the nature of any magical effect. The roll is at -2 for each point of spell *purchase* cost above 2 (so a 4 point spell is at -4 and an 8 point spell is at -12 to decipher). Because the mage sees the spell so clearly he may negate its effects more easily: for 4 REA and 4 mana, the caster may use his modified skill roll as a block.

Casting Cost	Type	Endurance	Notes
4	Continuing	Running	4 REA block

Astral Bomb – [1]

The bomb appears as a glowing blue ball of light with small white twinkles in it (it is difficult to see in bright light for a -2 perception roll). When cast it has a timer: 1 second, 3 seconds, or when triggered. It may be cast at up to 12 yards range. If set with a trigger it has a 14- perception roll for some physical event (it cannot distinguish between different people). It explodes for 12 damage with a +4 Damage Modifier. Furthermore, any being in the area will suffer a L2 Psionic Blast at [WIL-3] PWR. This is [WIL] PWR against characters who are Psionic, sensitive, magical, or otherwise attuned. It is [WIL+2] PWR against Out of Phase characters or those with Astral Bodies.

Casting Cost	Type	Endurance	Notes
20	Trigger	Normal	None

Blast Sphere – [1]

The caster throws a green light that expands suddenly into a sphere of green, turbulent magical energy (the explosion makes the sound of a single musical chord). Everything within a 2 yard Radius takes 4 points of damage from the blast with a flat +4 Damage Modifier. For simplification purposes, a roll to hit may be made against the 'area' so there are no AGI modifiers in play.

Casting Cost	Type	Endurance	Notes
12	Ranged Attack	Normal	4 DMG

Cyan Aura – [1]

The caster is surrounded by a faint blue aura. While the spell continues the character gets a –2 DM against any physical attack. This is applied *before* checking for doubling from penetration damage. If the character has any other form of damage reduction this will give only an additional –1 DM instead of –2.

Casting Cost	Type	Endurance	Notes
9	Continuing	Running	-2 DM

Lesser Star Bolt – [1]

The magician fires a bolt of white glowing power that strikes for 8 points of energy damage.

Casting Cost	Type	Endurance	Notes
12	Ranged Attack	Normal	None

Mage's Voice – [1]

The character's spoken command acts like the Influence ability with Power equal to the character's WIL. There is no roll to hit. If this ever achieves a failure result against the target, the target will be aware the voice is being used against him (making immediate use virtually impossible).

Casting Cost	Type	Endurance	Notes
12	Instant	Normal	PWR is WIL

Sparkling Curtain – [1]

The spell creates a bluish-white sparking curtain of light in a doorway. The maximum area is 4 yards by 4 yards. This curtain emits small chime sounds and glows. From the caster's side, one can see and hear through it normally. From the other side it is opaque and no sound will pass. If anything passes through it (spell, ranged attack, someone walking through) from the caster's side, it will collapse. Things may pass the other way without disrupting it. It may be used to have a private conversation or to observe from an obvious, but impressive vantage point (note, it may be cast between two poles, trees, or other support).

Casting Cost	Type	Endurance	Notes
4	Continuing	Walking	None

Star Fire – [1]

Mystical light bursts chaotically from the caster's hands. This is an extremely short-ranged ranged attack spell. It has a maximum distance of 3 yards (Long reach) and gets a +2 Large Weapon Bonus (the plus to hit does *not* apply to damage mods). It strikes for 6 points of damage. Because of the chaotic nature of the spell, it *cannot* be aimed with.

Casting Cost	Type	Endurance	Notes
9	Ranged Attack	Normal	6 DMG

Telekinetic Tentacle – [1]

The spell creates additional, invisible limbs. Each "tentacle" is 3 yards long and can lift 30 pounds of weight. Each tentacle created cost an additional endurance point (so three tentacles costs the caster 3 endurance each 15 minutes). The primary purpose of the tentacles to aid the caster in alchemical endeavors—books, potions, and other implements may swirl around the caster as he works. It also allows an impressive game of chess (no one touches the pieces). In grappling combat having 4 or more gives +1 Grapple Score.

Casting Cost	Type	Endurance	Notes
1	Continuing—Multicast (+0)	Walking	3 yard TK

Amber Bands– [2]

A target hit by the spell is wrapped in glowing amber bans. The bands have 3pts of armor, 15 DP, and an Offensive Grapple of 8. Character's in the grab will be at –4 damage modifiers to break the bonds. Advanced Note: purists can give the bonds an STC roll of 15-.

Casting Cost	Type	Endurance	Notes
12	Ranged Attack	Normal	Tangle attack

Blazing Aura – [2]

The caster blazes with a red-yellow corona. This shield may be erected as a 3 REA Short action, or cast normally and maintained for Running Endurance. While active, the caster takes –4 DM vs. non-magical ranged attack and –2 DM vs. non-magical HTH attack. If combined with a similar but more powerful protective spell (or other defense) it adds 1 to the protective damage modifiers. The spell costs 16 mana when cast and the user must maintain it with 4 mana each turn.

Casting Cost	Type	Endurance	Notes
16 then 4	Blocking	Running	–4 DM

Drain Strength – [2]

The caster fires a yellow ray from his hand that will weaken a living target. This is a PWR vs. STAT attack with a PWR of WIL. It works against CON and is at –1 PWER for each 5 DP the target has above 10. The Minor Effect is a loss of –1 STR and –1 REA for 1 turn. The Standard Effect is a loss of –2 STR and –1 REA for 1 turn. The Major Effect is the loss of –2 STR and –2 REA for two turns. The Critical Effect is the loss of –2 STR and –5 REA for two turns. The Catastrophic Effect is the loss of –3 STR and –8 REA for three turns. A target whose STR falls below 7 will fall. A target whose STR is reduced to 8 must make a STR roll at +1 (9 or less) or fall.

Casting Cost	Type	Endurance	Notes
12	Ranged Attack	Normal	WIL

Emerald Spear – [2]

The mage throws a spear of green light. It strikes for 12 points of penetrating damage. The spell takes two medium actions: one to cast (and create) and one to throw. The spear cannot be held (the two actions must be over one or two turns).

Casting Cost	Type	Endurance	Notes
20	Ranged Attack	Normal	None

Levitate – [2]

The mage can float at a rate of 8 / Mass yards per second in any direction. This counts as a Move action.

Casting Cost	Type	Endurance	Notes
18	Continuing	Walking	None

Mage Wall – [2]

A glowing purple wall of [WIL] square yards appears in the air. It must be anchored on one side (it doesn't float) and it has 2 points of Armor and 20 DP. Once the DP are destroyed, the wall will collapse (it takes no penetrating damage and has no STC). Casting magic through the wall won't work, but every Spell Point spent on the spell will reduce the DP by 1, if the spell costs more DP than the wall has, the spell goes through but the GM should reduce the power of the spell somehow (usually by ¼). If the spell does damage, the wall is reduced by the mana *and* the damage done.

Casting Cost	Type	Endurance	Notes
24	Create Wall	Normal	None

Mystic Bolt – [2]

The caster throws a purple bolt which does energy damage. The Mystic Bolt ignores all negative damage modifiers due to immunity to magic. The bolt does 3 points of damage. Since it may be Multicast, a mage can throw more than one: all hit with the same to-hit and damage modifier roll and the wound type is determined by the *total* damage done (the target only makes one CON roll). Each additional Bolt fired at once costs one point more than the last (second bolt cost 3 points, the third costs 4 points).

Casting Cost	Type	Endurance	Notes
2	Ranged Attack—Multicast (+1)	Normal	3 Damage

Ranged Spell Shield – [2]

The caster can use the Spell Shield effect against spells *not* targeted at him. In this case, the block cost +1 REA but otherwise functions normally. Note that it also cost +1 Spell Point. Blocking an attack at a target greater than 5 yards in distance is at –1 for each 5 yards (standard Ranged Attack modifier).

Casting Cost	Type	Endurance	Notes
3, 7, 12	Blocking	Normal	Blocking spell

Spectral Staff – [2]

The mage creates a glowing green staff of energy. It acts as a HTH weapon and can be used with either Sword or Staff skill. The staff's strike does 9 points of Impact damage, costs 5 REA to swing, and may be used with a Full Strike. It lasts so long as the endurance to keep it going is paid (note that a turn of fighting with it costs 1 Endurance in addition to the Running Endurance it costs to maintain).

Casting Cost	Type	Endurance	Notes
12	Continuing	Running	9 damage

Spell Seeker – [2]

The Spell Seeker is a counterstrike that travels back along the path of a ranged attack spell towards the caster. It only targets spell effects that originate from a caster (if the spell effect causes the damage to come from another source the Seeker will seek that source). The Seeker is a slow missile that looks like a glowing blue ball of lighting. When the caster declares a block he may also declare the casting of a Seeker spell. If the block is successful, the spell seeker is immediately launched. The blocking mage pays 5 REA (in addition to the block) and makes a to-hit roll. The target of the seeker may block it normally. The seeker hits for 8 points of damage. If the block is not successful, the mana are paid anyway.

Casting Cost	Type	Endurance	Notes
12	Ranged Attack	Normal	8 damage

Star Bolt – [2]

The magician fires a bolt of blue-white glowing power that strikes for 12 points of energy damage.

Casting Cost	Type	Endurance	Notes
18	Ranged Attack	Normal	None

Yellow Pentagram – [2]

A glowing yellow pentagram appears in the air before the caster. The pentagram, while in existence, will act as a block vs. ranged spells. Any spell cast at the caster from the other side of the pentagram (but from any angle) automatically has a block of a 13- applied against it. This costs the caster no additional REA but, if the pentagram is used, the caster cannot also take another defense other than a dodge. Each turn the pentagram is in effect it costs 2 additional Long Term mana

Casting Cost	Type	Endurance	Notes
10 +2 LT	Continuing	Walking	13- block

Clone Attack Spell – [4]

The caster can take advantage of another's spell—even one that is being thrown at him and “clone” it for his own use. The spell functions as a block, and the caster may then, if the block is successful the caster has a chance to cast the spell immediately himself. Use the rules for Ranged Spell Shield (+1 REA) if the spell is fired at another target with the exception that the point of spell-travel closest to the character may be targeted. The caster must pay the REA for the spell immediately (or, if he is all out of REA, he may promise to pay at the beginning of next turn). The mana for the clone of the spell are then paid and the caster rolls to hit with the spell. Even though the REA to clone the spell and the mana are paid as soon as the block is successful, the spell does not go off until the caster gets to act. Unless the spell was targeted at the caster, the spell is not actually blocked. If the caster knows Ranged Spell Shield, these can be combined (the caster pays +1 Spell point). The caster need not know the spell he is cloning—he has an example right there.

Casting Cost	Type	Endurance	Notes
3, 6, 9 + Cloned Spell cost	Blocking	Normal	Blocking spell

Crimson Portal – [4]

The mage creates a red rectangle the size of a doorway in a wall. If the wall is less than 6 inches thick, the caster, and anyone else may travel through the wall. The doorway will not create if there is an observer on the other side of the barrier. Additionally, the doorway hums weirdly while in existence.

Casting Cost	Type	Endurance	Notes
24	Continuing	Sprinting	None

Globe of Containment – [4]

The mage creates a glowing force dome over an area. This is targeted at a specific point and has a 4 yard radius. It will conform to whatever material is in the area. The dome (a globe if cast in air—but it won't float) has 3 points of armor and 90 DP. It does not take penetrating damage, but blows against it are not at any plus to hit (they won't miss, though, if a swing misses, give it a +0 damage modifier). The dome has no STC,

it won't go away until it is destroyed. You cannot cast magic through the Globe of Containment. If you try, the dome either takes the damage dealt (normally) or, if the spell does no direct damage, the dome loses 1 DP for each spell point spent trying to cast through it. The dome, once created, will last 1 day per point a WIL roll is made by. If the roll is made by 5+, the dome lasts forever. If the mage blows his WIL roll, it evaporates after 1 hour (unless otherwise destroyed). It can support 2 tons of weight.

Casting Cost	Type	Endurance	Notes
35	Ranged Attack	Normal	None

Greater Star Bolt – [4]

The magician fires a bolt of red-white glowing power that strikes for 18 points of energy damage. When it strikes, it throws off smaller, twisting bolts of light. Any target within 4 yards of the area hit, will be targeted by a 12- to-hit roll. These bolts strike for 8 points of energy damage. There is a maximum of 12 of these off of one bolt.

Casting Cost	Type	Endurance	Notes
24	Ranged Attack	Normal	None

Imperial Armor – [4] *Imperial College*

When the mage casts this spell, his garments acquire an almost metallic sheen. The armor provides 3 / 9 protection. It is a 5 REA Short action to activate this spell. This does not stack with any other armor or Protection-type spells; if the mage has better protection, it is used *instead* of Imperial Armor.

Casting Cost	Type	Endurance	Notes
18	Protection	Walking	None

Melt Weapons – [4]

Beams of gray energy stream from the caster's hands, terminating in globes of gray light around the target's metal weapons. This spell may be multi-cast, attacking multiple weapons with one casting. Each attack hits as a separate ranged attack. When a target is struck, any held weapon may be effected (if the target has more than one, the caster decides which). Each weapon makes an STA roll at -5 or melts. This will not effect the following weapons: wooden weapons, weapons the GM determines are very well made, or magical weapons. The weapons don't actually get hot—the metal just falls apart.

Casting Cost	Type	Endurance	Notes
35+ 4	Ranged Attack	Normal	None

Reflect Spell – [4]

This spell functions like a Spell Shield, but if the block is made the caster may reflect the spell back at the target. If you cast the spell at the listed Spell Point cost, and make your block roll by 4+, you may immediately pay 5 REA to fire the spell back at the target. A caster may pay an additional 3 Mana when casting. If this is done, and the spell is blocked, the caster may make a WIL roll vs. the attacking mage. If this roll is successful, the spell is reflected as above, even if the block was not made by 4. Because of the defective nature of this spell, if the mage blocks a spell but does not "successfully reflect it," the GM may rule that the damage still goes somewhere (causing collateral damage). This can be worked out randomly,

Casting Cost	Type	Endurance	Notes
4, 8, 12	Blocking	Normal	Blocking spell

Sleep of Youth – [4]

The caster falls into a deep sleep (wherein he needs no food or water for weeks on end). When he awakens, his apparent age will be lowered. A mage can lose 1 year per week he sleeps (the body grows younger—the mind doesn't change). This requires a good deal of preparation (and a safe place to sleep). The mage must spend \$2000 on herbs and candles and other things for the ritual. A drink is prepared and drunk, but the mage spend the points—if this isn't done, a roll at -6 (if level 3: -3, if Level 4 no negative). If the roll is failed, the caster sleeps for +10% his original time for each point of a random dice roll (a roll of a 20 would indicate losing 200% of the intended years). When the caster awakens, he will be at 0 mana and Endurance.

Casting Cost	Type	Endurance	Notes
60	Reduce Age	None	None

Sphere of Destruction – [4]

The caster creates and hurls a glowing red-white sphere of light (about 12" across). It travels as a very-slow missile moving only 9 yards a second. When it hits something or, when the caster detonates it (a 3 REA

short action) it suddenly expands to a 4 yard radius. Everything within the radius takes 12 points of damage (unblockable). The radius also has a Grab with a 15 STR (Grapple Score of 5). Roll for successful Grab against each person within range. The damage will continue each turn until the spell ends or the target breaks out and leaves. The “explosive” effect has a random damage roll with a +2 DM per Mass of target. While “continuing” the damage the caster must spend 8 REA each turn (it lasts one second otherwise) paid at the beginning of the turn (it strikes when the caster gets to act). The caster must also pay 12 mana at the start of each turn. The sphere travels at the beginning of the Caster’s turn each round. If a target gets to go between when the sphere is thrown and when it is within range, he may simply run from it.

Casting Cost	Type	Endurance	Notes
24 then 12	Ranged Attack -- Continuing	Sprinting	12 Dmg

Absorb Mana – [8]

By using this spell, not only may the mage block a magical attack, he can absorb mana from it to power his own spells. The spell works like Spell Shield, however, for every point that the mage blocks by, he absorbs 20% of the mana used to power the attacking spell for his own use (round up; max absorption is 100%, minimum is 1 mana if blocked by 0). The caster may only absorb spells cast directly at him (he cannot absorb an explosive effect if he wasn’t the primary target). This absorbed mana may be used immediately. Mana acquired in this manner fades away at the rate of 1 mana per turn at the end of the turn beginning with the turn after which it was first absorbed.

Casting Cost	Type	Endurance	Notes
4, 7, 11	Defensive	Normal	None

Raze – [8]

Called the final word in magical combat, raze creates a massive explosion which rises in a brilliant, phoenix-shaped mushroom cloud over the target of choice. Raze takes 10 seconds to cast, during which time a white crackling light starts to form at the target location (maximum distance [WIL x 10] yards). Anyone in the area will know it’s about to explode. When the 10 seconds is reached, the explosion has a value of 200 points of damage. For each Short Term spell point the caster burns for a day, this value is increased by 50 points. Burning a Short Term spell point in this fashion *also* costs 2 DP, and the caster takes an appropriate wound when the spell is cast. Increasing the spell in this fashion takes 1 second per SP put in. The RAD of the explosion is an incredible WIL yards (the magical forces unleashed aren’t a mere explosion but are more like the burning body of an angry god). This means that if the max damage is 500 points, targets within WIL yards take 250, targets within 2x WIL yards take 125, targets within 3x WIL yards take 55, targets within 4x WIL yards take 31, etc. Structures must make STC rolls at –1 per 50 points of damage (critical failures destroy, major failures collapse large portions).

Casting Cost	Type	Endurance	Notes
120	Ranged	Normal	

Star Hammer – [8]

The caster creates a glowing bolt of magical fire as a 5 REA Medium action and hurls it for a second 5 REA Medium action. It strikes with incredible physical force. The Hammer hits for 36 points of damage and has a ‘phantom Mass’ of 7. If the target struck has a Mass 14 or higher (i.e. a structure, a very large animal, or a smaller object whose velocity x Mass is higher than 14) the damage is 3x as much for 108 points. Note that a person or person-like object, even if ‘sunk in the ground up to his knees’ or tied or held, won’t qualify unless the binding agency has a STR of higher than 24. Mostly this effect useful against portals or walls. An additional use of this spell is the generation of light. If fired straight up, it will create a 200 yard radius area of daylight for [WIL x 5] minutes.

Casting Cost	Type	Endurance	Notes
60	Ranged	Normal	Collision damage

The Elder School

Description: Dedicated to power through Fear, the mages of the Elder School (colloquially known as the Shadow School or, among its more haughty practitioners, the Great School) have spells deliberately designed to make magic appear unnatural, mysterious, and powerful.

Level 1: Occultist. The character knows the mystic rites associated with casting Elder School spells. These deal with the deep emotional resonance of magic; the apprentice learns to meditate on the chaotic emotions of fear. This meditative state gives the caster a +1 WIL roll to resist the effects of fear (slipping into the trance state is a 3 REA Short action, as is maintaining it).

Level 2: Shadow Mage. The character so greatly understands the Emotional Resonance of Fear found at the basis of Great School spells (as well as the chaotic nature of the mystical energies they control) that the mage gains a +2 WIL vs. Fear while in the trance state. Furthermore, the character can use the skill as sort of an occult meter to tell if a particular story is true. The bodies of anecdotal and superstitious knowledge that Shadow School study imparts lets the character make educated guesses about the nature of magic in areas he may not be directly familiar with. This skill functions a bit like occult and, when used in conjunction with occult, a roll (at difficulty level assigned by the GM) will separate likely truths from lies.

Level 3: Elder Mage. The character can get +3 to resist Fear while in the Trance State (still a 3 REA Short action to maintain). The character can use his innate understanding of chaos and magic to project his aura. Projecting one's aura gives +3 to Intimidation rolls with an 8 REA Long action. It will identify the character as a mage—or at least unnatural. This will not work against other mages.

Level 4: Great Mage.

Mutate – [Signature Spell: 2,4,8]

Mutate causes horrible changes in the target. It acts as a PWR vs. STAT attack with a PWR equal to [WIL, WIL+2, or WIL+4]. The roll is against CON or WIL (whichever is higher). Effects are as follows:

- Minor Effect: Target grows some minor mutation (small tentacles sprout from the face, another set of eyes open in the forehead, hands become covered with lumpy growths, etc.). Effects last 1 minute per point the PWR roll was made by.
- Standard Effect: The turn after the target is hit, the mutation blossoms into full form. The target will be fine for the turn in which he was hit, but Dazed on the next turn. Mutations may be even more major: a two-foot tentacle snakes out from the face, a rat's tail comes from the rear, an extra spinal column snakes under the skin, running down the arms, etc. The character will be at one of the following: -2 to perception rolls, -1 to combat rolls, -2 yards to movement, or -4 to Coordination rolls for fine work. These effects last for 20 minutes per point the PWR roll was made by.
- Major Effect: The target is seriously warped. The target suffers a Minor Wound (taking the necessary damage points). He is treated as Dazed for three seconds (begin rolling for recovery after that) while he mutates. Extra limbs (uncontrolled) may be grown, the character may become obese, vestigial wings may form, etc. These effects last 1 hour per point the PWR roll was made by.
- Critical Effect: The character suffers as above, however, 8 hours later (or so) the mutation will strike *again* at +2 PWR. If the roll is won by more than the first time, the mutation gets worse and the procedure continues until either the character dies (the Minor Wounds add up) or the character achieves a No Effect score. The PWR increases by +1 each time. The effects last 1 day per point the initial roll was made by: start counting when the target gets a No Effect score.
- Catastrophic Effect: The target suffers a Major Wound and the effects are permanent until the curse is removed. Treat as above except that the recurring curse is at +4 to the roll. The additional rolls don't cause wounds, though—the target is a living mutation.

NOTE: These Mutations can be a case for a person to buy some weird enhancements. If a character has extra experience points and gets a mutation he likes, he can put points in. The character is almost automatically ugly.

Random Mutation Table

Minor – Standard

0-4: Claws, teeth, spines. Damage is +3 Penetrating (2 points)

- 5-8: Pincer: +3 Grapple, +3 impact crush damage (2 points)
- 9-10: Hideous skin condition.
- 11: Extra Facial feature on head.
- 12: Bizarre Growth (roughly 6 inches in diameter and 8 inches long)
- 13: Flesh Cave in: 1 foot radius caves in 4 – 8 inches
- 14-16: Large mutant ear or ears: +2 hearing perception (1 point)
- 17-18: Tusks: +3 Pen attack in Close Combat, +2 DP (3 points)
- 19-20: Reptile scales: +3 DP, resistance to desert heat (7 points)

Major Effect

- 0-4: Extra Limb (1-4 Arm, 5-6 Leg): Either +2 Grapple or your pants don't fit (2pts)
- 5-6: Hideous Tentacles (+6 Grapple Score or +30% whichever is better). (12 pts) Arms or legs turn into tentacles on an 11- roll, 12 and above you grow them.
- 7-8 : Partially formed head. On a 1-3 it comes from the shoulders. On a 4-5 it comes from somewhere else (back), on a 6 it comes from somewhere really inconvenient.
- 9: Demonic Features (horns, tail, red skin). This is usually *ugly* but in very rare cases may be attractive (if the person had L3+ appearance the GM should consider it).
- 10: Aggressive cancers. The character sprouts all kinds of boils and growths, gaining +2 BLD. These will, at times, crawl around and grab and absorb small items.
- 11: 4 foot tongue—prehensile. +3 Grapple, does not fit in mouth (RES rolls at –3 to understand character) (2pts)
- 12: Elephantine Leg: 4/8 armor on leg, +8 BLD, +4 DP, +3 damage with kick. Ground movement is a 2 yard/second shuffle (6 yards sprinting). The character only ever gets one of these—it just gets bigger and bigger if rolled again. (12 pts)
- 13: Exposed Innards: -2 CON (really gross), leaves trails of slime.
- 14-15: Consuming Flesh: Character triples in BLD and DP and becomes sessile. His flesh will attempt to eat things nearby (grapples if touched with an 8 Grapple and then, if a Major Success is gained, sucks in 4 DP). The character will continue to grow as he eats.
- 16-17: Parasites. The character's internal organs turn into fleshy "insects" that live in open caves in his body.
- 18-19: Mass of Boils: The character's skin bubbles up forming [random d6 roll] basketball sized globes under the flesh. Each globe weighs 15 lbs (1BLD). This gets +4 DP per ball, but loses 1 point of AGI. If AGI drops below 7, character can't move.
- 20: Chiton: character gains roach-like exoskeleton. Character looks and smells hideous. Gains 4/8 armor (12pts).

Critical - Catastrophic Effect

- 0-4: Wings. Character gains Winged Flight (15 points).
- 5-6: Minotaur: Character gains +20 BLD and +20 DP and +5 STR. Character loses 2 points of REF (40pts)
- 7-8: Character becomes mass of writhing flesh. Treat as unconscious.
- 9-10: Bone Spikes: The character's skeleton explodes in a mass of bony spikes. Some of these spikes are as long as 12 feet. They will have a symmetry—but the character will likely be unable to move since the spikes may grow into the ground as well.
- 11: Roots and leaves: Character is photosynthetic and has 8 foot long roots (alternate form may be like a mushroom)
- 12: No limbs: limbs melt into flesh.
- 13: Massive head: +6 BLD, +6 DP (1pt). Character has head the size of his torso. He may gain the delusion of being super intelligent too. The character will lose 2 points of AGI due to his imbalance.
- 14: Face moves to different part of body (1-4 torso, 5 legs, 6 right where you don't want it).
- 15-16: Animalism: GM picks some animal and gain features (??pts—might include poison).
- 17-18: Fountains of Puss: Character has holes in body that spew puss constantly. The character will mysteriously produce his body mass in puss each day. The fountains will jet the puss up to BLD yards at various intervals. If the character covers the fountains with anything designed to keep the puss in, he will drowned.
- 19: Fountains of Acid: like puss but the acid burns for 18 damage.
- 20: Monster Womb. The character gives birth to monsters—constantly (once per month). Baby monsters may be the size of a foal. They come out ready for combat.

This is only a small list of possibilities. Invent your own. The GM can *a/ways* choose to allow the PC not to pay points to keep something. Also, research on this spell may produce different but controllable strains of

mutations (so the wizard may try to breed monsters and create half-breeds and the like with versions of this spell).

Casting Cost	Type	Endurance	Notes
24, 32, 48	Curse	Normal	PWR Varies

Compelling Voice – [1]

The character's spoken command acts like the Influence ability with Power equal to the character's WIL. There is no roll to hit. If this ever achieves a failure result against the target, the target will be aware the voice is being used against him (making immediate re-use virtually impossible).

Casting Cost	Type	Endurance	Notes
12	Instant	Normal	PWR is WIL

Ebon Eyes – [1]

When cast, the mage's eyes become jet black and he is able to see in the dark even if there is no light whatsoever. The mage can only see in black and white however. While this spell is active, the mage is at +2 to Intimidate those susceptible to Intimidation.

Casting Cost	Type	Endurance	Notes
4	Continuing	Walking	None

Eldritch Flame – [1]

When this spell is cast, the target is hit by a bolt that burns him with black flame. The target takes 6 points of damage immediately and will take 3 more points of damage at the beginning of the next turn (use the same Damage Modification roll). The target can avoid this secondary "burn" damage by spending 3 REA (Short action) to make a WIL roll. If successful, the target does not take the additional damage.

Casting Cost	Type	Endurance	Notes
15	Ranged Attack	Normal	None

Flesh Mark – [1]

The wizard's touch (with 8 REA Long action) places a mark—like a tattoo—on the target's skin. For a 3 REA short action the wizard can choose to detonate the mark, causing 16 points of fire damage to the target and 4 points to those within 4 yards (the fire is mainly internal). The mark lasts so long as the caster maintains the spell (some versions of the spell may last longer). The mark is quite visible. The Damage Mod for the spell is +2, +4 if placed on the target's face.

Casting Cost	Type	Endurance	Notes
20	Continuing	Walking	None

Flock of Eyes – [1]

Around the caster appear 6 floating eyes (of varying description). Each is about 4 inches across. The caster is aware of, but not distracted by, anything they see. This gives the caster coverage behind him and can allow him to sleep with a normal perception roll to awaken. The eyes will last 4 hours. Their radius can be expanded or contracted but they can't get more than 4 yards from the caster.

Casting Cost	Type	Endurance	Notes
8	Continuing (4 hours)	Normal	None

Jester's Laugh – [1]

The magician emits a shrill, insane laugh and casts the spell. While he continues to laugh, the sound and the spell will act as a bat's sonar to allow him to see in total darkness or smoke. Since the laugh gives him away, this may not be the best way to use darkness for cover for attack. Additionally, the sound will fill all corners of a room or chamber. This gives the mage a basic perception roll to find secret doors, trip-wires, covered pits, and other unusual features. It will let the character see around corners (one corner) and will allow a normal perception roll to find anything of note within a WIL x 2 yard radius.

Casting Cost	Type	Endurance	Notes
18	Normal	Sprinting	None

Shadow Visage – [1]

The character becomes cloaked in shadows. This acts like a PWR 2 visual cloak with the added effect that the mage will become impossible to identify. Witnesses will see shifting features and unnatural patterns of light and dark that obscures the caster's identity.

Casting Cost	Type	Endurance	Notes
6	Continuing	Walking	None

Spider Crawl – [1]

The mage can scuttle up walls and across ceilings like an insect. The mage must have at least three limbs touching the surface in question to move (only two to merely adhere). The character leaves behind an glistening, mucous-like residue in his wake.

Casting Cost	Type	Endurance	Notes
9	Continuing	Sprinting	None

Steal Mouth – [1]

The attack is a PWR vs. STAT (vs. WIL) attack that covers the target's mouth with twisted flesh and lets the mage speak with the target's voice. The effects are as follows: Minor Effect: nothing happens. Standard Effects: Lasts 30 seconds. Major Effects Lasts 3 minutes. Critical Effect: lasts 3 hours. Catastrophic Effect: 3 days, another roll of a 15+ makes it permanent. The PWR of the attack is equal to the caster's WIL.

Casting Cost	Type	Endurance	Notes
8	Ranged Attack PWR vs. STAT	Normal	PWR 13

Whispering Sphere – [1]

The character throws a black sphere covered with ghost-like wispy white mist that forms the shape of faces. The sphere whispers in a strange and unsettling tongue as it flies. It strikes as a POWER [WIL – 2] Terror attack. It may be casts once per day for only 6 mana. Where it gets its whispers is unknown but anyone who listens carefully to it (curious characters must make a WIL roll not to listen) roll at –5 to their WIL. If they make their WIL roll they may learn something (GM determines some random bit of disturbing knowledge about the future, past, their friends, etc. It may not be true). NOTE: normally only the character who is hit is affected by terror—but anyone can choose to “listen.”

Casting Cost	Type	Endurance	Notes
8 (6)	Ranged Attack	Normal	WIL –2 PWR Terror

Death Cloud – [2]

The caster creates an evil black cloud of gas at range. This has a radius of [WIL/4] yards (round down). Everything within that cloud is hit for a [WIL +1] poison attack that has a Base Damage of 8. This cloud will hang for 5 seconds (roll each second at the *end* of the turn. If a person suffers more than one effect, only apply the *worst*). After that, the cloud will fall and will sink into the ground. The gas lasts [WIL x 10] seconds. The cloud is a –4 Perception modifier.

Casting Cost	Type	Endurance	Notes
20	Ranged Attack	Normal	

Eldritch Fire – [2]

When this spell is cast, the target is enveloped in a sheath of black flame. The target takes 9 points of damage immediately and will take 6 more points of damage at the beginning of the next turn (use the same Damage Modification roll). The target can avoid this secondary “burn” damage by spending 3 REA (Short action) to make a WIL roll. If successful, the target does not take the additional damage.

Casting Cost	Type	Endurance	Notes
20	Ranged Attack	Normal	None

Evil Black Laughing Sphere – [2]

The sphere appears as a baseball sized globe (-3 to be hit) that floats about the caster. It can be heard to giggle, titter, or otherwise laugh. People and animals will sense an almost palpable malevolence emanating from it. It floats at a maximum of 9 yards per second but will never leave the caster. A caster may only have one such sphere at a time. This is a *dangerous* spell and a spell roll is required to cast it. If it is failed, the sphere will attack the caster. Summoning the sphere takes 4 minutes.

STR 10 BLD 1 CON 12 / 12 DP

REF 12

INT --

The sphere has a 16- Intimidate roll. If the caster is attacked the sphere will suddenly grow to 1 yard in diameter (-1 to be hit) and howl with laughter. It strikes twice per turn with invisible rays that hit on a 14- and do 8 points of penetrating damage. It feels exactly like being bit by a large predator.

Casting Cost	Type	Endurance	Notes
18	Summon	None	None

Horrible Creeping Doom – [2]

The Doom is a luminous green fungi that attacks anything it contacts and expands from the targeted point. When the doom is cast, the target, and anything within a 1-yard radius will suffer a PWR vs. STAT attack using the Poison rules with a base damage of 16. The POWER is **[WIL + 1]**. The damage will be suffered each second the person is in contact with the doom. Inanimate objects suffer 13 points of damage per second, and this damage ignores 4 points of armor. The radius expands 1 yard each second up to an 8 yard radius. The doom expands and does damage at the end of each turn.

Casting Cost	Type	Endurance	Notes
24	Ranged Attack	Normal	WIL +1

Horrify – [2]

Standard PWR vs. STAT attack: **[WIL]** PWR Terror attack.

Casting Cost	Type	Endurance	Notes
10	Ranged Attack	Normal	WIL PWR Terror

Joker's Smile – [2]

The mage gets a warped, twisted grin that is too large for his face (the skin, muscles and teeth actually warp under the spell). While the spell is in effect, the caster will get +3 to rolls to resist PWR vs. STAT attacks of any type. Additionally, the character will get +2 to Intimidation rolls. The character's bite will do +2 penetrating damage (sharp teeth).

Casting Cost	Type	Endurance	Notes
13	Transformation	Walking	None

Soul Lash – [2]

Using this spell, the Elder School mage can channel his anger and other negative emotions into a formidable weapon. The spell appears as a negative-image whip that lashes the target. For every 1 point of mana the mage spends, he can do one point of base Impact damage with the lash. For every 1½ points of mana the mage spends (round up), he can do one point of base Penetrating damage. However, for every point of damage the mage deals *after modification* with Soul Lash, he pays that much in endurance (so a great damage roll can result in an unconscious mage). The maximum base damage of this attack is 12 points (Impact or Penetrating). The lash has a maximum reach of 8 yards.

Casting Cost	Type	Endurance	Notes
Varies	Ranged Attack	Varies	None

Soul Vision – [2]

The caster's eyes dance with images of the target's mental state. This spell has the effect of a **[WIL]** PWR Telepathy Surface Scan and Surface Probe on the target. While the spell is running the caster will receive the information. The target and spectators will be aware of this.

Casting Cost	Type	Endurance	Notes
16	Ranged Attack	Running	None

Strangulate – [2]

The mage reaches out towards his target and makes a gripping motion. The spell hits as a ranged attack, striking initially for 3 Base Damage which ignores all worn armor. After the mage has hit a target, the target is held with a **[WIL-6]** Grapple (no physical component, strength may be used to wrench the character free—but blows are useless), and can be "squeezed" for 5 REA using the same to-hit modifier of the original attack. If the target breaks the grapple, he is free of the spell. The caster's body glows with wisps of black fire. Keeping the spell running, even if the caster chooses not to squeeze costs Running endurance. It costs 20 mana to cast the first time and then 8 mana each turn. While holding a target in the grip, the caster cannot move at more than walking rate, and loses his AGI modifier. The maximum range is 12 yards. The gripping mage must be in line of sight. The target may still act normally in the grip, but may not move.

Casting Cost	Type	Endurance	Notes
20, then 8	Ranged Attack	Normal	None

Strike Ugly– [2]

A target hit with the spell must make a WIL roll vs. a PWR equal to the mage's WIL+1. Use the PWR vs. STAT attack table: Minor Effect: -1 to Entrance, Persuade, and Leadership rolls. Standard Effects: -2 to such rolls. Major Effect: -4 to such rolls. +1 to Intimidation. Critical Effect: character gets -8 to such rolls and inspires fear and pitty in all who look at him. Catastrophic Effect: as above but even more twisted (-10

to rolls). The effects of a Catastrophic effect are permanent. Other effects last 1 hour per point of the caster's WIL. Any result of Major or above will result in a Daze effect.

Casting Cost	Type	Endurance	Notes
17	Ranged Attack PWR vs. STAT	Normal	PWR 14

Attack Shadow – [4]

When cast, the caster's own shadow becomes an animate force and attacks on its own. The shadow fights as an ally of the caster. Even if the shadow was extremely long, or the caster wasn't throwing one (in the dark) this spell will work. The Attack Shadow looks sort of like the caster (but more demonic) and cannot leave the caster's side. It can cover his back perfectly, though. It acts as an automaton.

STR 16 BLD 1 STC 12 / 48 DP REF 12 INT --
Shadow Claw: 4 points of Penetrating damage, ignore all armor.
Shadow Grasp: 9 Offensive Grapple, 7 Defensive Grapple
Shadow Form: -4 Damage modifier, 2 points of armor

Casting Cost	Type	Endurance	Notes
24	Summon	Running	None

Bell Jar – [4]

A target must be bound without hope of escape—then the spell may be cast. A subject “in the bell jar” experiences reality as though through a glass bubble of no sound and no mobility. Time seems to pass at 10x the normal rate so one day in the bell jar feels like 10 days. Subjects must make two WIL rolls immediately and make 1 additional WIL roll each day. Each roll that is failed reduces the WIL by 1 for purposes of further rolls. If a roll is failed by 5 the target acquires a 1 point mental defect. If the roll is failed by 6-9 the target acquires a 2 – 5 point mental defect. If failed by 10 the target becomes completely insane. This can be cured but takes time. Killing the wizard has a 14- chance of releasing the victim otherwise, anti-magic must be sought. A plus side to this is that some forms of purely cerebral study can be done quickly. A Level 3 Math or Physics skill gives +2 to WIL rolls (L4 characters are immune to the negative effects). Philosophy skill gives +2 to WIL rolls at L2 and +4 at L3. Work on magical spells is sped up by 2x but the character risks insanity. Putting yourself in the bell jar is possible but if your WIL drops below 7, you must make a roll each day to get out.

Casting Cost	Type	Endurance	Notes
30	Curse	None	None

Black Cobwebs – [4]

The caster fires thick, ropy black spider webs from his hands. These webs are crawling with tiny, bright red, poisonous spiders. The web creates a cone from the caster to a distance of 4 yards. At the widest part, it is 3 yards across. When fired at a target, it gets a +3 large weapon bonus to hit. Anyone along the path will be hit on a 12- roll. It acts as a tangle attack: it grips with a Grapple score of 10. Each turn, the caster rolls for the web. If it ever achieves a Major Success, the victim is stuck until someone frees him or he cuts through (no more grapple rolls to break out). The Web has 3 points of armor and 20 DP (it has no STC—it must all be destroyed). While someone is caught, there is a 9- chance they will be bitten by a spider. The spider can't penetrate any natural armor and worn armor reduces the chance by 1 point per point of defense above 2 (so Plate Mail means a person will be bitten on a 5-). Their bite is a 4 DMG 15 PWR toxin. A person will only be bit once by the spiders. They will not leave the web. The Web will decay naturally after 8 hours. When cast the caster will be free of the web, but may choose to grab it as a rope (say, to catch himself if falling). In this case, the caster is immune to the web and the spiders).

Casting Cost	Type	Endurance	Notes
30	Continuing	Sprinting	None

Demonic Transformation – [4]

The character transforms into a unique looking form that still somehow appears as his normal self. This form gains the following abilities: INT is exchanged with PHY in *reverse order* (WIL becomes STR, MEM becomes BLD, RES becomes CON., and vice versa), 2/4 Armor, +4 Damage Points, and a +3 penetrating damage or +5 Impact damage bio-weapon. This form causes fear (+6 Presence) and witnessing the transformation is an automatic attempt to Intimidate. For each 20 minutes the caster spends in this form he must make a WIL roll at a cumulative -1 or gain a craving for human blood. This craving will not go away, even if the caster changes back, and can only be sated by drinking 20 DP worth of blood (assume a bite and a long action drinks the bite's worth of damage). The GM should give the character a chance to do something about it—and then, if the player ignores the craving, run the caster as an NPC (note: the caster

doesn't have to kill the target or even drink all the blood from the same person). Additionally, the transformation won't work if the caster is wearing any armor (leather armor may be stripped off). The spell may only be cast once each 24 hours and lasts 1 hour if the caster doesn't pay the casting cost each hour.

Casting Cost	Type	Endurance	Notes
16	Continuing	None	None

Eldritch Inferno – [4]

When this spell is cast, the target explodes in a conflagration of black fire. The target takes 12 points of damage immediately and will take 9 more points of damage at the beginning of the next turn (use the same Damage Modification roll). Furthermore, anyone within 4 yards of the target will take 6 points of damage the first turn and 3 the following turn (just like Eldritch Flame). All victims can avoid the secondary "burn" damage by spending 3 REA (Short action) to make a WIL roll. If successful, they do not take the additional damage.

Casting Cost	Type	Endurance	Notes
25	Ranged Attack	Normal	None

Eyes of Flesh – [4]

The target's eyes are covered over with hideous warped flesh. This causes pain and blindness. The length of time that it lasts depends on its success as a PWR vs. STAT attack. Minor Effect: The character loses 2 levels of attractiveness and fights at –1 for 4 minutes. Standard Effect: the character is Ugly and blind for 4 minutes. Major Effect: The character is horribly blinded for 4 days. Critical Effect: The character is blinded for 4 weeks. Catastrophic Effect: the effects are permanent. The PWR is equal to the mage's WIL+1.

Casting Cost	Type	Endurance	Notes
40	Ranged Attack	Normal	14 PWR

Fog of War – [4]

The caster throws a blackish fog across a battlefield that has unnerving effects on those in it. The fog may begin at any point targeted and forms a cloud that is WIL x 2 yards in radius. Each yard of this fog causes a –1 perception modifier (so troops in HTH combat range simply take a –1 perception modifier for fighting in it, troops shooting through it take a –1 perception modifier per yard up to a maximum of –6 after it is opaque). Furthermore, the spell is dark and scary. The fog forms ominous shapes and makes odd noises. Any troops venturing within it who are at odds with the spell caster suffer an Intimidation attack at the caster's [WIL] PWR. The effects of this will be rolled once when the group enters and, if the lesser results are applied, they will take effect when the persons enter combat (if the result is that the troops run in terror that will happen immediately). This cloud may be modified in shape, somewhat (made into a rectangle or such) but not drastically. It hovers at ground level and is about 8 feet high. If a creature is so tall its head is not in the fog, it is not effected. Night vision and other vision spells will not penetrate the fog. The *smallest* this fog may be is 4 yards in radius. The Fog lasts about 20 minutes, less in high winds.

Casting Cost	Type	Endurance	Notes
40	Continuing	Normal	None

Green Mist of Transport – [4]

The caster and possessions dissolve into a Green mist that can move rapidly places where a ground bound, corporeal being might not be able to go. The mist can slip through areas that are large enough for a rat to get through and the caster can reform by dropping the spell. The mist moves at 12 yards / second. In mist form, the character is immune to physical attack, but cannot cast magic or take any other action beyond moving. If the caster runs out of endurance, he transforms back. If he re-forms in a place that is too small, he will suffer a Critical Wound and the associated damage and appear outside it (if the exit is within 4 yards) or simply die.

Casting Cost	Type	Endurance	Notes
30	Transformation	Sprinting	None

Mind Serpents – [4]

One or more yellowish, translucent forms resembling hooded cobras unfold from the caster's mind. They strike as ranged attacks. Each snake created in the initial casting may strike each turn for 3 REA. Once the snake hits, it is destroyed. Each snake acts as a Level 2 Telepathy Mind Bolt at [WIL] PWR. While each snake exists, the caster *must* spend 3 REA to strike with it and feed it 5 mana (in addition to other expenditures). If the snake does not strike a target in 3 seconds, the caster must make a WIL roll each turn at a cumulative –2 or the snake will strike him. The snakes hit with COR as a ranged attack but may be blocked at a –2 by anything that could block a HTH strike (so they're sort of like very long-range flails).

When the spell is cast, all the snakes that are going to be created must be. After that, no additional endurance or mana is paid.

Casting Cost	Type	Endurance	Notes
9 per snake	Continuing-Multicast	Normal	PWR is WIL

Slay – [4]

With this spell, the mage can kill a man outright. The spell acts as a **[WIL-1]** PWR Death Ray vs. STAT attack (vs. WIL). The visible effect of the spell is nothing more than a nasty look. As this spell is a curse, a Hexbreaker spell cast within 24 hours can reverse the effect with a Major Effect or better (if the Hexbreaker reverses the spell for a time with a Minor or Standard Effect, the GM may gruesomely allow the target an hour or day before the effects set in). This spell is often *illegal*. A character who is known to possess it may be hunted by “Mage Hunters” or local authorities due to a long history of mages using this to slay knights.

Casting Cost	Type	Endurance	Notes
50	Curse	Normal	None

Steal Youth – [4]

The mage reaches into a target and literally steals years of his life force. The caster must touch the target and then, using the caster’s **[WIL]** against the target’s **[CON]** the caster must score a Major Success on the Grapple chart (if the target is not bound, the caster must also maintain a physical grip on the target. Each time a Major Success is scored, the target loses 1 point of CON and the caster gains 1 point of CON. The target seems to age or wither (and loses a year from his life). The caster will seem to become healthier and loses 1 year of aging. The most CON that can be taken this way is **[target’s CON – 7]** points. Once this CON is taken, the target will fall into a death-like trance and may actually die. Make CON rolls at reduced CON once a day. If the CON roll is failed, the target’s CON is reduced by 1, if the roll is made, the CON is increased by 1 when the target makes a roll by 5+, he awakens and recovers. Each point of WIL above 10 the target has adds 1 to this roll. The CON gained is lost at 1 point per hour (but the years of youth restored are not).

Casting Cost	Type	Endurance	Notes
40	HTH Attack	Sprinting	None

Turn Weapons to Snakes – [4]

This spell works like Melt Weapons (Imperial College) but instead of melting the weapons, they are turned into poisonous snakes. The turn after the spell hits, the snakes will strike (roll for initiative). If the holding character goes before then, he can drop the snake as a 0 REA Medium action. The snake will *probably* attack the holder (definitely if its still held) but may just try to hide, escape, be driven towards the casting mage, etc. The snake has the following statistics:

STR 4 BLD 1 CON 12 / 3 DP REF 12 INT 2

Hits on a 14-, Fangs have a penetration factor of 4 and if successfully hit, and the target fails an armor save, he will be poisoned. The poison has a Base Damage of 8 and a PWR of 16.

Casting Cost	Type	Endurance	Notes
55+ 4	Ranged Attack	Normal	Multi-Cast

Twisted Contract – [4]

The caster and the target both agree to a deal: this cannot be forced but a certain amount of duress is allowed. Once cast, both the caster and the target are under a spell. If either violates the terms of the contract he will be subject to a **[WIL]** PWR Horrible Death (vs. CON) which takes random and viscous effects (being torn apart by invisible demons, being sucked into the floor by black hands, unstoppable bleeding, etc.) This can be removed like a curse but is very difficult and the other party will immediately know. Interpretation of the contract can be argued by anyone who holds a legal Law degree and an unbiased magistrate may rule. Usually the person who doesn’t write the contract gets the benefit of the doubt in gray areas or unclear clauses.

Casting Cost	Type	Endurance	Notes
30	Curse	None	None

Visceral Pyramid – [4]

The Visceral Pyramid is a summoning spell that calls forth a 1.3 yard high pyramid of internal viscera with tentacles and embedded teeth. Gross and deadly, the pyramid is summoned and assigned a target. If it

reaches its target within 5 seconds it will fight the target to the death. Otherwise it will turn and seek the caster. The pyramid will last 4 minutes before turning into inedible, inanimate, disgusting flesh.

STR 12 BLD 8 CON 11 / 12 DP REF 12 INT 6

Armor: 2 / 4 Takes –4 Damage Modifiers from non-magical weapons

Moves 9 yards per second.

Attacks:

Tentacle Strike: 14- to hit, long reach, acts as a grab (6 / 4 Grapple), does 6 points of “acid” damage per turn. Costs 4 REA. –2 to be blocked

Bite: If a person was grabbed last turn, it may bite for 8 REA. This does 9 penetrating damage and hits on a 14- (and the person has no AGI bonus).

Casting Cost	Type	Endurance	Notes
20	Summon	None	None

Whirlwind of Blades – [4]

This terrifying spell creates small, magical tornado out of which sword blades flash. Anyone caught in the tornado will be held as though in a [WIL-4] PWR Tornado. They will also be struck once per turn (when the caster gets to go) by a 6 damage Penetration attack which hits on a 13- (a person held in the tornado gets no AGI bonus and is at –3 to block). The spell costs 40 mana to cast and must be controlled as an 8 REA action each second. It may be created within 4 yards of the caster.

Casting Cost	Type	Endurance	Notes
40	Continuing	Sprinting	None

Writhing Armor – [4]

When the mage casts this spell, his person is covered by a mass of writhing shadows that absorbs damage that the mage would otherwise take. The armor absorbs 9 points of damage total before crumbling apart. Any Penetrating attack that strikes the armor will automatically fail to penetrate if the remaining power of the armor is greater than half the Base Damage of the attack. If the remaining power of the armor is less than or equal to half the Base Damage of the attack, while it will still reduce damage, the Armor Save roll will be conducted as though the Writhing Armor did not exist. It is a 5 REA Short action to activate this spell. The mage may wear armor or have Protection-type spells going, however, Writhing Armor is always on the outside (subtract Writhing Armor first, *then* apply other defenses).

Casting Cost	Type	Endurance	Notes
18	Protection	Walking	None

Finger of Withering – [8]

The caster points at his target(s) and they are struck by instant, and usually fatal disease that causes the skin to collapse inward and the afflicted to die horribly. This acts as a PWR vs. STAT attack at [WIL +4] vs. the target's CON or WIL, whichever is higher. This is PWR score is at –1 for each 5 DP the target has above 20. The caster may spread the effects over a small group: the target area is 4 yards in diameter, if the caster wishes to effect all within that radius, the PWR for each target is reduced by 2.

- Minor Effect: Target suffers a Major Wound. The target's PHY and REF are at –1 for the next 3 hours. The target's skin is cratered and mottled but restores to healthy appearance when the wounds are healed.
- Standard Effect: Target suffers a Major Wound and is, at a minimum, incapacitated for 5 turns. For the next 2 days, the target's PHY and REF are at –1. The Target's appearance is 'ugly' for 2 weeks.
- Major Effect: Target suffers a Critical Wound and is, at a minimum incapacitated for 10 turns. For the next 4 days, the target's PHY and REF are at –2. Target's appearance is 'hideous' for the rest of the month until healing is complete.
- Critical Effect: The target is incapacitated immediately and dies gruesomely in 10 seconds unless the target is healed for a Major Wound amount of damage (in which case the target is in a comma for 10 days, followed by a WIL roll at –4 to recover each day). After being healed, PHY and REF are at –2 until powerful magical healing is found.
- Catastrophic Effect: The target is incapacitated immediately and dies gruesomely 3 seconds later unless healed for a Major Wound amount of damage (in which case the target is in a comma for 10 days, followed by a WIL roll at –4 to recover each day). After being healed, PHY and REF are at –4 until powerful magical healing is found.

Casting Cost	Type	Endurance	Notes
75	PWR vs. STAT	Normal	WIL +4 PWR

Fire Elemental College

Description: The character has studied the forces of elemental fire. It is an extremely well rounded attack college and Fire Elementalists are feared combatants. All damage, unless otherwise specified, is fire damage and may set targets aflame.

Level 1: Pyre Seer. The character understands the elemental nature of Flame. This skill adds +2 to Survival rolls and lets the character start fires with a bare-minimum of material since the character knows how to extract the “fire nature” from within the object.

Level 2: Flame Magus. The character can, with a laboratory, change the level of “fire-nature” in an object. This will make it either more or less likely to burn. A treated object can either gain a +3 on it's resistance roll vs. burning or a –3. This takes 12 hours for a robe, cloak, or suit of armor.

Level 3: Pyromancer. The character's command of fire in objects is even greater than at Level 2. The mage can give a piece of gear 4 points of armor vs. heat and fire or can give it +8 damage when burning (up to 2x what the GM rules it would burn for). If a torch burns for 2 points of damage, a specially treated torch will burn for 4 (but will not burn out faster). This is not the same as treating the item with oils, but rather simply changing the nature of the material it is made from.

Level 4: Fire Elementalist.

Fire Ball – [Signature Spell: 4]

The mage can throw a battlefield-grade fire attack. Military commanders will often seek out mages who know this spell. It strikes for 24 points of damage, exploding (12 within 4 yards, 6 within 8 yards, 2 within 12 yards). The spell costs 8 REA to conjure and throw. It has a range modifier of –1 per 15 yards.

Casting Cost	Type	Endurance	Notes
32	Ranged Attack	Normal	None

Burning Eyes– [1]

The mage's eyes glow fiery red and so long as the spell is going, the mage needs no light whatsoever to see. The mage can only see in black and white; however, he can also see into the infrared spectrum.

Casting Cost	Type	Endurance	Notes
4	Continuing	Walking	None

Fire Friend– [1]

While running, the character has 4 points of armor vs. fire attacks, and may hold a fire without it burning him (if it does less than 4 damage each turn and without it going out). Thus, a mage may lift a cooking fire and carry it around. If the spell goes out while the mage is holding a small flame (one that is not damaging him) it will be extinguished.

Casting Cost	Type	Endurance	Notes
6	Continuing	Walking	None

Hand of Fire – [1]

The caster's hand burns with flame. His strikes do 9 points of fire damage while the spell is running. Keeping it running requires 5 mana per turn.

Casting Cost	Type	Endurance	Notes
8	Continuing	Running	9 Damage

Snuff – [1]

The caster can extinguish flames. The spell will reduce the damage done by a fire by 4 points per casting. If cast one-after-another, at least twice a second, the effects will be cumulative. This can be cast as a blocking spell using the caster's Spell attack skill –1 as the block (against fire attacks only, of course). A successful block will reduce the damage done by the fire attack by 4 points. It blocks ranged attacks at no negative. Example fires: Candle 1pt, torch 2pts, camp fire 4-6pts, bonfire 8 – 12 points, burning building 12 points per 2 cubic yards.

Casting Cost	Type	Endurance	Notes
2	Ranged Attack / Block	Normal	Blocking

Voice of the Furnace– [1]

Within WIL² miles, two mages, aware of each other, and casting the spell, can speak to each other through a large bonfire. The fire must be real, burning wood, and the spell takes 4 minutes to cast. Once cast, the sound of the fire will become perceptible human speech.

Casting Cost	Type	Endurance	Notes
16	Continuing	Walking	None

Blazing Shield – [2]

The caster uses a blazing, fiery shield to parry with. The spell functions as Spell Shield but, against a HTH attack, a blocked attacker will suffer 4 points of damage with a +4 Damage Modifier (no roll to hit). If the attacker is using a medium range weapon this is 2 points. If the caster is striking from Long range the damage is 1 point.

Casting Cost	Type	Endurance	Notes
4, 7, 11	Blocking Spell	Normal	4 damage, block

Burn – [2]

The target of the spell must make a fire resistance roll at –6 or begin to burn for 12 points of damage (when the spell hits first) and some fraction of that thereafter.

Casting Cost	Type	Endurance	Notes
18	Ranged Attack	Normal	12 Damage

Burning Bands – [2]

A target hit by the spell is wrapped in flaming bands. The restraints do no damage, but for 5 REA, the caster can cause the bands to flare for 1 DMG (+4 DM) and ignore all non-magical armor. The mage can only flare the bands once per turn. The bands have 3 armor, 15 DP, and an Offensive Grapple of 7 or [WIL – 6] (whichever is greater). Characters in the grab will be at –4 damage modifiers to break the bonds. Advanced Note: purists can give the bonds an STC roll of 15-.

Casting Cost	Type	Endurance	Notes
15	Ranged	Normal	

Burning Blades – [2]

A blade (or other weapon) the caster wields bursts into flame. While the spell is running, any target hit will suffer an additional attack (applied separately against armor) for the base damage of the weapon (i.e. a Broad Sword has an additional attack for 6 points of fire damage. No bonus is given for magical weapons). This attack uses the same damage modifier as the original strike. Each time the caster hits with the weapon this strike costs 2 Endurance points. Having the weapon burning normally costs Walking endurance and 5 SP per turn.

Casting Cost	Type	Endurance	Notes
8 (+5)	HTH Attack	Walking	

Circle of Fire– [2]

The caster causes a flame to appear on the ground and the expand, growing into a circle or wall of fire. The fire burns for 12 points of damage should anyone cross it. When cast (5 REA) the flame will appear and then flare up as a long action (so people nearby may react by stepping to either side). The line of flame may be 3x WIL yards long or WIL/4 yards in diameter. It must either be straight or form a geometric shape. The flames are 2 yards high.

Casting Cost	Type	Endurance	Notes
20	Continuing	Running	None

Cone of Fire – [2]

The caster fires a jet of flame that will burn a target for 9 points of fire damage.

Casting Cost	Type	Endurance	Notes
10	Ranged Attack	Normal	9 Damage

Fire Wall – [2]

When cast on a normal wall or door or line across the floor, it creates a natural barrier to fire. This can be used to create fireproof chambers, protect workshops, etc. The effect lasts so long as Endurance is paid, but with double the casting cost, it will last 2 months (and can be made permanent with several hours of work). Casting a fire spell across a Fire Wall reduces its damage by 4 points (base). Normal fires won't

spread across the wall and anything that is normally burning at normal temperature will be extinguished if it crosses it on a 12-. A Fire Wall may be [WIL x Level²] yards in length.

Casting Cost	Type	Endurance	Notes
8	Protection	Walking	

Flaming Body – [2]

The caster seems to combust. While the spell is active the character will have an 12 point body of flame. A barehanded Striker takes 3 damage (even if blocked), if a target is grabbed the damage is 6, and if grappling, the damage is 12. The damage has a +4 Damage Modifier.

Casting Cost	Type	Endurance	Notes
16 (+4 Short term pts per turn)	Continuing	Sprinting	12 Damage

Flame Hail – [2]

The caster fires a 'shotgun' style blast of flaming particles. The damage is Impact but is determined as per a scattergun. The range is 4 yards, the base damage for each particle is 2 (fire damage), and the total number of particles is 12.

Casting Cost	Type	Endurance	Notes
18	Ranged Attack	Normal	4 DMG

Pyromancy – [2]

The character can start a fire and peer into it to see the future. Pyromancy acts like [WIL] PWR Far Precognition for the purposes of seeing the future of military or militant endeavors and [WIL-4] PWR for others.

Casting Cost	Type	Endurance	Notes
18	Instant	Normal	None

Fire Bolt – [4]

The caster throws a small fireball. It is explosive and hits its target for 12 points of damage (within 4 yards all targets take 6 points of fire damage). Fire Bolts can be multicastr for 12 additional points per bolt (different to-hit rolls are required, different targets are allowed).

Casting Cost	Type	Endurance	Notes
16 / 12	Ranged Attack	Normal	None

Fire Lash– [4]

Flames leap up near the caster's feet and then lines of fire race along the ground towards their targets. This spell may be multicastr and each additional "lash" may be targeted at a different person. The flames burn for 8 damage and move at 8 yards per second. If they "miss" (they hit on a 13-, and because they "explode" in a 1 yard diameter burst when they reach the target, they can't be blocked—only dodged or run from) they turn around and try again. Each lash costs the caster 1 Endurance per second that it is in play (it goes away when it hits). Only one lash may be targeted on one person at a time. While the spell is running, the caster must pay 5 REA per turn to concentrate on them. When created, they will hit targets within 4 yards instantly, but otherwise, they will begin moving at full rate next turn when the caster gets to go.

Casting Cost	Type	Endurance	Notes
18 for 1 lash, +4 per lash	Continuing	1 per lash	None

Pillar of Fire – [8]

The caster creates a massive burning tornado that can be used to sweep a battlefield. The pillar is 10 yards in diameter, lasts for WIL seconds, and does 100 points of energy damage to everything within it each turn. Characters within 4 yards of the tornado will suffer 50 damage (from the ambient heat), characters within 8 yards of the tornado will suffer 25, and within 12 yards will suffer 10pts. When the spell is cast, the character picks a target location within [WIL x10] yards and fires the spell off. For the next 4 turns, the caster remains motionless as the tornado forms (first doing 10pts, then doing 25pts, then doing 50pts, and finally 100pts). Once formed, it may be moved. It's center moves at 20 yards/sec on the caster's turn as a long action. Moving the pillar costs the caster 8 REA and 1 endurance pt. Targets near the outer edge of its sweep may try emergency dodges to get out of the way, but it pretty much cuts a line of pure destruction. If the caster is killed or suffers a major wound during the maintenance, the spell is destroyed. Structures take damage from all sides and are particularly vulnerable: the tornado will burn through 5 cubic yards of stone a second (so it will eat through a 20' thick stone barricade in 4 seconds).

Casting Cost	Type	Endurance	Notes
120	Ranged	1 / second	100 damage

Earth Elemental College

Description: The character has studied the forces of elemental earth. This includes many other facets of nature, such as rock and plant. Earth Elementalists learn how to mix natural items and activate the magic inherent within them to produce beneficial effects.

Level 1: Land Mage. The character understands the nature of Earth and the attendant force of Wild Life that is associated with it. A successful skill roll adds +2 to Survival rolls.

Level 2: Terra Magus. The character can increase the “quantity of elemental earth” in an object or plant. This requires 8 hours of work and will give a plant +2 to CON rolls vs. disease, cold, damage, etc. (if the GM is dealing with mobile plant races, this only works if the character is planted in the earth). An object can have its weight *increased* without adding to its size or changing its composition. This process takes 1 hour per point of BLD and adds +20% to the mass of the object. This process will give the material +10% DP and, if the mass is doubled, +2 Armor. Earth treated doors and such may be in high demand.

Level 3: Geomancer. The character can add +3 to CON rolls as above and can increase the mass of objects in half the time. Additionally, an area that the character tends for a year will have the exact topology and landscaping (within reason) the character desires in a natural fashion. These enclaves come at a price: the forces of earth will expand around the character’s area like a hurricane around the eye. The maximum size is WIL² yards on a size. The area beyond that will become Wild Wood (see the spell) but will not confuse the creator.

Level 4: Earth Elemental.

Summon Earth Elemental – [Signature Spell: 4]

The caster can call forth an animate force of the ground to do his bidding. It appears as an 8 foot tall being of moving rock and stone. Small fragments of earth fall off it and appear within it. It’s eyes glow red. If the Earth Elemental is killed, the mage loses 2 experience points (i.e. may not cast the spell again until the points are paid). It will do the caster’s bidding. They use neither armor nor weapons (if dressed with armor, their skin will lose it’s magical protection). Only one may be summoned at a time. This is a *safe* creature. It will last until *dismissed*. The Elemental is an automaton using STC instead of CON. Use the rules in the Paranormal Abilities book.

When called, it will remain for 1 hour and then reform with the earth. Each call of it again per day costs +4 Mana. It must come from the ground or from a large block of stone.

STR 20 BLD 60 STA 15 / DP 75 REF 10 INT 8
Strike: 20 points of damage; hits on a 13- (block of 11-)
Armor 4pts (coverage 4) 2pts otherwise

Casting Cost	Type	Endurance	Notes
32	Summon	None	None

Cloud of Pest Removal– [1]

Approximately 15\$ worth of herbs and commonly found plants are placed in a sealed vial and mixed. When the spell is cast, the mixture turns into brown smoke. When the vial is opened, a 4 yard radius area will be filled with smoke that is instant death to small insects and effects larger ones as [WIL] PWR Nerve Toxin. The area will remain free of pests for several hours after being treated.

Casting Cost	Type	Endurance	Notes
28	Potion	Normal	None

Flower– [1]

A target bud is made to flower (in nearly perfect form). This can be useful for impressing the ladies or simply selling flowers. Before letting a mage get rich on this, consider those guys on the side of the road—they aren’t getting rich!

Casting Cost	Type	Endurance	Notes
2	Ranged	Normal	None

Fools Fire Potion– [1]

Given 10\$ worth of herbs and commonly found plants (and this spell) the caster creates a small vial of greenish paste. When struck, the paste will burst into hot flame and burn for a time. A single dose burns for

3 seconds for 2 points of damage. The most heat that can be generated by multiple doses is 4 points (double dose). This *can* be used to coat weapons (a character wielding a weapon burning for 4 points of damage fights at -2 unless fireproof). It's far more common use is domestic: a tiny dab for the starting of fires.

Casting Cost	Type	Endurance	Notes
28	Potion	Normal	None

Forest Way – [1]

The caster can commune with the earth and it's children (plants) to find a path through the woods. When cast, the mage makes an RES roll to speak to the ground (this takes the form of soft chanting). If the roll is made by 0 – 5, the caster will know a clear path from his location to the compass point direction he chooses (i.e. north). On a 6 – 9 roll the character will know the *fastest* path (this may be some secret path or simply a very clear route). On a roll made by 10+, the earth will inform the caster of something of interest along the way (especially if the local plant life is being disturbed). The nature of this information is up to the GM. The spell takes 10 minutes to cast.

Casting Cost	Type	Endurance	Notes
11	Normal	Normal	None

Hidden Trail– [1]

When running, the mage may walk through the forest and create a “hidden trail.” This trail requires a perception roll at -6 (or a Tracking roll at -4) to be noticed. It seems to be nasty undergrowth but can be moved along at no movement penalty. Someone seeing the mage head into the trail will see him seem to dive into thick brush. IF the pursuers don't make a Perception roll at -1, he will attempt to enter the trail and actually get stuck. Note: This does not make difficult terrain easy to pass—it simply makes easy terrain look difficult (or difficult terrain look impossible).

Casting Cost	Type	Endurance	Notes
15	Create Wall	Normal	None

Oil of Cleansing– [1]

The mage crushes rocks and mixes in oils (and casts this spell) and gets an oil that will clean almost anything. A single dose of the oil can be used to rub down an entire suit of armor or 4 weapons (what else it will clean is up to the GM). It is so good at removing stains, scars, and other such damage that it actually restores DP to the object cleaned. Usually a cleansing will restore up to 2 STC points worth. The cost for the oil materials is 30\$.

Casting Cost	Type	Endurance	Notes
28	Potion	Normal	None

Tallow of Health– [1]

By mixing herbs and spices and casting the spell, the mage can make a candle that will aid in curing and preventing the spread of disease. The pleasant form of this gives everyone who spends an hour around the candle +1 to CON rolls to prevent catching diseases (+2 vs. specifically airborne ones). The *medicinal* form of this gives a stricken person +2 to CON rolls against disease and gives everyone in the area +2 to CON rolls vs. catching it (+4 vs. airborne sickness). The medicinal form smells extremely nasty but may be used when necessary. The pleasant form smells like flowers. The cost for materials for either is \$25 for a day's supply.

Casting Cost	Type	Endurance	Notes
28	Potion	Normal	None

Wild Wood – [1]

When Wild Wood is cast, the forest seems to become denser and more tangled. This has a WIL / 10 mile radius. The physical effect deals with shifting plants and tangling vines and weeds growing more quickly. Trees will actually become “bushier.” The casting mage can find his way through Wild Wood normally but everyone else has trouble. Tracking rolls are at -3 in the Wood and animals must make WIL rolls at -3 to enter (average hunting dog has a 12 WIL). In this wood, perception rolls are at -3 and people will be more likely to become turned around (or otherwise lost). People entering an area of Wild Wood suffer an Intimidation roll equal to [WIL] if they are superstitious of magic. The antidote to Wild Wood is to cast the spell yourself (one Wild Wood cancels another for purposes of the defensive caster and his party). Monsters and “creatures of chaos” or people or animals who *live* in the area are not effected much (-1 Perception rolls). On the roll of a 3-, an area can become permanently afflict. Such areas are sources of monsters and much trouble for the nearby inhabitation.

Casting Cost	Type	Endurance	Notes
2	Ranged Attack / Block	Normal	Blocking

Grow Golden Viper Flower – [2]

This spell (which the GM must allow) grows the *extremely* rare Golden Viper flower from a spot of prepared earth. The Golden Viper flower's nectar is a potent poison. Each flower yields 4 does of 4 point Base Damage toxin. These can be combined to make up to 1 16 point dose. This poison will work if ingested (Perception roll to notice the strange smell) but it can also be used to coat weapons. It is *very* good for that: the poison is instantly absorbed by metal and released on contact with blood (target fails an armor save and takes damage). The PWR of the toxin is 13. The plant is almost impossible to grow naturally and the preparation of the ground costs \$20 (for special, but common, alchemical salts), and takes 1 hour. A weapon can only absorb up to 16 points of base damage of toxin (so a multi-hour campaign to create super weapons won't work).

Casting Cost	Type	Endurance	Notes
30	Summon	Normal	None

Harvest Moon– [2]

The spell will cause all plants in a WIL acre area to come to harvest 50% faster (so if a harvest happens twice a season, it will happen 3 times). This is powerful magic, however, and gets the attention of the elemental forces of Earth. An area, which is under the effects of Harvest Moon, will have a 3- chance of growing a "monster" each harvest. The exact statistics of this monster are up to the GM and should be along the lines of the Earth Spirit (although the monster will be biological in nature and will probably be crafty and hungry). Additionally, the harvest itself will be strangely made (colors may be slightly wrong, vegetables may be oversized). There is a 2- chance per season that some truly monstrous (2+ ton) plant may appear, creating problems for the farmer. Finally, a person passing through an area under Harvest Moon at night will see the moon appear almost full, and amber colored with an eerie halo around it. The person will feel "watched" by the crops. This does not endear the mage to his neighbors.

Casting Cost	Type	Endurance	Notes
25	Normal	None	None

Mystical Medicine– [2]

If the mage gets the right plants, a slave can be made that adds +2 to First Aid rolls and gives +1 to CON rolls to heal. This takes 30 minutes of preparation (or a trip to a good herbalist) and the casting of the spell. The dose costs \$10. The salve goes bad after 48 hours.

Casting Cost	Type	Endurance	Notes
28	Summon	Normal	None

Shatter– [2]

The mage hurls a shockwave bolt that can knock a wall down (if lucky). The bolt is a Vibratory Blast of [WIL-5] POWER. This blast does double damage to inanimate rigid objects (structures) and causes any STC roll (if required) to be made at -1.

Casting Cost	Type	Endurance	Notes
7	Ranged Attack	Normal	None

Thorn Barrier– [2]

The Mage causes a wall of tough thorny vines to spring up along an area defined. The wall can be WIL² yards in area in any configuration chose (minimum height of 1 yard (it's about 4 inches thick) and it requires 20 points of damage to chop through it (it doesn't take penetrating damage). When cast, it will appear as an 8 REA long action. If someone is along the line of the wall, they can take a step action to go to either side. The wall lasts about a week or so (the GM may determine it lasts longer). Weapons fired through it are at -4 (vision modifier) and must make a successful penetration roll against a penetration defense of 4 (even if they do, they have their damage reduced by 2 points).

Casting Cost	Type	Endurance	Notes
15	Create Wall	Normal	None

Create Sleep Potion– [4]

The Mage must gather some common plants (takes about 45 minutes) and create a potion and then cast this spell over it. The resulting mixture is a dose of sleep potion. If mixed with food, it acts as the Sleep effect (PWR equal to WIL+1). Otherwise, if taken, it guarantees a restful night of sleep and will give the taker an *additional* healing roll at +2. The average cost of this potion is about \$80 but the mage must be

well trusted, for a cheaper version of this spell exists that does not give the healing and, besides being mildly addictive, actually gives the sleeper -2 to healing rolls.

Casting Cost	Type	Endurance	Notes
30	Summon	Normal	None

Earth Spirit – [4]

The Earth Spirit is a lesser Earth Elemental that can be called into being by the caster. It is strong and dumb. It appears as a small, broad, dwarf like humanoid with no facial features. It is made of earth. When summoned, it will appear *next* turn, coming into being as an 8 REA Long Action. It will obey the caster's wishes.

STR 15 BLD 35 STA 12 / 60 DP REF 10 INT 8
Strike: 10 Damage; hits on a 13-
Armor 2pts.

Casting Cost	Type	Endurance	Notes
20	Summon	None	None

Shockwave– [4]

The mage creates a localized tremor (Shockwave effect). This effect has a PWR of 10. This makes everyone within 4 yards make a STR vs. [WIL-3] PWR roll or be knocked back 10 / Mass yards. Movement towards the caster is reduced by 10 / Mass yards if the movement is occurring when the blast hits, structures take 80 points of damage.

Casting Cost	Type	Endurance	Notes
30	Normal	Normal	None

Wood Skin– [4]

The mage's skin becomes hard and appears like wood or tree bark. While in operation the mage will get +50% damage points and will have 2/6 of armor.

Casting Cost	Type	Endurance	Notes
24	Normal	Running	None

Air Elemental College

Description: The character has studied the forces of elemental air. Through his study, the Air Elementalist also understands the fundamentals of weather and its application.

Level 1: Wind Worker. The character can predict the weather for the next WIL hours with a roll.

Level 2: Atmosphereist. The character can predict the weather for the next 2x WIL hours with a roll. Additionally, the character can increase the Elemental influence of Air in an object with a roll. This will make the object highly resistant to age. Treated objects (not people) age at 1/10 the normal rate. This takes 12 hours and two successful rolls per BLD point of the object (although it is mainly useful for books and the like).

Level 3: Aeromancer. The character can actually change the weather with windmill like devices. The character can build Air Towers that are simple mechanical devices (if the character doesn't have L2 mechanics, he can commission them). These devices, when mounted high enough (30 feet or higher) can calm or enhance the winds in an area. This is a subtle effect but proper placement can give an area (1 mile radius per tower) [WIL-9] PWR Weather Control vs. weather changes. This acts as a -3 to rolls to make it rain (if the towers are configured to produce dry or it can cause a 10% increase in rain over a year in the specified area). Constructing a "Weather Vain" takes 1 week and costs about \$200 in materials (plus the tower). The character can otherwise make predictions about wind and weather (predictions are good for 4x WIL hours in advance).

Level 4: Air Elementalist.

Whirlwind – [Signature Spell: 4]

The caster is surrounded by a [WIL-1] POWER Tornado. Air spells may be cast from within it with no negative modifiers. It moves with the caster but may not be created at range. While active the character may move at no more than 4 yards per second (or suffer the effects of the whirlwind himself).

Casting Cost	Type	Endurance	Notes
14	Continuing	Running	None

Aeromancy – [1]

The caster knows what the weather will be for the next 24 hours within a 30 mile radius. This spell will detect any weather manipulation. The duration of the spell is 24 hours so if cast in the morning, the caster will be aware of weather manipulation all day long. The GM should require a perception roll to get data about weather manipulation (a roll made by 5+ will pinpoint the weather manipulating mage).

Casting Cost	Type	Endurance	Notes
4	Continuing	None	None

Howling Bolt – [1]

The caster throws a howling bolt of wind. It strikes for 6 points of Impact damage and acts like a 6 POWER wind jet, knocking the target back 6 / Mass yards if it hits by 4 or more.

Casting Cost	Type	Endurance	Notes
15	Ranged Attack	Normal	6 Damage

Whispering Wind – [1]

Two or more mages with this spell running can communicate with each other within a range of WIL² miles (use the lowest of the WIL's. Each will hear the speaker's voice seeming to whisper along the wind).

Casting Cost	Type	Endurance	Notes
6	Continuing	Walking	None

Whirlwind Blast – [1]

The character throws a spell that creates a small, violent tornado. Everything within a 2 yard radius of the target point is hit for 8 points of blunt damage (+4 DM) and thrown outward [Mass / 2] yards. If the target's Mass is 2, he must make an AGI roll (or Acrobatics roll) or fall down. If the target's Mass is higher than 2, this has no effect. This damage is not decreased explosively.

Casting Cost	Type	Endurance	Notes
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20	Ranged AOE Attack	Normal
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Wind Leap – [1]

The caster performs a 'wind assisted leap' (8 REA Long action) moving **[WIL / Mass]** yards straight up or 2x that distance as a long jump. Keeping the spell going cost Walking Endurance. Jumping still costs it's normal 1 Endurance.

Casting Cost	Type	Endurance	Notes
8	Movement	Normal	None

Wind Storm – [1]

The caster is surrounded by ambient high winds. Casting this may add +1 or +2 to Intimidation attacks at the GM's discretion. More importantly, projectile attacks that are physical (but not pure magical attacks) are at –3 to hit due to weather modifiers. Other wind spells are not effected. The radius is 4 yards and the effects are centered on the caster.

Casting Cost	Type	Endurance	Notes
4	Continuing	Running	-3 to hit

Zap – [1]

The caster throws a small bolt of lightning for 9 damage.

Casting Cost	Type	Endurance	Notes
14	Ranged Attack	Normal	None

Zephyr's Embrace – [1]

The caster floats to the ground from some height. While the spell is running, the caster, and up to +2 Mass will fall at 1 yard / sec. This cannot be used to go up or even hover but it will break a fall.

Casting Cost	Type	Endurance	Notes
9	Movement	Walking	

Call Rain – [2]

The caster can try to summon rain. This is not guaranteed to work. For each hour the caster spends casting the spell, he makes a WIL roll vs. the GM assigned "dryness" of the area. For most areas, this is 10. For deserts, it can be as high as 20. When the caster is ready (the GM may wish to keep the success of each hour secret) the player rolls. For each point the roll is made by, a more powerful storm comes within 24 hours. A roll made by 0-4 will be a nice rain. A roll made by 5-9 will be a powerful deluge. A roll made by 10+ is a catastrophe and will result in flooding (a roll made by 9 will result in flooding too—but not high winds). Dispelling the storm is done by casting the spell and rolling against the original success. While the caster is concentrating, he cannot eat or sleep.

Casting Cost	Type	Endurance	Notes
20	Summon	None	None

Call Winds – [2]

The caster summonses strong winds (usually for a sea voyage). On a battlefield level, this can give a –1 to all missile combat. To make the roll the caster uses the same procedure outlined in Call Rain. If successful, the winds will come. The roll determines the time they last: 4 hours, 12 hours, or 24 hours. The GM should assign a danger factor if the roll is made by 8+ (crew may be blown overboard, the ship might run aground, etc.)

Casting Cost	Type	Endurance	Notes
20	Summon	None	None

Electrocute – [2]

The caster transmits massive electric shock through his touch. The caster must grab a target and then cast the spell. Once cast, the character may repeat the shock with the same to-hit damage modifier and another Damage Modifier roll for a 5 REA Medium action. The Electrocute does 16 points of electrical damage for each shock. If the character spends a turn without shocking or his grip is broken, the spell ends.

Casting Cost	Type	Endurance	Notes
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20	HTH Attack	Normal
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Icy Wind – [2]

A blast of freezing air and ice comes from the caster's hands. Targets will be "flash frozen" by the blast. A target that is hit takes 8 damage, but, if the damage is completely stopped by natural armor, the target will still suffer ¼ final damage because of the extreme cold. If the target is wearing metal armor, it may seize up: if the final damage roll (roll plus to-hit modifier) is 20+ the target will be held immobile until a Break Grab move is made. The strength of the grab is 11 plus 1 per point of defense of worn metal armor above 4 (so chain mail is a 12 STR grab and normal plate mail is a 13 STR grab).

Casting Cost	Type	Endurance	Notes
13	Ranged Attack	Normal	8 Damage

Lesser Arc – [2]

The caster unleashes a blast of chain lightning, which arcs between potential targets in a given area. When thrown, if it hits its target (or misses by up to -2), it has a 12- chance to hit any other person (or large object) within 4 yards of the original. The lightning does 4 points of Lightning damage (metal armor is halved, -1 to CON rolls). At the end of the rolls, the character checks for 'continue.' Make a Spell Roll at a cumulative -2. If rolled, at the end of the turn, it does another round of strikes.

Casting Cost	Type	Endurance	Notes
24	Ranged Attack	Normal	4 DMG

Thunderbolt – [2]

The mage hurls a powerful lightning bolt at the target. It strikes for 18 points of electrical damage

Casting Cost	Type	Endurance	Notes
30	Ranged Attack	Normal	None

Updraft – [2]

The spell creates an invisible column of air that will lift the caster. It acts as temporary Wind Flight, propelling the caster directly upwards at 12 / Mass yards per second (acceleration). The updraft is 4 yards in diameter and, when the spell is cast it takes 1 second to appear (anyone in the area will feel the wind starting). Anyone caught in the updraft must make an AGI roll at -3 (or a Air Elemental College skill roll at no negative) to maneuver.

Casting Cost	Type	Endurance	Notes
32	Continuing	Sprinting	None

Air Shield – [4]

From the caster's hands come a powerful, roaring, blast of air. While running, the character has a block as per Spell Shield each turn. Additionally, anyone who is blocked by 4 or more than the caster required suffers a 6 point Wind Blast (knocked back 6 / Mass yards).

Casting Cost	Type	Endurance	Notes
18 (+8 ST per turn)	Blocking Attack	Sprinting	6 PWR Wind Blast

Blizzard – [4]

The magician calls a destructive ice storm on a given location. When the spell is cast, the caster makes a WIL roll against the GM assigned "hotness" of the area. For each hour the caster concentrates, and successfully makes a WIL roll against the area, the final roll is at +1. When the final roll is made, the caster picks a target within WIL miles and the storm will form on that area (the GM may call for a WIL roll to land it on target—for each point the roll is missed by, the storm lands one mile out and moves at 5 miles an hour towards the target). The radius of the storm is ¼ mile for each point the roll was made by.

- 0-3: Light effects (mild snow, freezing rain, temporary freezing temperatures). Duration is 1 hour per point the roll was made by.
- 4-6: Medium Effects. Snow, Hail, ice. Traffic will be disrupted. Exposure may be dangerous. Duration is 2 hours per point roll was made by. Winds will damage lightly made structures.
- 7-9: Heavy effects: Streets are blocked, exposure will kill. The winds will damage moderately heavy structures.
- 10+ Catastrophic: Even heavy structures may be destroyed.

Casting Cost	Type	Endurance	Notes
40	Summon	None	None

Call Lightning – [4]

The mage directs a lightning bolt (actually several) from the sky. When cast, the mage makes a WIL roll and the bolt will appear Roll – 20 yards later. This spell will call lightning out of a clear sky (the charge comes from clouds in the elemental plane of air). The range modifier for the attack is –1 per 50 yards but the bolt is inaccurate. Anything smaller than a house is at –5 to be hit, *if* it's still in the same place when the bolt comes down. On the positive side, the bolt hits for 400 points of electrical damage. Because the bolt is actually several bolts, targets within a 10-yard radius of the strike of the main bolt will take 200 points of damage each. Targets within 20 yards will have a 9- chance of being hit by a bolt for 30 points of electrical damage. These bolts cannot be blocked within the 10-yard radius.

Casting Cost	Type	Endurance	Notes
60	Ranged Attack	Normal	None

Lightning Orb – [4]

The lightning orb is a crackling ball of electricity. It is unleashed as a ranged attack and moves at 40 yards / second (striking most targets instantly). It hits for 20 points of electrical damage. Along the path of its travel and at the point it strikes, it will lash out with smaller lightning bolts which have a 12- to hit any target (14- if the target wears metal armor) and hit for 12 points of lightning damage. The radius of these smaller bolts is 3 yards to either side.

Casting Cost	Type	Endurance	Notes
40	Ranged Attack	Normal	None

Tornado – [8]

The caster creates a massive tornado that can be used to wreak havoc. The tornado has a radius of 20 yards, travels at 20 miles an hour, and has a 200 STR. When summoned, the caster must remain motionless while directing the tornado—he must also direct it within line of sight (so he cannot be completely enclosed and is better off high up). The tornado takes 20 minutes to form (and its formation will be apparent). After formation, it lasts so long as maintained. It moves on the caster's turn as an 8 REA Long action.

Casting Cost	Type	Endurance	Notes
60	Continuing	Running	None

Water Elemental College

Description: The character has studied the forces of elemental water. The mage can manipulate the essence of water wherever it may exist. The Water Elementalist is often more at home in the seas than he is on land.

Level 1: Water Wizard. The character can locate water with a RES +1 roll. This gives +3 to survival rolls if the GM rules that finding water is a major hardship.

Level 2: Mere Magus. The character can extract water from objects and the air. With 1 hour, the character can preserve meats, desiccate plants for storage, and extract drinkable water from the air (this is at –3 or worse in a desert).

Level 3: Hydromancer. The character has a special relationship with the sea. A roll will predict the weather (WILx3 hours ahead) at sea and will allow navigation rolls to be made at +2 if the character makes his roll. A roll will also allow the character to identify and locate (or avoid) sea creatures.

Level 4: Water Elementalist.

Manipulate Water – [Signature Spell: 4]

The mage can control masses of water with his will. After paying the basic cost, for each spell point the mage puts into the spell, it acts as 1 POWER of Water Control (up to a maximum PWR equal to the mage's WIL+2). The endurance cost for this is Walking if the character uses 1/3 or less of his Long Term mana, or Running if the character uses more than 1/3 of his Long Term mana.

Casting Cost	Type	Endurance	Notes
12 + PWR	Control	Varies	None

Create Water – [1]

The mage can create enough water for one person to survive on for one day.

Casting Cost	Type	Endurance	Notes
24	Create	Normal	None

Dry – [1]

The caster can make a target dry. This will not desiccate a target—the water simply evaporates—but it will dry off a person completely and thoroughly. If cast quickly, it will save drenched electronics.

Casting Cost	Type	Endurance	Notes
6	Transform	Normal	None

Extinguish – [1]

The caster can extinguish flames. The spell will reduce the damage done by a fire by 8 points per casting. If cast one-after-another, at least twice a second, the effects will be cumulative. This can be cast as a blocking spell using the caster's Spell attack skill –1 as the block (against fire attacks only). A successful block will reduce the damage done by the fire attack by 8 points. It blocks ranged attacks at no negative. Example fires: Candle 1pt, torch 2pts, campfire 4-6pts, bonfire 8-12 points, burning building 12 points per 2 cubic yards.

Casting Cost	Type	Endurance	Notes
2	Ranged Attack / Block	Normal	Blocking

Fire Water – [1]

The mage can bring the forces of Elemental Water into conflict with the natural process of evaporation such that water seems to burn. Burning water gives off an eerie blue glow (deeper and stronger than alcohol) and produces heat and light as a normal flame. It will set other objects on fire (the heat is real) but objects in the water itself, will be warmed, not burnt. A pot of water produces the heat of a campfire. Each gallon of water will burn for 4 points of damage (heat) so long as the spell lasts. The basic spell point cost will ignite 1 gallon, more water can be ignited for +1 spell point per gallon. The damage will not stack, the most a large quantity of burning water will do is [WIL –3] damage. A gallon of water will burn out in an hour, evaporating. More water can be added to keep it going. Throwing dirt on Fire Water will quench it. Boiling the water with fire will evaporate it faster. A "vial of fire water" can be prepared so that the mage casts it and then throws the bottle. This will do 4 points of "heat" damage and the bottle must be roughly 1 quart's worth.

Casting Cost	Type	Endurance	Notes
5 + 1 per gallon	Transform	None	None

Pressurize – [1]

The mage can survive “crushing depths.” This takes time to pressurize (but none to decompress). If the mage is *Aquatic*, then the spell is permanent. Otherwise, it has Walking endurance cost.

Casting Cost	Type	Endurance	Notes
16	Transform	Walking	None

Sing to Fish – [1]

The character can increase the output of fishing by 100% per hour that this spell is active. If this is done at sea, however, the caster may attract a large hostile sea creature on a roll of a 17+ (GM rolls secretly each hour).

Casting Cost	Type	Endurance	Notes
14	Attract Fish	None	None

Sonar – [1]

The mage uses “magical sonar” to sense things underwater. In the air, it will allow the character to see in occluded areas (smoke and fog) at a –3 perception roll. Underwater, it acts as dark vision with the added bonus that more than one mage using this can communicate over hundreds of yards with quick “chirping” sentences only spell users understand. If a mage knowing this spell is spoken to in this fashion, he will understand—to speak back, he must cast the spell.

Casting Cost	Type	Endurance	Notes
12 +	Transform	Walking	None

Airy Bubble – [2]

The caster creates a bubbly sphere of breathable water. People and animals within the sphere may breathe whichever atmosphere they normally do. The size of the bubble is 4 yards, +1 yard radius per 4 points paid at casting time.

Casting Cost	Type	Endurance	Notes
20 +	Transform	Walking	None

Breathe Underwater – [2]

The caster can breathe underwater. So long as the spell lasts, the character can move in water at his normal land speed and breathe normally.

Casting Cost	Type	Endurance	Notes
16	Transform	Walking	None

Magician’s Tentacles – [2]

While running, the mage, if submerged or within 5 yards of a sufficiently large body of water (GM’s call), can control water to act as tentacles. The tentacles are 8 yards in length and are almost invisible underwater. They act as **[WIL+1]** STR TK. Their Offensive Grapple is **[WIL-5]**.

Casting Cost	Type	Endurance	Notes
24	Create Tentacle	Walking	None

Purify – [2]

The mage can purify 1 gallon of water per casting, +1 gallon per spell point.

Casting Cost	Type	Endurance	Notes
8+ 1 per gallon	Transform	Normal	None

Aquatic – [4]

When the spell is cast, the mage, essentially, becomes aquatic. Casting the spell takes 1 hour. Until the spell is *uncast*, also taking an hour, the character breathes water (as per Breathe Underwater) but will suffocate on land. The character moves normally underwater—but cannot see in pitch black or survive crushing depths. On the other hand, the character will not suffer hypothermia. If the character wishes to act normally on land, he may cast Breathe Underwater and, while the spell runs, breathe air.

Casting Cost	Type	Endurance	Notes
30	Transform	None	None

Water Cannon – [4]

The mage fires a blast of water that acts as a **[WIL-5]** PWR Water Cannon. This may be continued as a streaming attack for 12 mana each turn after the first turn. Underwater, the PWR is mage’s WIL+3.

Casting Cost	Type	Endurance	Notes
24	Ranged Attack	Sprinting	None

Void Elemental College

Description: The fifth of the Elemental Colleges, the Void Elemental College is the “essence” of non-being. A mage *cannot* know all 5 colleges and in order to know any Void spells at all must know three other Elemental Colleges.

Level 1: Zed. Study of the void gives the character intuitive knowledge. On a WIL-10 roll, the character spontaneously learns small but useful information when confronted with an intractable problem.

Level 2: Null Magus. The character can enter a trance (3 REA Short action to start and to maintain each turn) which gives him +1 to his WIL rolls. He may take no action whatsoever while in the trance.

Level 3: Nihilologist. The caster can blank his mind. While in the trance state(3 REA Short action to start and maintain), he gets +2 to all WIL rolls but can take no action whatsoever.

Level 4:

Disintegrate– [Signature Spell: 4]

The caster fires a ray of gray nothingness from his hand. This hits as a [WIL-4] PWR Disintegration beam (Penetrating damage attack that automatically penetrates bio-armor and halves worn armor. It disintegrates inanimate objects as per the ability). This costs 4 Endurance to fire. Targets killed or “destroyed” are not turned to dust, but instead are taken into the void.

Casting Cost	Type	Endurance	Notes
24	Ranged Attack	Normal	None

Strip – [1]

The character passes his hand over an object or sheet of paper. The spell will “cleanse” objects (sucking small particles into the void). This will strip paint, dust furniture, remove glue from stickers, erase ink off of paper, take tape body outlines off of sliding glass door before you leave your apartment for good (and your roommate warned you about it), etc.

Casting Cost	Type	Endurance	Notes
8	Clean objects	Walking	None

Bolt of Void – [2]

The caster fires a bolt of almost transparent churning *want of being*. It strikes as a [WIL-9] PWR Disintegration beam (automatically penetrates bio-armor, halves worn armor). This costs 2 Endurance to fire.

Casting Cost	Type	Endurance	Notes
16	Ranged Attack	2	None

Ignore – [2]

The caster simply wills an attack into non-being. This is only used to block ranged attacks and it functions as a Large Spell Shield. It may cast for 0 REA since the caster simply “ignores” the attack. The caster makes a blocking roll at no positive modifier against the attack. Even explosive attacks will cease to exist. Objects larger than 1 pound may not be blocked this way.

Casting Cost	Type	Endurance	Notes
20	Block	Normal	Blocking

Pool of Void – [2]

The caster opens a semi-permanent rift of void in the ground (or other container—like a well). The void may appear as churning blackness, rolling, liquid blind spot, thick gray fluid, billowing “mist of nothingness,” etc. When created (taking 8 hours of meditation) it makes other Void spells easier to cast, producing 5 Long-Term mana per hour, useable within a 4 yard radius. It has its hazards: anyone drawing from it must make a WIL roll. If the roll is failed by 3 or more, a void tentacle will erupt from the pool and try to grab them. Other strange effects may occur over time as objects or things may “wash up” on the shore. The structure around the void pool will require about \$50 of upkeep per month or it will decay and the pool may spread. Stepping into the pool will unleash a void tentacle against the person touching or entering it. The major use for this is as a “garbage disposal” (especially for troublesome artifacts and dead bodies) than as a power source or combat spell.

Casting Cost	Type	Endurance	Notes
30	Create Void Pool	Normal	None

Trolling the Void – [2]

Everything that is consumed by the void may still exist—*somewhere*. The caster can “fish” for items others have condemned to the void (most will be angry living combatants, but hey, you can’t be choosy. When the spell is cast, the caster makes a WIL roll and meditates for 1 hour per point the roll is made by. When the time is over, the caster will lose 2 points of endurance per hour meditated. This endurance can only be regained by 8 hours of sleep. Each hour, the caster has 1 2- chance of getting *something* from the void. The GM determines what it is. Mostly these will be random objects—but they can come from anywhere, any time. This is one of the “void study” spells magicians cast when doing magical research on the void. It should not be misconstrued as a treasure hunt. Luck and other magical enhancers don’t work for this, and usually the items returned will be under 1 Mass and won’t be valuable. Try the below table for some attempts:

- 0-4: Valuable piece of technology or magic from another time or a far removed alternate reality.
- 5-8 : Semi-valuable piece of tech or magic from a “similar” alternate reality.
- 9-10: Random “normal” object.
- 11-12: Random “normal object with some minor *difference* about it (dollar bill with Adams on it).
- 13-14: Personal artifact (diary, etc.)
- 15-16: *Dangerous* object or being (radioactive bullets from gulf-war, cloud of mustard gas, etc.)
- 17-18: Very dangerous object or being (assault robot, minor daemon, 5 void tentacles).
- 19-20: Caster goes into the void! Something that looks like the caster, has his memories, and has the stats of a Major Daemon replaces him. This Voidling will assume his identity for WIL days after which he might be returned at Serious condition or . . . might not. . .

Anything is possible.

Casting Cost	Type	Endurance	Notes
35	Ranged Attack	Special	None

Void Pocket – [2]

The caster maintains a “pocket” of stable void nearby him. This “Extra Dimensional Space” is a sphere of WIL inches radius. When the spell ceases to function, whatever is inside falls out into reality. Opening and closing the pocket is an 8 REA Long action. Objects inside are cold, the area is dark, but they will not be molested. The pocket appears as a gray sphere into which objects may be dropped or the caster may reach in to retrieve them.

Casting Cost	Type	Endurance	Notes
12	Create Pocket	Walking	None

Wisdom of the Void – [2]

The void exists between all places and all times and the caster can project himself into it (mentally) in a search for knowledge. This is hazardous and often pointless (the caster returns exhausted and half-mad with a recipe for blackbird pie involving some materials that don’t exist in his world). If the character has the points to learn a skill (trivial skills count) he may attempt a void journey. This takes 1 week of preparation and either a WIL roll made by 5 (mediation helps) or \$300 worth of herbs and drugs. When the caster goes in, he gambles a certain amount of points and rolls on the table below:

- 0-5: Caster gets Hard Skill from another time (1-2)/ dimension(3-4)/ or both(5-6).
- 6-9: Caster gets Normal Skill from another time/dimension/both
- 10-11: Caster gets Normal Skill from this time/dimension
- 12-13: Caster gets Hard Skill from this time/dimension
- 14-15: Caster gets Trivial Skill from this time/dimension
- 16-18: Caster gets Trivial Skill from another time/dimension/both
- 19-20: Caster learns random fact from another time/dimension/both (and loses the points!)

Hard Skill Type: 1-2 Combat Skill, 4-6 Non-combat (science)
 Normal Skill: 1-Magical, 2-3 Area of Study/social, 4-Military, 5-Street Skill, 6-Professional
 Alternate Reality: 1-4 Near (close to this reality), 5-Far (very different), 6-Very, very far (totally different: 1 PWR to madness roll).
 Alternate Time: 1-Lower Technology, 2-4 about the same technology, 5 greater technology, 6 much, much greater technology (+1 PWR to madness roll).

When the caster returns he will have spent WIL-4 endurance and this will only be recovered by 8 hours rest. Furthermore, he suffers a Madness attack at PWR 10 +1 point per point gambled (maximum of PWR 16). If he acquires a defect it will be in the manic use of the skill. Note: while a medieval caster may acquire technical skills, he won't have the rest of the *background* necessary to implement them. He may know all kinds of things about electronics but won't have a blue-print on how to advance the technology. This rule may be waived if the caster gambles a Level 4 skill. The minimum gamble is .5 points (resulting in a Level 1 skill). If the caster studies the skill later, more points may be put in but this should happen slowly. The GM is free to rule that nothing useful comes out of this if he wishes (hopefully he will return the points) as mage might do this for decades without learning something that even *could* change the world.

Casting Cost	Type	Endurance	Notes
45	Acquire Skill	Special	None

Sphere of Void – [4]

The target is encased in an egg-shaped area of void—it then vanishes. This acts as a Banish attack at [WIL] PWR. Casting this costs 2 endurance.

Casting Cost	Type	Endurance	Notes
32	PWR vs. STAT	2	PWR is WIL

Tentacles of the Void – [4]

The caster opens a “blind-spot” in the air and angry-tentacles of non-being come out. The caster gets 2 tentacles, +1 per 8 Mana (Multi-Cast). The tentacles will last until they either grab something and return it to the void or the mage discontinues the spell. The tentacles are 4 yards long and have grapple scores of 9. Once a person is grappled, the tentacle will then attempt to win a Major Success to pull the hapless victim back into the void (gone . . . forever?). The tentacles take no damage from physical attacks, roll to hit on a 13-, and will target only animate beings (if they miss or don't detect anything, though, they will grab random items and pull them in). This is a terrifying spell—and very noisy as the void-hole howls and sucks in air too. They will grab the caster if he is within range!

Casting Cost	Type	Endurance	Notes
45 +8 per tentacle	Ranged Attack	Sprinting	None

Void Walker – [4]

The character vanishes into the void that exists around and within everything. While he pays endurance he may choose not to reappear and “move” anywhere within walking distance. He cannot see the “real world” but may make MEM rolls to remember to move to exact locations. When the spell is dropped, he reappears. Coming and going is an 8 REA Long action. This is sort of similar to Teleport except that the caster moves at walking speed and has “hang-time.” The most a caster can take is +1 Mass above his own. Appearing in a solid object acts like teleporting into it, but the caster will know if this is about to happen (so walking through a massive cave wall won't work, but if the caster chooses to reappear in a room, even a cluttered one, it won't be a problem). It is also important to note that the caster cannot see the landing area prior to touch-down.

Casting Cost	Type	Endurance	Notes
30	Movement	Sprinting	None

Summoning

Description: The mage can summon creatures from the ether. These beings spring forth from apparent nothingness and can perform various services or tasks for the summoner. Not all summoned beings are necessarily safe or inclined to serve the caster though . . .

Level 1: Invoker. The character is familiar with the theoretical basis of summoning. These rules assume that there are “pocket universes” that co-exist with the one the players are in. Things live in these universes and can be called forth. Humans cannot go there except via magical means and usually cannot escape once there. These universes are strange beyond comprehension to our universe and are not pleasant places to be.

Level 2: Conjurer. The character knows the “First Echelon” hierarchy of names in the summoning realm. This means that the character recognizes names of the beings that have can either be summoned or have the greatest impact on their universe (the most common beings).

Level 3: Summoner. The character understands something about the motivations of creatures from the other universes (and can better bargain with them). This takes the form of knowing what weird or unusual trinkets the summoned beings might want (the tooth from a seventh son of a seventh son) and may allow unusual bargains. Also, the character knows “Second Echelon” names and secret names of the truly powerful beings (or the very rare beings) from these other universes.

Level 4: Evocator.

Named Daemons: If the character has a Summon Named Daemon spell, he must also purchase a Trivial skill for each Daemon he means to summon. These skills are learned from ancient tomes, forbidden books and other exotic sources. They have the following effects:

Summon Named Daemon (Major or Minor)

Trivial, MEM

Description: The character knows the name and ritual of a Minor or Major named Daemon. This skill, in conjunction with the spell Summon, will allow the character to call it forth.

Level 1: The character knows the common name of the Daemon and something about its basic, common appearance. This is the minimum necessary to summon the Daemon.

Level 2: The character knows the secret name of the Daemon. A successful skill roll at the time of summoning will negate 1 point of Indomitable the Daemon has.

Level 3: The character is an expert in the Daemon. A skill roll at summoning time will negate 2 points of Indomitable and will give the caster words to say to get the being's attention. This is often crucial to talking to a Daemon since, while it will not prevent the being from attacking if free, it will allow the caster to open more diplomatic communication if the being is contained. This skill also gives clues about what the specific being might favor.

Level 4: The character knows some of the True Name of the Daemon. Rolls to control the Daemon are at +2 and this ignores up to 4 points of Indomitable the Daemon may have. The character knows very well what sorts of exotic items or knowledge may entice the Daemon to do favors. At any rate, in combat, once, the character can speak the piece of the True Name he knows, and Daze the Daemon. This works once per summoning and is a 5 REA Medium action, requiring a successful skill roll.

Mage's Guardian – [Signature Spell: 4]

The Mage's Guardian appears as a darkly handsome 4 armed man or woman. Their eyes glow with a red or white light. If a guardian is killed, the mage loses 2 experience points (i.e. may not cast the spell again until the points are paid). It will do the caster's bidding. They use neither armor nor weapons (if dressed with armor, their skin will lose it's magical protection). Only one may be summoned at a time. This is a *safe* creature. It will last until *dismissed*.

STR 13 BLD 10 CON 12 / 21 DP REF 12 INT 11
Strike: 7 Penetrating Damage, Grapple score 9/7 Armor 4 / 8
Dark Vision, Heal caster 6 points once per day.
Etiquette L2 13-, Street Fighting L2 14-, Stealth L2 13-

Casting Cost	Type	Endurance	Notes
24	Summon	None	None

Cloud of Insects – [1]

The mage can summon a cloud of insects. These must be harmless, but may be annoying (flies, roaches, etc.) It is a simple spell, but one that exist in hundreds of variations. Each variation is a separate spell. The cloud can include about 30 – 100 insects (depending on size) and will give anyone in the cloud a –1 visual perception modifier (it will quickly disperse). Usually, the cloud is created within reach of the caster, and moves away from him. The insects are sterile and cannot be valuable.

Casting Cost	Type	Endurance	Notes
15	Summon	None	None

House Keeper – [1]

The House Keeper looks like a ½ yard diameter fuzzy black ball of hair that has two black over-sized chicken feet extending from the bottom. When summoned, the House Keeper will clean an area roughly the size of a house. It is sort of shy in that it will hide in dark corners, under stairs, etc. If cornered, it will flee but it has an unsettling history of attacking children. It cleans by using it's fur to "suck up" dirt (not by magically cleaning things). It will remain in an area until *dismissed* or until sundown (but there are legends that House Keepers get *stuck* and may remain in a place forever—sometimes becoming dangerous).

STR 8 BLD 5 CON 11 / 6 DP REF 10 INT 8
Claw attack for 2 Pen Damage on 11-

Casting Cost	Type	Endurance	Notes
12	Summon	None	None

Organizer – [2]

The Organizer is a small bronze colored imp-like being (9" tall) that is dedicated to keeping an area neat. It cannot speak (it spouts quiet gibberish sometimes) but it can read and can alphabetize books, stack pencils, clean up spills, etc. Its area is approximately 8 yards on a side. It will stay out of the way and it does not need to be fed or otherwise occupied. The danger with the organizer is that something will go wrong and the area will get *too* dirty. If a bookshelf falls over, some pitcher of juice spills over several books, or something just really messes up the area (a sword fight) the Organizer may go berserk. It has the stats of the Imp in berserk form.

Casting Cost	Type	Endurance	Notes
15	Summon	None	None

Summon Imp – [2]

An Imp is a mischievous being that can be summoned to do a caster's bidding. When called forth, the caster holds a small degree of power over the Imp: if the Imp is dismissed and the caster is angry, the Imp will suffer (at the hands of its extra dimensional masters). This does not terrify the Imp but makes it more likely to obey. Furthermore, the Imp can be *dismissed* instantly as a 5 REA medium action. The GM can make a roll and if the roll is a 19 or 20, the dismissal will fail. The odds are low so the Imp is unlikely to attack the caster since he can just get rid of it. Imps appear as small red sexless humanoids with tails and black eyes and wings. They cannot turn invisible but have good senses and a high Stealth roll. Imps are cowardly, will try to harm the caster in some non-obvious manner, and cannot be trusted very far . . . but they make decent spies.

Imps are not Daemons, but there is a Trivial skill associated with their summoning. Because Imps vary greatly, and have a wide range of skills and abilities, the more a caster knows about the nature of Imps, the more successful he will be in getting the Imp he wants. Below is the Random Imp Generation Table, and the trivial skill.

Basic Imp

STR 12 BLD 5 CON 12 / 12 DP REF 12 INT 10
Winged Flight 8 yards / second
Claws +1 Penetrating damage (3 points) hit on a 13-
Perception Roll +3 (and perfect night vision)
Stealth L3 15-, Shadowing L2 13-, Lock Pick L2 13-, Sleight of Hand L2 13-, Traps L2 13-

Random Imp Table

Body Type

- 0 – 9 Ectomorph (tall, skinny Imp) +2 Stealth, -2 STR
 10 – 12 Mesomorph (basic Imp, muscular) normal stats
 13 – 20 Endomorph (short, obese imp) +4 BLD, -2 Stealth –1 REA, +1 STR

Imp Skills

- 0 – 4 Hard Science Skill at RES +1
 5 – 9 Craft Skill at RES +2
 10 – 11 Street Skill at RES +2
 12 Area of Knowledge at RES +2
 13 – 14 Social Skill at RES +2
 15 – 16 Military Skill at RES +2
 17 – 19 Combat Skill at AGI or COR +1
 20 Exotic Skill (L3 Combat Skill, Science skill, etc.) at RES +2

Skill Level

- 0 – 4 Level 3
 6 – 15 Level 2
 16 – 20 Level 1 and roll another skill

Unusual Imp Physiology

- 0 – 3 Fire Breathing Imp! 9 damage, once every 2 turns, hits with COR
 4 – 6 Spiky Tail Imp 5 damage, -1 to be blocked, hits 13-
 7 – 14 Nothing Special
 15 Armored Imp 2/4 Armor
 16 – 17 Phosphorescent Imp: glows in the dark, gives off light like a good lamp.
 18 – 19 Third Eye Imp: can see magic and invisible things.
 20 Combat Imp: puffs up to +2 STR, +5 BLD, hits on a 15-, makes 1 attack per turn for 4 REA, has 3/6 armor. May attack caster if insulted! (Looks normal to begin with). Expanding is a 5 REA Medium action.

Unusual Imp Coloration and Caste

- 0 – 4 Purple “Noble” Imp: Imp is a Level 1 Apprentice with Fire or Air magic! They argue or battle with Royal Imps on sight.
 5 – 7 Yellow “Scribe/Bard” Imp: Imp has +2 Memory and L2 Writing. It will compose insulting songs and limericks about the caster. It will also know assorted dirty jokes. Showmanship L2 13-.
 8 – 14 Red “Common Imp”: No change
 15 – 16 Green “Worker” Imp: The Imp has +1 STR and is well suited to physical labor (can perform simple handy-man duties.)
 17 – 19 Dark Blue “Royal” Imp: Imp is a Level 1 Apprentice Mage with Imperial College or Elder School spells. They argue or battle with Noble Imps on sight.
 20 Gray “Tinker” Imp: The Imp has an innate understanding of common technology. It has L3 Mechanics and will tinker with any device, assemble strange machines, etc. Even the Imp can’t say what they do, but they are often troublesome. In high-tech games, this will be considered a “Hacker” Imp.

Imp Skill

Trivial, MEM

Description: The caster knows how to summon the Imp he wants. At the higher levels, the caster can modify all lower level table rolls.

Level 1: The caster can, with a successful roll, modify the Body Type by 2 in any direction.

Level 2: The caster can, with a successful roll, modify the Imp Skill roll by 2 in any direction.

Level 3: The caster can, with a successful roll, modify the Unusual Imp Physiology roll by 2 in any direction.

Level 4: The caster can, with a successful roll, modify the Unusual Imp Coloration Table by 2 in any direction.

Casting Cost	Type	Endurance	Notes
20	Summon	None	None

Summon Minor Battle Beast – [2]

The mage may summon a minor battle beast. When created, the beast must be given a target and it will appear within 4 yards of the caster. It will then attack under its own power. Each creature the character knows how to summon is a different spell. These are not intelligent creatures, they will not otherwise obey the caster—but they are fairly fearless. As a 5 REA Medium action, the caster can *dismiss* any such summoned beast. As these are different, the player may decide exactly what kind of creature he summonses and pick the basic body from table A and the listed number of abilities from table B. The GM is invited to make his own variations. They strike at REF +1 in HTH combat for 5 REA. They dodge at REF +1 for 5 REA.

Table A

Basic Body – small dog size (3 abilities)

STR 8 BLD 4 CON 12 / 9 REF 13 INT 6 (12 WIL)

Basic Body – large dog size (2 abilities)

STR 11 BLD 7 CON 12 / 12 REF 12 INT 6 (12 WIL)

Basic Body – huge dog size (1 ability)

STR 12 BLD 12 CON 12 / 15 REF 11 INT 6 (12 WIL)

Table B

Flight 8 yards/sec

-3 DP

Poison Sting: 8 Base Dmg,
12, 14, or 16 PWR
Each increase counts
as 1 ability. Sting is 1
damage, 5 Penetration
value.

Strong Bite: STR – 2 OFF Grapple.
6 Penetrating damage bite
(5 REA). Counts as
2 abilities.

Bite: STR–4 OFF Grapple.
4 points penetrating
damage per 5-REA bite.

Tentacles: +4 Grapple at
Long reach range.
Can squeeze for Base
Damage +1.

Armored Shell: 4 / 8 Armor.
Counts as 2 abilities.

Armored Scales: 2 / 4 Armor.

Special Senses: Perception roll
of 15- to find invisible
targets. Can see
normally in the dark.

Tusks: Strike for basic damage
+2 penetrating.
Medium reach.

Lashing Tail: Strike at Long
Reach. Strike is Base
Damage +1 (min of 3
points) Penetrating.

Pincer: Grab attack at medium
reach with a STR – 6
Grapple. Strike does 5
points penetrating
damage. Once hit, the
beast can squeeze for 5
REA using the same to-
hit roll (as with a bite).

Example 1

Killer Spider

Small Body, Climbing, Level 2 Venom

Snapping Lizard

Small Body, strong bite, armored scales.

Land Octopus

Large Body, Tentacles.

Huge Deadly Wasp

Medium Body, Flight, L1 Venom

“Assault Mollusk”

Medium Body, Armored “scales”, pincer

Vicious Wolf

Medium body. Running body, bite.

Miniature Dragon

Small body, flight, scales, bite

Giant Scorpion

Small Body. L2 Venom, Lashing Tail

“King Cobra”

Small body, L3 Venom.

Giant Scary “Bug”

Medium body. Flying. Tentacles.

Small “Air Shark”

Small Body, Flight (no wings), Strong Bite.

Climbing: (not available to largest size). Moves up walls at normal speed.

Running Body: double ground move speed.

Casting Cost	Type	Endurance	Notes
25	Summon	None	None

Summon Named Minor Daemon – [2]

Like the Named Major Daemon, this spell summonses a malevolent creature from an alternate reality. Each one is a separate creature (and the caster has to know the spell that includes the name). These beings *cannot* be threatened by physical force, if physically destroyed, they just go away. They are *dangerous*, and, when summoned, will try to take the caster back to their home reality (win a major success in a Grapple). Once summoned, they cannot choose to return for 24 hours unless they have the caster.

Most of these beings have two functions: the first is that if the summoner can control it (Thaumaturgy) it can be a power ally. The second, is that they can teach spells. Their larger brethren can teach spells costing 4 points and above—but they are extremely expensive and risky. These somewhat lesser beings can teach spells costing 2 points and below. A given being will know 3 colleges (the character can determine his choice of being based on what it knows).

All Minor Daemons have 2 points of the Indomitable trait that give +2 to WIL rolls vs. being controlled. This can be directly countered by a caster with a high Trivial knowledge skill of the being to be summoned.

Learning a spell this way is dangerous: if the protection fails, the Daemon will attempt to take the caster back to its home reality (this is what they *most* want when summoned). The second problem is that learning spells this way takes several days ([spell cost x 2] minus 1 per point a RES roll is made by (minimum of 1)—the beast must be summoned each day). When the time is over, the caster makes a WIL roll against a Madness attack at PWR 12 + 2x the character point cost of the spell. The daemon can teach the college skill as well, taking 2 days per character point invested. These beings are magicians—but they can't cast spells in our dimensions. We can't cast spells in theirs—so they say (no one has ever gone and come back).

All their stats are unique. Here are a couple of suggestions:

Laglaos The Three-Tongued

STR 14 BLD 18 CON 12 / 27 DP REF 11 INT 11, 12 WIL

Colleges: Fire Elemental, Imperial College, Elder School

Armor 5 / 10 (red, rocky skin)

Bite for 11 Penetrating damage, medium reach (big "lizard head"). Grapple Score of 12

Hits on a 13-

Claw for 8 Penetrating damage. Hits on a 14-

Winged Flight 6 yards / second

Tongue Attack: Grapple score of 16, Long Reach, Armor of 4, DP of 15. Tangle Attack.

Can attack 3 characters at once this way (no other actions that turn).

Gavaros of the Sword

STR 18 BLD 13 CON 13 / 24 REF 13 INT 12, 13 WIL

Colleges: Necromancy, Air Elemental, Elder School. Can teach Sword skill, Strategy, and Tactics as well.

"Night Black Body": Armor 5 / 16, -4 DM vs. Non-magical attacks

+2 Arms (+4 Grapple)

Daemoniac Great Sword (goes with him): L3, 15-. Ignores 2pts of armor.

Night vision (glowing red eyes).

Lightning Vision: 12 points of lightning damage on a 14- every other turn.

Vlash-Nara

STR 16 BLD 9 CON 13 / 30 REF 12 (15 REA) INT 12, 13 WIL

Colleges: Earth Elemental, Witchcraft, Astrology

Winged Flight: 8 yards / second

Enchant 16- (18- vs. males)

Armor 2 / 8, -8 DM vs. non-magical weapons. -4 DM vs. magical attack
 Vampiric bite: Bite damage is 8 points, DP are drained to Vlash-Nara. Character killed this way becomes undead slave to Vlash-Nara.
 Teleport 30 yards.
 Turn Invisible (cannot attack while invisible)

Casting Cost	Type	Endurance	Notes
40	Summon	None	None

Arcane Steed – [4]

The Arcane Steed appears as a black horse—it's body composed of shadow rather than flesh. Its eyes are fire and it breathes frost. It can run across air (but it cannot increase its elevation). It runs at the speed of a fast horse and will not tire for 8 hours (after which it vanishes). It can fight, but is not well trained (it is not afraid—it simply doesn't really understand mortal combat). If struck, it will strike back. It will not ram barricades or go anywhere without the rider. If summoned and misused, it will simply vanish. A mage cannot summon more than one per day.

STR 28 BLD 70 CON 12 / 70 DP REF 12 INT 6
 Run at 9 yards per second
 Kick for 12 damage. Bite for 9 points fire damage (hit 13-)

Casting Cost	Type	Endurance	Notes
40	Summon	None	None

Astral Watchdog – [4]

Mystically armed thieves are a danger to society. The Astral Watchdog is part of the answer. It is a spirit presence that hovers "outside reality" asleep until a spell is cast within its realm. The watchdog, like a real dog, is attached to a dwelling (or other building) and lives within its walls. If a spell is cast within 45 yards of the dog and within the dwelling, the dog comes awake. It can materialize as an 8 REA Long action and will attempt to devour the caster unless the caster with the building's owner. It can also vanish as an 8 REA action and appear anywhere else in the dwelling. It looks like a massive bulldog (head is fully 1.5 feet across) with giant clawed paws. Its lower body is serpent like, spiraling into a "hole in the air." It only attacks mages.

STR 14 BLD 15 CON 13 / 24 DP REF 12 INT 10
 Hover at 8 yards / second
 Bite for 7 damage with a 14- to hit. Acts as a grab of Grapple score of 8.
 Claws 9 damage, hit on a 13-, 15- in Close Combat
 Armor: 3 / 6

Casting Cost	Type	Endurance	Notes
50	Summon	None	None

Bookkeeper – [4]

The Bookkeeper appears as a 7-foot tall, winged thing that has a long neck, bat-like wings, three-fingered clawed hands, boiling red eyes, and a head like a hammerhead shark. It is gifted with an eerie knowledge of history and books. It is *dangerous* and, when summoned will attempt to grab the caster and return to its own dimension (Major Success or better on the Grappling table). If it can render the caster unconscious it will return to its home plane with him (for which it gets *something* it wants). If controlled, it will answer questions for 100 coins (in whatever denomination). These answers can be simple or detailed depending on the nature of the question and the current disposition of the Bookkeeper (an entire book report is easy, detailed instructions on taking over the world are not likely to be forthcoming). It cannot be threatened. Its answers will be truthful (if it knows the answer, but can be a bit cryptic). Once the Bookkeeper has said all it wishes to about a topic, it will say no more (and re-summoning it won't help). It wishes only to return to its home plane with the caster (others are of no interest to it). For thousands of coin it may be convinced to fight.

STR 23 BLD 40 CON 13 / 45 DP REF 12 INT 15
 Strike: 15 Penetrating damage. 13- to hit. 5 REA
 Armor: 4 / 8, -4 DM vs. non-magical weapons.
 History L3 18-, Literature L3 18-, Theology/Philosophy L3 18-, Occult L4 20-

Casting Cost	Type	Endurance	Notes
32	Summon	None	None

Buzz Bomb – [4]

The Buzz Bomb is a weird insectoid creature that will home in on a target and when it reaches the target it will explode. The bomb flies at 24 yards per second and makes a HTH to-hit roll. If successful the target is hit for 36 points of damage. Otherwise the bomb explodes nearby for 18 points (use explosive rules). The damage has a +4 Damage Modifier. If the bomb is dazed it will also explode. If the bomb loses sight of the target it will continue to seek it (12- perception roll) but if the target is not found after 10 seconds the bomb becomes unstable. It may lay dormant and attack a nearby person, it may turn back on the caster (8- roll), or it may randomly choose another target.

STR 6 BLD 3 CON 9 / 12 DP REF 14 16 REA INT 2
To-Hit roll is a 15-
Armor 2 / 3

Casting Cost	Type	Endurance	Notes
48	Summon	None	None

Daemon Prime – [4]

The Daemon Prime is a favorite battle beast of summoners, powerful, frightening, and relatively safe, the Daemon Prime appears as a 5'9" tall extremely muscular blue humanoid. The creature's flesh has a weird metallic sheen and it's eyes glow dark red. From its fingers come sharp black claws. The spell is slightly dangerous. On a failed roll the creature will vanish. If the roll is failed by 5+ it will attack the caster. The Daemon Prime may be multi-cast (more than one can be summoned at once). When summoned they will do one of two things: defend the caster or attack a given target. If a target evades them or is slain, if the caster is still in battle they will randomly assault the caster's enemies (if this is tricky to determine, use INT rolls).

STR 13 BLD 16 CON 12 / 15 DP REF 12 INT 9
Strike: 6 penetrating damage 13- (5 REA)
Armor 4 / 8 -2 Damage Modifier from non-magical weapons

Casting Cost	Type	Endurance	Notes
30 + 8 per Daemon	Summon	None	None

Mystic Sentry – [4]

The sentry appears as a 6' tall metallic humanoid (various models are possible). It will guard a specific item until destroyed. It has a perception roll of 19- for determining if someone is messing with the item. It is an automaton. This spell is *dangerous*. If the roll is failed the caster gets a random, malevolent creature.

STR 14 BLD 30 STA 15 / 60 DP REF 13 INT --
Strike: 8 blunt damage 14- (5 REA)
Armor 6 pts (takes no penetrating damage)

Casting Cost	Type	Endurance	Notes
40	Summon	None	None

Summon Named Major Daemon – [4]

The Named Demon represents one of several large malevolent creatures from alternate realities. Each one is a separate creature (and the caster has to know the spell that includes the name). These beings *cannot* be threatened by physical force; if physically destroyed, they just go away. They are *dangerous*, and, when summoned, will try to take the caster back to their home reality (win a major success in a Grapple). Once summoned, they cannot choose to return for 24 hours unless they have the caster.

The Daemons, however, follow rules. They will keep their word as given (but this is rare). More likely they will have to be cajoled into helping. They cherish things like "the innocent," large amounts of gemstones, promises of servitude at a later time (which they have diabolical ways of collecting on), and Golden Age comic books. Knowing what unusual artifacts a daemon likes is half the battle of summoning one. If a daemon is "freed" (summoned and not controlled) it will likely wreak havoc and run amuck for 24 hours before vanishing with someone it likes.

All their stats are unique. Here are a couple of suggestions:

Gor-Ma-Gog

STR 26 BLD 40 CON 13 / 45 DP REF 12 INT 11, 12 WIL
 Claw 15 points of penetrating damage. 13- to hit. 5 REA
 Punch for 22 points of Impact Damage
 Armor: 4 / 8, -4 DM vs. non-magical weapons.
 POWERS
 Breath Fire Ball for 18 points of damage (explosive) once every three turns 14-
 Immunity to Fire
 Winged Flight 15 yards / second
 Tail that can grab at long range with a 12 Grapple

Cthaagos

STR 18 BLD 30 CON 13 / 45 REF 13 INT 12, 13 WIL
 3 Tentacles: Squeeze for 14 damage, Grapple of 28
 Winged Flight 10 yards / second
 Armor 6 / 9 -2 DM vs. non-magical weapons
 POWER: Grant Mana. It can choose to give up to your mana+30 Long Term
 Mana that last until used. The extra ones are used first.
 Invisibility (not in combat)
 Terror when first seen on a 13-

Kossogoth

STR 16 BLD 60 CON 13 / 60 REF 11 (15 REA) INT 9, 14 WIL
 Stretching up to 20 yards. Grapple of 30
 No armor, -5 DM from non-magical weapons.
 Pseudopodia hit for 13 points of "burning acid damage" with long reach. If they hit, the
 grab with an 8 Offensive Grab. Each turn it holds someone it can burn them with
 the same to-hit roll for 5 REA.
 Darkness field: -3 perception modifiers for 8 yards around it
 Body of "Acid" (Body of Fire) 18 damage.

Casting Cost	Type	Endurance	Notes
40	Summon	None	None

Whisper Wurm – [4]

The Whisper Wurm is a small, hand-sized dragon. They are intelligent and speak the language of the caster and 100 other languages (the GM determines if the Wurm the caster can summon speaks a given language). They can be used as translators but also have an uncanny knack for detecting lies. To work properly, the Wurm must be near the caster (usually perched on the caster's shoulder) and must be able to see and be seen by the speaker. If these conditions are met, the Wurm can detect lies on a 13- roll against the speaker's RES (the GM can give +1 to +4 to the speaker for a well told or almost true statement). Whisper Wyrms usually require payment for their services (taking the coins with them when they are dismissed). The price is usually \$60 an hour (the GM can adjust for a specific campaign).

STR 1 BLD 0 CON 10 / 2 DP REF 14 14 REA INT 13
 Winged Flight 8 yards / second
 Perception Roll +1

Casting Cost	Type	Endurance	Notes
28	Summon	None	None

Illusions and Phantasms

Description: The mage can create creatures and objects from “shadow-stuff.” These creations have all the appearance but virtually none of the substance. The college also teaches spells concerning the manipulation of light and perception.

Level 1: Phantom Caster. Illusions are “shadows” of being and are called forth from a murky “primordial curtain of non-existence.” A character with Level 1 Illusions skill can spend 100 hours of research (and a successful roll) to modify an illusion spell. They can also use the skill as a perception roll to spot illusions that are generated by spells that cost 1 or 2 points to learn.

Level 2: Image Maker. The character can modify a spell with 50 hours of research (and a successful roll). The character is familiar with the “wave interactions of sound and light diffraction” and can assist with prisms and such in the creation of lenses and optical effects.

Level 3: Illusionist. The character can modify a spell with 25 hours of research and a successful roll. Such a character may have any number of specialized illusion spells.

Level 4: Lord of Illusions.

NOTE: Illusion and Phantasm spells have *slots* that determine what the character can create. The number of slots for a spell is listed in the description (under Notes, usually). Slots can be changed so a spell that creates Phantasmal weapons (1 slot) can be changed to produce a different weapon over time. The time necessary to change a slot is the hours of research necessary to modify an Illusion spell (see Level 1) divided by the number of slots in the spell.

If the character has a trivial skill pertaining to a slot, the time can be quartered if a roll is made at –3 (–0 at Level 3, +3 at Level 4).

The character can double the listed number of slots by spending ½ the amount of the spell’s cost (so, to double the slots of a 1 point spell costs .5 points, 1 point for a 2 point spell, and 2 points for a 4 point spell). This will *not* affect the time necessary to modify a slotted spell.

Greater Phantasm – [Signature Spell: 4]

The Greater Phantasm appears as a 9’ tall Minotaur with a powerful tail that forks into two grasping tentacles, a third arm from the right shoulder, and weirdly curved golden horns. Its body is covered with playing card motif tattoos and its feet are massive horse’s hooves. The creature is an illusory extension of the caster. When summoned the caster uses his RES for the creature’s REA and must stand still. If the caster wishes to move during a turn, the phantasm must stand motionless (then use REA). The caster suffers all the effects of damage to the phantasm but takes no actual damage. The phantasm lasts until dispelled but will return at whatever condition it was dismissed in. They do not bleed and will recover normally from any result short of dying or dead. The caster can only cast defensive spells while operating the phantasm.

STR 17 BLD 5 CON 13 / 18 REF 12 (REA = caster’s WIL) INT = caster’s
To-Hit roll is a 14-, strike does 6 damage
Armor 0, –4 DM vs. Non-magical weapons.

Casting Cost	Type	Endurance	Notes
42	Summon	Normal	None

Glitter – [1]

Glitter, cast on a person, gives them a +1 to Entrance rolls to people who are not superstitious of magic: it makes the person actually sparkle and shine and cast of small rays of light. It immediately identifies the person as a magician. However, it need not be cast on the spell-caster himself. Often, amongst locals, it is used to make the populace think that one person is a magician while another really is. This deception will not pass with people familiar with magic.

Casting Cost	Type	Endurance	Notes
8	Ranged Attack	Walking	None

Illusory Object – [1]

The spell creates an image of an illusory object. The Object type is determined by the specific spell. Illusory objects have no physical form and the spell will collapse if touched with intent to inspect. The size of the object must be smaller than 2 cubic yards (the size of a man). The cost is +1 cubic yard per +1 mana (this is determined when the spell is bought—not cast). The object can emit sound and otherwise seem to cast light

but it will not create heat and it will not cast a shadow. The object can be “placed stationary” in which case it will not move or can be “fixed” to some other object so that it will seem to move with the fixed piece (like a sword worn on a belt). From within the object it will seem to be translucent but a body passing through it will end the spell. Sample objects are: work of art, coins (but they can’t be given so they’d have to appear to be “placed on the table” by the caster), sword or other weapon, jewelry.

Casting Cost	Type	Endurance	Notes
13 +1 / yard	Illusion	Walking	4 slots

Light Song – [1]

When cast, any noise the caster makes will be converted into colored light. This can provide illumination similar to a torch by humming. It also can be manipulated with a musical instrument to produce light-show concerts.

Casting Cost	Type	Endurance	Notes
3	Continuing	Walking	None

Mystic Rainment – [1]

The target’s clothes appear however the caster wishes. The garb must still be normal clothes and it cannot cover the character where he is not covered with cloth. The GM must insure that this is not used to make the character appear to be wearing armor or something that doesn’t fall into the category of clothes (“I’m wearing a long cape with an army following me and standing on it.”). If touched by a person suspecting a trick, the spell collapses. Casting the spell takes 1 minute of meditation. It lasts until dispelled (by the caster or another) or until the clothes are taken off. The caster must be within WIL yards of the target for the spell to work. Note: this won’t do gear and doesn’t generally do a good job of mimicking detailed (police) uniforms (it won’t do armor either). The GM may give onlookers a RES roll at –1 to see through it if the character tries to assume an appearance the GM feels is too complicated.

Casting Cost	Type	Endurance	Notes
8	Illusion	Normal	10 Slots

Phantasmal Bauble – [1]

Given any collection of string, colored sticks, springs, and other such materials, the caster can construct a Phantasmal Bauble. The nature of the Bauble varies depending on the object made but it is fascinating to anyone with the curious defect or anyone who’s WIL or RES is lower than 9. Those people must make WIL rolls at –2 or want it badly (this also applies to children or anyone else who likes toys—but is unaware of the basic nature of the bauble). While the spell is in effect the bauble *really seems to be* some kind of fascinating gadget (wind-up toy, singing jewel case, etc.) It is probably not obviously magical in nature. When the spell ends, it becomes junk. These can be used to amuse children or can be sold to credulous townies for a short time. Touching the bauble with specific intent to determine its real nature will collapse the spell.

Casting Cost	Type	Endurance	Notes
4	Illusion	Walking	None

Phantasmal Game Pieces – [1]

This spell creates a “small army” of animate, phantasmal game pieces. Each piece is between 1 inch and 4 inches in. The character learning the spell must pick a genre for the pieces (usually chess or a fantasy army). These pieces can be moved about within the caster’s line of sight. They are quite weak but could be used to retrieve, perhaps, a key from a small tight area. They can’t climb walls or otherwise perform unusual maneuvers. Often this is used to train apprentices . . . or to impress the locals by playing chess with animate pieces. The spell is easily modifiable and any caster can have pieces of his own design. Because the pieces are phantasmal, they look, sound, and feel real but touching one with intent to dispel it will collapse the spell.

Casting Cost	Type	Endurance	Notes
3	Illusion	Walking	6 slots (armies)

Phantasmal Object – [1 or 2]

The caster creates a physical illusion of an object. It must be an object the spell creator has studied and it must be roughly tool sized. If touched with intense disbelief, the spell will collapse, otherwise it will function just like the tool. Phantasms of valuable items may be created but observers will get a RES roll to notice something *wrong* (Instinct will instantly spot them). Complicated objects like money and electronics usually can’t be faked. Simple objects (basic tools) are 1 point phantasms. Complicated objects (Swiss army knives) are 2 point phantasms. Objects created with this spell can do real damage (like a combat

phantasm) but cutting something, driving a nail, or otherwise having a real physical effect costs 1 point of Endurance per second.

Casting Cost	Type	Endurance	Notes
8	Phantasm	None	2 slots

Remove Shadow – [1]

The spell will remove a specific shadow from one person or thing. The shadow must be no greater than 200 square yards (so a small tower's shadow could be removed but not a mountain's). If used by a thief, any given application of Stealth has a 50% chance of getting +1. If used to "brighten an area" it will remove –2 points of perception modifier per casting. Against superstitious folk, a person with no shadow gets +2 intimidation.

Casting Cost	Type	Endurance	Notes
2	Ranged Attack	Walking	None

Shine of Value – [1]

When cast on an object, the object almost seems to sparkle. It will seem to be worth 25% more while the spell is running. This spell has a really bad reputation at the bazaar. To see through it, a perception or WIL roll must be made by 2.

Casting Cost	Type	Endurance	Notes
4	Ranged Attack	Walking	None

Throw Mirror Image – [1]

The caster selects a target and cast the spell (ranged to-hit roll if the target is dodging). The effect creates a perfect—but reversed image of the target within 40 yards. The image will do whatever the target does and is not effected by physical obstacles (it will walk over pits, through walls, etc.) The caster can choose to target himself. Normally, the image must be human sized, but for +8 mana it can be larger (automobile sized). The GM may apply huge additional costs if the caster wants to mirror image a building or something like that.

Casting Cost	Type	Endurance	Notes
14	Continuing	Walking	None

Blind Spot – [2]

The spell hits like a ranged attack and causes the target to make a perception roll at –5 against some *stationary* object (or person) or fail to see it. If the target is already aware of the area to be blinded, this roll is at –2. If the roll is missed, the object will be invisible to the target for the duration of the spell or until touched. The maximum size of the target is 1.5 cubic yards.

Casting Cost	Type	Endurance	Notes
6	Continuing	Walking	None

Camouflage – [2]

The mage's appearance shifts. He is at –3 to be seen if standing still. If making a full move, his speed is doubled for purposes of negatives to be hit unless he is within 4 yards of a target. If the character has Level 3 Stealth, it only gives the character an additional –1 to be seen but allows the character to "instantly" camouflage himself (no need to cut branches, wear special suits, apply paint, etc.) Minimum of –2 to be hit at range.

Casting Cost	Type	Endurance	Notes
18	Illusion	Running	None

Dazzle – [2]

A splash and spray of colors, twinkles, and rainbows blinds or dazzles the target. This acts as a POWER vs. STAT attack and is like a [WIL-2] PWR Flash. But, if the target fails a WIL roll, the PWR goes up to [WIL]. If the mage can convince the target to look closely around the area of the magician's hand, the PWR goes up to [WIL+1] ([WIL+2] if the WIL roll is missed).

Casting Cost	Type	Endurance	Notes
15	Ranged Attack	Normal	None

Illusionary Man – [2]

When cast, a man (or woman) of a specific race appears in a pre-determined mode of dress. There are hundreds of different versions of this spell, each creating a different illusion. While running, the caster must remain motionless as in the casting of a Phantasm. The man appears and sounds normal but it has no

physical presence. If touched (other than accidentally), the spell will collapse. The man must remain within line of sight with the caster. Creating a specific version of this spell takes 8 months of research so it is unlikely that a caster will have himself unless the GM wishes to allow it. Some common men are: Wealthy Merchant, Man at Arms, Shady Rogue, Dancing Woman, Messenger (who can seem to give the caster a message), Escort, Powerful Wizard, etc.

Casting Cost	Type	Endurance	Notes
13	Illusion	Walking	1 Slot

Illusory Messenger – [2]

The caster targets an area with the spell and can then broadcast to it from a distance. The appearance of the effect will usually be that of a face made of the substance of the area hit. It may look like the caster or be neutral. The spell remains in effect for 24 hours after casting. The caster can see and hear any events within 4 yards of the target point normally but cannot see or hear beyond that (perception rolls at –6 with an additional –1 per yard beyond 4 yards range).

Casting Cost	Type	Endurance	Notes
14	Illusion	Normal	

Imaginary Wall – [2]

The spell creates an illusion of a wall. It must be a logical extension of an existing wall. This can be used to conceal entrances or exits. The wall is translucent from the other side. If touched, the wall will vanish. The maximum size of the wall is WIL yards in length. It must connect two structures.

Casting Cost	Type	Endurance	Notes
8	Ranged Attack	Walking	None

Phantasmal Weapon – [2]

The caster creates a phantasmal weapon (type determined when the spell is bought) that looks and feels real. It inflicts phantasmal damage, however (see Phantasmal Bolt) and ignores armor. The weapon lasts so long as the spell is running. This does *not* hit with Magical Combat skill (use the weapon skill). If the weapon is HTH, there is a spell point cost to cast but none to keep running (just pay the Endurance). Note that Phantasmal HTH weapons have the same statistics as their real counterparts and have the same STR minimums and Swing and Back Swing costs. If the weapon is ranged (it can be a gun in a technical world) then the casting cost is as listed but the cost to fire is an additional 2 mana per point of base damage each time it is fired. If the gun is automatic, pay full for the first bullet and 1/3 mana cost for each bullet fired in a burst. The wounds look real when created but will vanish shortly after (caster's WIL in seconds).

Casting Cost	Type	Endurance	Notes
20 + shots	Phantasm	Walking	1 slot

Phantom Missile – [2]

The phantom missile appears as a ghostly jet of blue fire. When a target is struck, armor is ignored and damage is worked out normally but *only* to determine if there is to be a wound roll. The damage is not actually suffered, only the wounding effects will be. If an effect worse than Unconsciousness results, the target may make a WIL roll to reduce the effect to unconscious. The damage of the spell is 12 points.

Casting Cost	Type	Endurance	Notes
14	Ranged Attack	Normal	None

Shift – [2]

When cast the mage seems to *shift* in some direction. This is a blocking spell that can be used like a dodge. When cast against a specific attack, it allows a Magic Combat skill block roll to dodge the attack for 3 REA. If cast for 5 REA (the casting also involves an actual dodge) the character may apply a –3 Perception modifier against *all attackers for that turn*. This must be declared *before* the attacker rolls to hit (the attacker makes a Perception roll at –3 or takes a –3 to hit modifier for that attack).

Casting Cost	Type	Endurance	Notes
12	Blocking spell	Normal	Blocking

Assume Appearance – [4]

The illusionist can copy the appearance of a target while the spell lasts. If the mage has only a picture to work from, a Perception roll at –1 to –5 (depending on the quality of the picture) will detect that something is wrong. If the caster has only his memory, a MEM roll must be made. If made by 5 the likeness is perfect, for each point less than 5 the roll is made by, the viewer is at –1 to detect the forgery (so a roll at by 2 will make viewers at –2 to see through it). Touching the caster with intent to dispel the illusion will collapse the

spell. Oddly, the user gets, at most, +1 to Psychology attempts while using someone else's form. This spell also approximates voice, but this cannot be gleaned from a picture. In games where magic is not well known, this spell costs 8 points (since the amount of havoc it can wreak is much greater if *no one* suspects it can be done).

Casting Cost	Type	Endurance	Notes
30	Illusion	Walking	2 slots

Beautify – [4]

The mage may make himself or another more beautiful. This spell is very subtle and a person under its effects will not easily be determined to be under a spell (an Imperial college mage casting Eyes of the Magi can determine it with a roll at –2 vs. the caster's skill). This acts as an extra 2 levels of appearance of the caster's choice. The spell creates a spider-web thin network of phantasms over the entire body, just under the skin. When it is cast, it is, in effect, permanent. But it decays. Unless the caster puts 4 mana into it each day, it loses 1 character point worth of appearance. Every 4 days the target's appearance will noticeably drop. To reinforce it, the caster must make a skill roll. There is no negative—but if the roll is missed, the caster rolls thereafter to reinforce it at a cumulative –1. If it should ever decay all the way, the target will start becoming *ugly*. This too, is nearly permanent (a Hexbreaker spell at –4 or a Dispel Magick at no negative can remove the effects if the caster takes 1 week to study the victim). If the target has this cast on him no more than once per week, the caster can simply “dispel” it within 24 hours with a skill roll. Each time in a week the spell is cast, or for each additional day it remains, the spell the roll to remove it is at –1.

Casting Cost	Type	Endurance	Notes
24 for +1 appearance 32 for +2	Illusion	Normal	None

Multiple Images – [4]

The mage casts this spell as he makes a dodge (it counts as a Blocking spell but only works with a dodge). As the caster moves, images of the caster appear and move in other directions making it hard to tell which is the actual caster. The multiple images will move in unison with the caster and in the same direction, but their actions will be slightly modified so they may seem to attack the same target, or move down a corridor in an intelligent fashion. An attacker must make a perception roll at –5 to detect the true caster when the spell is cast. If the caster is noted, he may be attacked normally. Otherwise, the attacker picks a target and swings. All targets are within 1 yard of each other and none may be more than 3 yards from the caster. At the start of the spell, the caster and his images must be within one yard of a common point. The images have no physical form and each will disintegrate if struck.

Casting Cost	Type	Endurance	Notes
20, +4 per image	Illusion	Running	None

Phantasmal Armor – [4] *Illusionist*

The caster wears glinting ornate plate mail (in a variety of colors). When struck with an attack, the armor will reduce the damage by 4 points, with a Penetration Resistance of 12. If the total damage done from a single attack exceeds 8 points, the armor will “pop” and vanish (after reducing the damage for that blow). The phantasmal armor makes no noise when moving.

Casting Cost	Type	Endurance	Notes
18	Protection	Walking	None

Phantasmal Chariot – [4]

The caster creates a phantasmal Chariot (or motorcycle or automobile or other land transport). The size of the vehicle varies depending on spell point cost and travels at a “normal” rate. The “Chariot” feels real, looks solid (albeit very strange—it cannot be inspected by a mechanic) and can sustain 8 points of damage before collapsing (points that don't destroy it don't count against it). If destroyed while in motion it will last long enough to give the driver 1 turn of deceleration (usually enough to half speed). Due to the phantasmal nature of the vehicle it will have some unusual properties: it doesn't look right, it doesn't really get dirty (or stay dirty for long), if the vehicle comes equipped with lights, it can cast light but otherwise can't, it can handle terrain modifiers well: negative modifiers due to *terrain* (as opposed to difficult driving maneuvers) are reduced by 3. The vehicle has a weight of 75 lbs. plus passengers.

Passengers:	1 – 2 normal	18 mana
	1 – 2 fast/special	22 mana
	3 – 4 normal	22 mana
	3 – 4 fast/special	26
	5 – 9 normal	30
	5 – 9 fast/special	36

Sample Vehicles: Motorcycle (120 Mph), Car (100 Mph), Chariot (horses don't look remotely real, 24 Mph), Wagon (15 mph). All vehicles must be appropriate. If the GM allows aircraft or watercraft they are considered a separate spell and may or may not be allowed.

Casting Cost	Type	Endurance	Notes
Varies	Phantasm	Walking	2 slots

Triad Phantasm – [4]

When cast, the ghostly form of a battle phantasm erupts from the caster. When cast, the mage may immediately attempt to hit with it as a ranged bite attack (14-, 8 Grapple). It is not summoned and then sent to the target—it leaps there instantly. There are actually three different forms of this spell and each is a separate beast. The GM must decide which forms fit his world but the classic three are: Eagle, Serpent, and Dragon (Crocodile). Each Phantasm may attack normally as described and all have the same statistics in battle. The key is that, A) once per day a given Triad phantasm may be cast for less mana and B) each Phantasm may be cast as an automatically successful blocking spell against one other (using the Paper, Rock, Scissors method: Eagle beats Serpent, Serpent Beats Dragon, Dragon beats Eagle). If the trump Triad is cast, both Triads are dispelled. If like triads are cast, the blocking character may make a Magic Combat skill roll to block the other Phantasm's attack (and both are dispelled). When cast as a block the spell point cost is 15 points. When the spell is cast, a target mage will know the Triad Phantasm is being cast—but will not know which one it is. If the caster knows more than one version of the spell, each may be cast cheaply once per day.

STR 14 BLD 5 CON 12 / 15 REF 12 (REA = caster's WIL) INT = caster's
 To-Hit roll is a 14-, strike does 4 penetrating damage.
 Bite attack has an 8 Grapple score. Dodge costs 5 REA and is on a 13-.
 Armor 0, -4 DM vs. Non-magical weapons.

Note that like other phantasms, the caster suffers damage effects (but not actual points taken). If destroyed, the caster may instantly re-summon it if able. The Triad Phantasm can *only* be used to attack a target—it will not open doors, retrieve treasure, etc.

Casting Cost	Type	Endurance	Notes
25 (18 once per day)	Summon	Walking	None

Transcendental Sorcery

Description: Transcendental Sorcery deals with the control and the power of the mind. The practitioners of this school are often ascetic mystics who strive to strengthen their intellect through study, exercise, self-denial, and meditation.

Level 1: Mentalist. The character is trained in the opening of the closed doors of the mind. With a WIL roll and an 8 REA Long action, he can detect a mind at WIL feet if he concentrates at the area scanned (it will give no indicator what level of intelligence or intent the mind has, it only indicates that a mind exists).

Level 2: Mystic. The character's inner eye begins to open at this level of study. With a 5 REA Short action, the character can slip into a trance that grants him +1 to WIL rolls (5 REA Short action to maintain). He also gains 1 Endurance for every 2 points of skill above 10 the mage has.

Level 3: Mind Mage. The character's mind is a blooming flower that has opened itself to higher realms of knowledge. With a 5 REA Short action, the character can slip into a trance that adds +2 to his WIL rolls (5 REA Short action to maintain). Furthermore, if this trance is entered before combat, the mage's Hurt condition score is increased by 1 for every 2 full points above 10 that the mage has in skill.

Level 4: Psychic Sorcerer.

Mystic Influence – [Signature Spell: 4]

The attack causes the PWR vs. STAT attack on the Control Table. The PWR is **[WIL +1]**. This is a powerful spell and must be controlled. Additionally, it only works on members of the caster's race; against other targets, the PWR is at -2 or worse depending on the difference (GM's discretion).

Casting Cost	Type	Endurance	Notes
24	Continuing	Running	None

Distract – [1]

The spell is invisible and the target, unless able to detect magic, will be unaware of it unless he sees the caster throw the spell. When hit, the target will detect a noise, presence, or other such distraction from a direction chosen by the caster. A Perception roll at -3 will inform the target that "even if something happened over there, it wasn't important" but a missed roll will probably be investigated. For 2x the mana, this can be made Area Of Effect with a 4 yard radius. If cast on a target that is not a guard, the target will be *curious* about the disturbance (this can be used by thieves to lure people to dark alleys). In this case, curious characters make WIL rolls at -4 to avoid investigation. Everyone else merely "thinks they heard someone call their name" or some other draw.

Casting Cost	Type	Endurance	Notes
4	Ranged Attack	Normal	None

Impenetrable Skin – [1]

With this spell, the mage can make his skin very resistant to being cut or torn. While the spell runs, the mage has an effective Penetration Resistance of 10 (or adds +1 to existing Penetration Resistance, whichever is better). This spell provides no armor at all (it reduces no damage). It is a 5 REA Short action to activate this spell. The mage may use Skin of Iron in conjunction with this spell.

Casting Cost	Type	Endurance	Notes
3	Armor	Normal	None

Purify Body – [1]

The caster uses his magic to burn poison or disease from his body. The spell may be cast with or without a trance (if a trance is used, it takes 1 hour and adds +2 to the roll). When cast, the caster may make a WIL roll instead of a CON roll against poison, disease, or any other PWR vs. STAT attack of a non-magical nature. It may be cast as a 3 REA Short Blocking action and allow the roll *instead* of the CON roll. It may be cast as a 5 REA Medium action up to 3 turns after afflicted (or within a day for normal disease) allowing a re-roll of an initial effect.

Casting Cost	Type	Endurance	Notes
15	Transformation	Normal	

Sharpen Mind – [1]

With this spell, the mage can focus his mind so that memories become as clear as a picture. For every 10 mana spent, the mage adds +1 to any one MEM roll. This spell will not assist MEM-based skill rolls.

Casting Cost	Type	Endurance	Notes
10+	Instant	Normal	None

Skin of Iron – [1]

With this spell, the mage can make himself resistant to damage. While this spell runs, the mage has 3 armor (or subtracts one extra point of damage, whichever is better). The spell provides no Penetration Resistance whatsoever. It is a 5 REA Short action to activate this spell. The mage may use Impenetrable Skin in conjunction with this spell.

Casting Cost	Type	Endurance	Notes
3	Armor	Normal	None

Sorcerous Enchantment – [1]

This spell allows the mage to captivate the weak mind. The casting is invisible unless the target is able to detect magic. The spell has no effect on people with an 11 or higher WIL but, on a single target, it will add +4 to any attempt to Enchant. The problem is that the endurance cost is fairly high, and when it wears off (when the caster stops maintain the spell) the target will become aware of the strange hold the caster has had. This will often lead to violence, charges of witchcraft, etc.

Casting Cost	Type	Endurance	Notes
18	Ranged Attack	Running	None

Bodily Need – [2]

The spell is invisible and the target, unless able to detect magic, will be unaware unless he sees the caster throw the spell (gesturing with his hands). When struck (hits as a ranged attack) the target must make a WIL roll at –3 or suffer a physical need. These can be: hunger, thirst, tiredness, an itch, a need to relieve oneself, etc. The severity of this is not catastrophic—but it can be distracting. In a fight, the WIL roll is at +2 (adrenaline) and the effect is –1 to all rolls for one turn.

Casting Cost	Type	Endurance	Notes
8	Curse	Normal	None

Draw Life Force – [2]

The caster can actually draw life-force from the ether. When the spell is cast, each 4 Long Term mana the caster burns will gain him 1 DP. This may be done as a blocking action or immediately after a blow is taken as a 3 REA short action. Using it in such a manner will negate the effects of an Internal Damage or Dying result if the caster spends 16 or more Long Term mana (and must be awake if used after). This has an additive effect similar to Draw Energy but the WIL roll is at +2 (and it is much more rarely used).

Casting Cost	Type	Endurance	Notes
4-16 long term mana	Transform	None	None

Draw Energy – [2]

The spell allows the caster to draw personal energy from his mana. When the spell is cast, each Long Term spell point used can be turned into a point of Endurance. The maximum that any one casting of Draw Energy can convert is 4 points. Each time in a minute this is done after the first time, the caster must make a WIL roll (cumulative –1). If the roll is failed, the caster acquires a 1 point addition to the Draw Energy spell and must make WIL rolls *not* to use it four times a day (during “smoke break times.”) Casting the spell, itself, does not cost any Endurance.

Casting Cost	Type	Endurance	Notes
1-4 long term mana	Transform	None	None

Iron Fist – [2]

The mage can hit with a punch like iron. For every 3 mana the mage spends, he may add +1 to his base punch damage (up to a maximum of +5 for 15 mana). This modifier can only be added to punch damage.

Casting Cost	Type	Endurance	Notes
3+	HTH	Normal	None

Jump – [2]

The caster can perform a “great leap.” He may jump (8 REA Long action) for [WIL / Mass] yards straight up or 2x that distance as a long jump. Keeping the spell running costs Walking endurance. Jumping costs 1 Endurance (as would a normal jump).

Casting Cost	Type	Endurance	Notes
16	Movement	Walking	[WIL / Mass] yards

Levitate – [2]

The mage can float at a rate of 8 / Mass yards per second in any direction. This counts as a Move action.

Casting Cost	Type	Endurance	Notes
18	Continuing	Walking	None

Mind Over Body – [2]

The caster can ignore wounds that would normally fell him. While this spell is running, Condition effects are reduced by one. Therefore, Hurt condition is ignored, Injured is treated like Hurt, and Serious is treated like Injured. The character's Minor Wound score is temporarily increased by 1 for every 3 points above 10 the mage has in skill while the spell endures. Furthermore, the mage may avoid making a wound roll by spending Long-Term mana equal to the wound score (so a mage wishing to avoid making a Serious Wound roll pays Long-Term mana equal to his Serious Wound score). The mage of course takes damage, he just may not have to make a CON roll when damage calls for it. When the spell ends, the mage reverts to his current condition level and makes a wound roll based on his current condition (Minor at Hurt, Serious at Injured, Critical at Serious).

Casting Cost	Type	Endurance	Notes
12 to start	Ignore	Running	None

Mind Speech – [2]

The caster can talk to another's mind. While running, the spell acts as Telepathy with a range of WIL² yards.

Casting Cost	Type	Endurance	Notes
8	Telepathy	Walking	None

Nerve Lightning – [2]

The character's barehanded strike sets off clusters of nerves in the subject. For this to work, the caster must strike bare skin (armor normally has a 5 coverage). The blow does normal damage but also does [WIL] points of *phantom* damage (adding to the real damage done only for the purposes of forcing a CON roll). This damage ignores bio-armor but has no effect on the non-living.

Casting Cost	Type	Endurance	Notes
15	HTH Attack	Normal	

Object Empathy – [2]

The caster can read the psychic residue off an object and determine facts about it and people and events the object may have been “witness” to. A skill roll is made and information is gleaned by the amount the roll was made by:

- 0-3: object's use; some fact about the owner (name, face, etc.), if object was used to kill
- 4-6: owner's temperament, object's history dating back a year (high points only), most traumatic/important event object has been in the vicinity of
- 7-9: multiple facts about owner (location), details of object's use, many details about events the object has been in the vicinity of
- 10+: all pertinent data the object can give

Casting Cost	Type	Endurance	Notes
25	Divination	Normal	None

Oneiromancy – [2]

Dream divination. Details to follow.

Casting Cost	Type	Endurance	Notes
8	Telepathy	Walking	None

Paralyzing Thought – [2]

The mage can freeze an opponent's mind, and thereby his body. It is a Paralysis PWR vs. STAT attack (vs. the opponent's WIL). The PWR of the attack is equal to the caster's WIL.

Casting Cost	Type	Endurance	Notes
20	Ranged Attack	Normal	None

Repel – [2]

The mage can push away and pin antagonists that threaten his person with his mind alone. The mage generates a streaming attack of [WIL/2] PWR. If the mage achieves a Pin result or better with this attack, it costs him 15 mana per turn to maintain it.

Casting Cost	Type	Endurance	Notes
12 / 15	Ranged Attack	Normal	None

Speed – [2]

While the spell is active, the caster gains +3 REA. This spell has a high physical toll, while in use, the caster pays Sprinting Endurance and when the caster drops the spell, he will lose half that endurance until he sleeps for 8 hours. Alternatively, a DP may be lost instead of an Endurance point. The caster must roll for any wounds suffered in this manner.

Casting Cost	Type	Endurance	Notes
21	Gain Speed	Normal	+3 REA

Suggestion – [2]

The caster can implant a *minor* suggestion into the target's mind. The target must make a WIL roll vs. the PWR of the spell (14). If the roll is failed, the target will believe something happened that didn't. Examples are "I paid for my beer," "I didn't just make that lewd remark," or "I told you my name was Jack instead of Larry." If the memory contradicts something that happened and had a major psychological impact ("I didn't just shoot at you") it won't work. If the target just found out from the caster's driver's license that he is the fugitive that the target is seeking it won't work. If a police officer checks your license and you make the Suggestion to change your name *before* he calls it in and realizes you're the fugitive—it'll probably work. Large amounts of money can't be gained using this spell, and people who control things like gambling houses and the like are probably too observant to be fooled. Still, a character can get himself thrown out of every bar in the city with this spell and a few successes. Whether the memory resurfaces later is up to the GM. The player should get no guarantees. This is not as effective if attempted again and again on the same target. Targets unable to detect magic won't be aware of its casting, but they get +2 WIL roll to resist for each successive attempt against a given caster on a given day.

Casting Cost	Type	Endurance	Notes
8	Curse	Normal	No roll to hit

Terrifying Thought – [2]

Standard PWR vs. STAT attack: Terror PWR = Mage's WIL.

Casting Cost	Type	Endurance	Notes
10	Ranged Attack	Normal	[WIL] PWR Terror

Detect Mind – [4]

The caster can detect minds as though he had Telepathy PWR equal to WIL.

Casting Cost	Type	Endurance	Notes
24	Telepathy	Running	None

Fascinate – [4]

The caster can cause a target to become fixated for several seconds. When cast, the attack is a PWR vs. STAT (PWR equal to mage's WIL+1) attack that targets WIL. Minor Effect: Target is transfixed for 1 second. If attacked the character may respond normally but will not give chase or otherwise take initiative. Standard Effect: target is transfixed for 3 seconds as above. Major Effect: as above but for 1 minute. Critical Effect: Target is motionless for 1 second (vulnerable to attack) and transfixed for 3 minutes. Catastrophic Effect: Target is motionless until an outside party snaps him out. This will work on animals and monsters but if the GM rules that they are "enraged" the PWR is reduced to mage's WIL-1.

Casting Cost	Type	Endurance	Notes
15	Ranged Attack	Normal	14 PWR

Mind Over Matter – [4]

The caster has Telekinesis at WIL Strength so long as the spell is running. The caster can spend +4 mana for +1 STR at the start of the casting. This may be done for up to +4 STR.

Casting Cost	Type	Endurance	Notes
16	Telepathy	Running	None

Repelling Block – [4]

This spell works just like Spell Shield but if the caster blocks a HTH attack by 4 or more, the attacker is knocked back **[WIL/2]** / Mass yards. Ranged weapons blocked by 4 or more with this spell have a base 10-chance of striking the person who launched it.

Casting Cost	Type	Endurance	Notes
4 / 7 / 11	Ranged Attack	Normal	None

Body of Mind – [8]

The caster's body becomes infused with a soft colored light (dependant on the personality of the caster). This effect lasts **[WIL – 10]** minutes. During this time the caster is immune to bodily damage from either physical or magical sources. The caster must spend 20 Short Term Spell points each second to keep this form maintained and, when the spell is finished, the caster will suffer the loss of half of his endurance. Weapons may cleave into the caster, but they will have no effect and there will be no blood. It will be quite obvious to those who see this that he is resistant to any physical damage.

Casting Cost	Type	Endurance	Notes
80	Transformation	Normal	20 ST per second

Astrology

Description: The character has studied the magical science of astronomy. Astrologers must have Astronomy skill at no less than one level lower than his Astrology (no Astronomy necessary for Level 1 Astrology); an astrologer needn't buy Physics and Mathematics for Level 3 Astronomy to have it work for Astrology.

Level 1: Stargazer. The character understands the basic nature of astrology. The character can prepare a basic chart. This chart takes 4 hours of work after 4 hours of stargazing. If the roll is made, it will give some general advice to the person it is prepared for. Apprentice Astrologers can work for 4 hours to add +1 to an Adept's Astrology roll by helping with the charts.

Level 2: Horoscopist. The astrologer can prepare a person's birth chart, thereby learning something about the person in question. The more data the astrologer can learn about the time of a person's birth, the better the roll. When a chart is prepared, the astrologer will learn information about the character's past, present, or future. The GM can make a roll (1 dice) 1-2 past, 3-4 present, 5-6 future. The degree of data is determined by the amount the roll is made by. If made by 0-3 the astrologer gets 1 or 2 vague generalities. If made by 4-6 the astrologer gets 2 specific facts and 2 generalities. If made by 7-9 the character gets a strong prophecy or detailed data about important facts of the past or present. If made by 10+ the astrologer learns a secret about the target and gets lots of data about the time. Kings, queens, and princes will know the exact time of their birth. Characters born to wise women will know the minute. Most other characters will know the day. This data is, for some, kept secret, even from them to prevent astrologers from learning too much about them. Making the chart takes 8 hours and can only be done once with a given level of information. If the character knows the year, the roll is at -9, the month: -6, the day: -3, the hour -1, the minute +1, the second +3.

Level 3: Astrologer. The character may ignore up to -3 points of modifier when casting a chart if he gets to meet and talk to the person. The interview takes 1 hour and involves several questions about likes and dislikes. When it is through the astrologer makes a better chart.

Level 4: Celestial Sorcerer.

Cast Fortune – [Signature Spell: 4]

Once a month per person, the mage can cast a fortune. This is a spell that actually alters the forces of the planets to adjust the person's fortune. For one event that is likely to occur, the mage can give one of the following:

- +3 to any roll (chosen by the person)
- -3 to a roll of the mage's choice
- -3 to any other person's roll of the spell's target's choice (an attacker)
- +/- 4 to any random, non-combat roll (in or against the favor of the persons)

Casting a fortune requires the participation of the target or a kinsman and some blood (about a quarter of a cup). It takes 1 night of constant work. If the fortune is bad, the mage determines that secretly (if the person gets to choose the roll, he chooses but the adverse effects are applied!)

Casting Cost	Type	Endurance	Notes
30	Fortune	Normal	None

Celestial Favor – [1]

This spell is cast at night, and the Astrologer examines the sky to find which powers favor him, and he casts the spell as a tribute to them. This has the effect of giving him the Luck ability at 3 PWR for the next day (random rolls get +3 in his favor). This can be abused: a common use is gambling, but if this angers the Powers as a trivial use of their gift, the ability may reverse itself. The GM determines when the character is getting too greedy and should allow a WIL roll as a warning.

Casting Cost	Type	Endurance	Notes
25	Fortune	Normal	None

Starry Eyes– [1]

The mage's eyes sparkle like the night sky. So long as the spell is going, the mage needs no light whatsoever to see. Furthermore, while the spell runs, the astrologer can see the stars even in daylight (permitting daytime navigation). Outdoors, the mage can see in color; indoors and away from the night sky, he can see only in black and white.

Casting Cost	Type	Endurance	Notes
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4	Continuing	Normal	None
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Create Chart – [2]

Given the birth-date and some basic information about a person (exact time of birth is necessary but a good guess can be made by determining physical characteristics) the mage can tell what the person is like. This can be useful in negotiations since the chart will tell if the person is inclined to be treacherous, if the person is in a time of power or weakness, etc. Creating a chart takes 2 hours and requires a skill roll at –2. If the roll is missed, the data will somehow be wrong. If made, the astrologer should know things like defects and enhancements, degree of truthfulness the character is likely to exhibit, etc.

Casting Cost	Type	Endurance	Notes
25	Fortune	Normal	None

Detect Danger – [2]

This spell is cast at night and lasts the entire next day. The caster gets a skill roll at –2 when he announces to the GM that he wishes to Detect Danger. While this spell is running the caster is down 1 short term spell point.

Casting Cost	Type	Endurance	Notes
25	Fortune	Normal	None

Enchant Birthstone– [2]

Every person has a semi-precious stone associated with their birth-sign. The astronomer may enchant a stone (this takes 4 hours, 2 rolls, and the cost of the stone and materials is about \$150). When the stone is possessed by a person of the right sign, it confers +1 Luck and, once, at the GM's discretion, will give +2 to any roll made (or –2 if that would help the character). Usually these will be granted only on “lucky days” or when the character's sign is “in ascension.” If the player wants to know if a given day is “one of those days,” make a roll and determine that it is on an 8-. If the player petitions the GM for the application of the luck-stone, the GM should determine if it is one of those days and then make a secret roll: on an 11- the stone will use its power.

Casting Cost	Type	Endurance	Notes
25	Create Stone	Normal	None

Seek Omen – [2]

The mage prepares a chart using this magic that tells him when the next significant symbol of the target's future will appear (“seek the omen at 12:00 Noon when the crow calls”). The GM must decide if there are “omens” and when the next one will occur (in this case, even seemingly normal events can be omens). This is often done in reference to some question (“how will my sea voyage go?”) and the GM can take opportunities to be clever (“Seek the omen at the hour of 12 noon!”—the omen is the waitress spilling a pitcher of water on the character). This spell requires a RES roll on the part of the caster. If failed, the knowledge of the next omen is not gained. Often, mages under pressure may lie (or even stage some event).

Casting Cost	Type	Endurance	Notes
25	Fortune	Normal	None

Send Sign – [2]

The caster can use this spell to send a message to another Astrologer. The mechanism for this is very complicated (don't think about it too much) but a detailed study of the heavens and heavenly events can actually convey a message from one person to another, anywhere in the world. Sending the message takes 6 hours of casting (at night) and allows the transmission of a single sentence, no more than 10 words. Receiving it takes 6 hours at night and requires a skill roll at –2. For each point the roll is missed by, the GM should remove a random word or change the message. The character receiving the sign will know the astrological sign and date of birth of the sender. The messages stay sent forever and can be retrieved by the person for whom they are intended at any time in the future. There is a science for obtaining other people's messages but that is a secret and very difficult spell.

Casting Cost	Type	Endurance	Notes
25	Fortune	Normal	None

Astrologer's Ward– [4]

Astrologer's Ward is performed over an entire day—and it must be a special day astrologically (usually there is one every 1 or 2 months—a Solstice, though, is preferred). The astrologer links himself to another. If the

person is an infant, the ceremony is sort of like a christening. If the person is of the opposite gender and adult, it is more like a marriage. Whatever the case, the astrologer casts the spell and gains the ability to detect when the person is imperiled. If the person is in direct peril (i.e. being attacked, the astrologer will get a RES roll to know it. If the RES roll is made by 5+ the astrologer will know direction and distance to the person. If the ward is in a more subtle form of danger, the caster still gets a roll to detect it (RES at –1 to –10 depending on the distance and subtly of the danger) and if the roll is made by 5+, the astrologer will know something about the type and the time-table. An astrologer may only have this spell active on one person at a time. It may not be himself.

Casting Cost	Type	Endurance	Notes
35	"Curse"	Normal	None

Genethliacs \Ge*neth"li*acs\, n. The science of calculating nativities, or predicting the future events of life from the stars which preside at birth

Necromancy

Description: The Necromancy College deals with the study of death and of the dead. Due to the unsavory nature of their work, necromancers tend to be misunderstood and shunned by townsfolk at best or feared and reviled at worst. Necromancers must have Medical skill at no less than 1 level lower than his Necromancy and at a minimum roll of 9- (Level 1 Necromancers must have at least Level 1 Medical skill but at any roll). If a necromancer possesses Level 2 Medical skill at at least a 12- roll, he may purchase Necromancy at RES + 1. With Level 3 Medical skill, he buys skill at RES +2. At Level 4 Medical skill, he buys at RES + 4.

Level 1: Mortician. The caster knows basic anatomy and can preserve a body with certain herbs and potions and procedures, keeping it “fresh and useable” for 1 day per point the roll is made by. This takes 8 hours, and is nasty work. This is not quite “mummification” which is possible at Level 2 (one week per point the roll is made by . . . or “forever” if the roll is made by 10).

Level 2: Thanatologist. The character is familiar with the mystical effects of death. 12 hours of work and 3 rolls will create a “mystically mummified” body that is suitable for transformation into a powerful undead. Additionally, the character can study the bodies and learn their secrets. The animate force (life) has certain “anchor points” within a body. Even when dead, some life may be left behind. Rolls at –6 allow the character to find and bottle the fluids that contain this life. This is the basic stuff of Necromancy Research. It is required to make powerful undead (like the Monster) and is also necessary for several Necromatic potions and other such effects. This Life Essence Fluid is very mysterious stuff and the GM can come up with ways to use it for specific purposes. Normally four recently dead (48 hours) bodies are needed. Bodies killed “naturally” rather than by violence are preferable (violently killed bodies are at an additional –3 to be extracted). If a person dies in the care of a necromancer, 1 “dose” of Life Essence can be extracted for each 4 points of WIL the corpse had.

Level 3: Necromancer. The character extracts Life Essence at –3 instead of –6.

Level 4: Death Mage.

Monster – [Signature Spell: 4]

The necromancer must spend 3 months building this beast, casting the spell, and then bringing it to life with some kind of meteorological phenomena (exact type is up to the GM . . . a hard rain . . . a strong gust of wind . . . no . . . that doesn't seem right). The Monster will be a loyal follower to the necromancer but will be obvious to others what it is (and since necromancers are misunderstood and hated by the townsfolk . . .).

STR 16 BLD 20 CON 14 / 33 REF 10 INT 8

Strike: 8 Damage, hits on a 12-.

Armor: None, but penetrating attacks only double on a hit by 6 or better against the monster.

Grip: The monster has an extremely strong grip and gets +3 to its Grapple Scores (15/12) and hits with Grappling combat on a 14-. In Close Combat it gets +1 Damage modifier for strikes. It can squeeze with a grab for 4 Base Damage.

You can try to build more than one Monster. They are fiercely loyal however and will be resentful. They may even fight with each other. You can also build your monster a bride if he's lonely, but that never works either . . .

Casting Cost	Type	Endurance	Notes
32	Summon	None	None

Animate Skeleton – [2]

The necromancer must animate a few skeletons before building a monster. Rather than being re-animate flesh and blood, these are pure magical machines. A skeleton can obey simple commands from the creator and has infinite patience. They will “wear out” over time if told to do repetitive tasks (turning a generator crank, for instance). Making a skeleton can be done quickly (long casting action on a dead body) or “the long way” which produces a better skeleton and takes a week.

STR 11 BLD 5 STC 14 / 28 DP (14 for quick ones) REF 12 INT --

Strike: Weapon skill L2 13-, Shield Skill L2 13-

Armor: None unless worn. Takes no Penetrating damage

Skeletons can't see but have excellent hearing (12- perception roll . . . just like sight).

A necromancer wishing a host of skeletons can attempt to produce it, but . . . skeletons have a bad habit of going rogue and either shutting down, becoming “psychotic,” and otherwise going off and doing strange things or attacking the caster. Each skeleton after the second has a 7- chance of going psycho each night. For purposes of skeletal guards, this need not apply (the spell works so that so long as the skeletons are kept in the same place, doing the same things all the time they are stable).

Casting Cost	Type	Endurance	Notes
18	Summons	Normal	None

Aura of Life – [2]

A necromancer can create a glyph (or just cast the spell) that sets up a magical frequency antithetical to the Undead. Any undead within WIL yards of the Glyph (or the caster if the spell is running) takes 8 damage per second (end of each turn) through all armor. Casting the spell costs the listed mana and works normally. Creating the Glyph takes 3 hours of work and materials that cost \$500.

Casting Cost	Type	Endurance	Notes
24	Ranged Attack	Running	None

Aura of Death – [2]

Nothing intimidates like a necromancer. Using this spell creates the chill of death around the caster. This acts as [WIL-1] PWR Terror while the spell lasts. While the spell is running, the caster must pay a constant 12 Mana.

Casting Cost	Type	Endurance	Notes
24	PWR vs. STAT Attack	Running	None

Cold Hand– [2]

The necromancer’s touch carries the chill of death and does damage in HTH combat. The touch does 8 points of Penetrating damage and ignores 2 points of armor.

Casting Cost	Type	Endurance	Notes
16	HTH Attack	Normal	None

Necromantic Wood – [2]

The caster places the spell on any wooden item. Working the magic takes 4 hours and the roll must be made by –4 to be successful. The wood becomes “alive.” It will regenerate like a plant (a tree). It won’t grow but it will never decay. If cut, it will bleed something that seems to be human blood (but isn’t). Such items are worth 4x their normal value if one can get past some unsettling facts of their manufacture.

Casting Cost	Type	Endurance	Notes
20	Transform	Normal	

Skull Watcher– [2]

The necromancer enchants a skull to become a watcher for him. When he touches the skull, he can see what it has seen in the last 24 hours. Creating the skull takes 10 days and costs \$500. The skull can hear a little (hearing perception roll of 8-).

Casting Cost	Type	Endurance	Notes
35	HTH Attack	Normal	None

Stasis – [2]

A person who has suffered an Internal Damage, Dying, or Death result can be placed in stasis if the caster can touch them and cast this spell. They will remain unchanged for WIL hours per 4 points put into the spell when it is cast (after the initial cost). It will only effect willing persons or unconscious people. If the person has suffered anything short of a Death result, they can be revived by healing magic. If the person is Dead, they may still be savable: if the caster makes a WIL roll at –1 per second before he reaches the person, they can be saved as though the result was only Dying. A person in stasis appears to be dead to all examination, with the exception that they have a body full of “sluggish blood” that does not bleed. If the person is hacked to pieces, they will, of course, still be dead. When cast (especially if cast on self) the caster can set a “wake-up” time to the minute. Another potential “wake-up” condition is “when sunlight falls on the target.”

Casting Cost	Type	Endurance	Notes
8 + 4 per hour	Transformation	Normal	None

Strength of the Dead – [2]

The caster can call on the forces of the dead to enhance his STR (much the way that vampires and other undead tend to be stronger than the living). The spell boosts STR by 3 points, but it reduces the character’s

WIL by 3 points after the spell wears off. During this time, the caster will also drop to ½ Endurance, and will suffer strange cravings. The typical craving is for opium or other drug, but the GM may be creative. This period of weakness lasts 8 hours and the caster must make a WIL roll to simply sleep through it.

Casting Cost	Type	Endurance	Notes
24	Transformation	Walking	None

Torment Lost Souls / Speak with Recently Dead – [2]

The caster can call someone recently dead (under 20 minutes) from the beyond. This often doesn't work (GM call in each case) but if it does the effects can be horrifying: the necromancer can make a WIL roll against the target's WIL (WIL when alive) to cause pain. The visual effect of this is the soul writhing (this is basically the intimidation stunt that got all necromancers forever hated). More conventionally it can be used to get information (nicely . . . or with the duress). Most apprentice necromancers take a vow that they will never use the dark side of the spell (and will probably be hunted down if they do).

Casting Cost	Type	Endurance	Notes
30	Summons	None	None

Transfusion – [2]

The caster can leach his life to another. The caster must bind hands with a cut on each hand (so blood can flow) or use a higher-technology transfusion system. For each 2 DP the caster takes in damage, the target will recover 1 DP. More importantly, the target recovers a Minor Wound worth of points this way, he will stop bleeding, Dying, or suffering from Internal Damage. For each point of damage the caster takes, he suffers the loss of 2 points of Endurance which are only recovered after 24 hours.

Casting Cost	Type	Endurance	Notes
24	Healing	Running +	None

Vaccine – [2]

If the caster can vivisect the body of someone who died from a disease, he can create a vaccine with a skill roll (sometimes at a negative based on the severity of the disease—Black Plague would be at –6). A given body produces CON doses of the vaccine. Each person who takes it, will get +8 PWR for 1 year against that specific disease. A double dose can be taken for +12 vs. the disease. If a character *has* the disease, the potion will give him +4 to CON rolls to fight it. It takes 4 days to make a vaccine. The body must be recently (24 hours) dead or otherwise preserved.

Casting Cost	Type	Endurance	Notes
24	Create Potion	Normal	None

Wear Body – [2]

This spell is distasteful but possibly useful. If a target is dead, the necromancer can take 30 minutes to prepare the body and then . . . magically “wear it.” The mage will look and sound like the person whose body is worn. The body must not be so badly damaged that it is unusable (if it took more than 10 hits, say . . . or fire damage). The effect lasts until the spell stops at which time the body starts decaying. The spell costs no Endurance for the first 24 hours and, with 3 hours a day of special maintenance (costing \$40) the body can be preserved longer without paying Endurance . . . this also works if it's very cold).

Casting Cost	Type	Endurance	Notes
25	None	Walking	Don't pay endurance

Conjure Spirit– [4]

The caster knows how to summon some kind of spirit. There are several different spirits and each is a separate spell. Each Conjure Spirit spell, after the first, costs only 2 points.

Wraith – an angry spirit: very dangerous. Wraiths are bound to a location and can only stray about 50 yards from it. They can choose to “vanish” as an 8 REA long action. Then they are still “aware” but can't be hurt or seen (certain magics can hurt them, though). Reappearing is also an 8 REA Long action.

STR 0 BLD 0 CON 12 / 24 DP REF 12 INT 7 (12 WIL)
 Wraith's Touch: 14-, cannot be blocked by non-magic. Does 6 Damage + damage modifier from cold. No armor applies.
 Limited Immunity to Physical Blows: -6 Damage Modifier from non-magical attacks. 3 Points of armor.
 Night Vision, Intimidation Roll of 17-, can pass through walls and doors slowly.

The Wraith will instantly try to attack anyone in the area. If wounded it may flee. It leaves when it feels like it (returning to the realm of the dead).

Intellect – the mind of someone dead. The person will have most of the knowledge he had when alive. This can be used for historical research (you don't get to pick the person you bring back, so it's pot luck). Mostly the spirits aren't very talkative and interviewing them is tedious. However, if life essence can be drained from a body, that person's spirit can be summoned with this spell! The Intellect has no physical form and can't interact physically at all. It leaves when the spell runs out.

Ghost – A spirit that has suffered trauma. Ghosts are very scary to look at and can be quite dangerous. Fortunately, they are easy to deal with: clear tones of a bell, a view of its face in the mirror, a holy symbol, all of them will frighten a ghost (the GM decides exactly what works). Like a wraith, a ghost will inhabit a single area (usually a dwelling). However, a ghost, like a pet, can be trained not to attack the people who live there. Living with (or near) a ghost can be very unnerving. They can also move and hide small objects . . . and do other random forms of small mischief.

PHY 00 (only hurt by magic) REF 11 INT – (12 WIL)

Psionic Blast L1 13-

They can vanish and appear as a Wraith can. They are very vulnerable to magic (any dismiss spell will banish a ghost).

Casting Cost	Type	Endurance	Notes
35	HTH Attack	Normal	None

Gooseflesh – [4]

This spell changes the nature of the caster's skin. This spell requires a dead body whose flesh is intact. When used, the necromancer will gain +8 DP while the spell is in effect but will seem to rot. The visual effects of this are gross and horrifying but often worth it for the protection. A body will last 2 days before decaying completely. While in this mode the necromancer gets +2 to Intimidation rolls but is considered horrifyingly ugly. Additionally the caster will require a hit by 6 or better to suffer Penetrating damage. If a body is being worn, it can be converted to Gooseflesh (the caster loses the appearance but gains the protection).

Casting Cost	Type	Endurance	Notes
24	Extra DP	None	None

Steal Strength– [4]

The caster must grab the target and win a grapple roll. Then, the spell may be cast. For each second, the caster holds the target, he makes a WIL roll against the target's CON. If he succeeds, he steals 1 point of STR and Endurance from the target. When a target hits 7 STR, the target falls unconscious (if a WIL roll is failed) or is simply unable to stand (if the roll is made). This stolen strength goes away at the rate of 1 point per 10 minutes, and the caster will lose 2 points of Endurance for a full day after the STR is gone.

Casting Cost	Type	Endurance	Notes
24	HTH Attack	Sprinting	None

Transplant – [4]

This spell is last-resort healing spell ("grave measures are called for"). The necromancer takes a freshly dead body (or one that has been preserved) and transplants "reanimated" organs to the wounded party. This requires a roll (the skill roll must be Level 3) and takes a full day. If successful, the target will heal a Major Wound worth of damage and can have limbs replaced (and eyes, etc.) The new parts will *not* look just like the old parts unless a perfect match was found.

Casting Cost	Type	Endurance	Notes
45	Healing	Normal	None

Unlife – [4]

The caster actually transforms himself into something close to a "living" undead, trading some of his life for "Unlife." Such a character gets –4 to Persuasion and Enchantment (unless the target is turned on by a sense of danger, decay, and unwholesomeness) but gets +4 to Intimidate. The character no longer bleeds and will treat Internal Damage as Unconscious and Dying as Internal Damage. A character with Unlife who suffers a Dead result makes a WIL roll to shift it to Internal Damage. The character becomes nocturnal, taking –2 perception modifiers in sunlight. He ignores –2 perception modifiers in the darkness. The character's body temperature drops and he will not suffer from hypothermia (but will be "uncomfortably cold")

in warm rooms). This spell requires 30 days of work (fasting and the like) and \$1000 worth of chemicals. The character sleeps for 1 week and then awakens in the Unlife state. Such characters do not age normally: if they drink 12 of fresh human blood in one setting, they do not age that year.

Casting Cost	Type	Endurance	Notes
40	Transformation	Running +	None

Vampire's Touch— [4]

The necromancer can actually steal DP with this spell. It hits as an HTH attack (touch) and the caster takes 8 DP, modified by a to-hit roll (impact damage), from the target. The target suffers whatever wound this would normally be. Damage Points must be taken from a member of the same race (or other similar race at the GM's option, not from animals).

Casting Cost	Type	Endurance	Notes
24	HTH Attack	Normal	None

Wraith's Touch— [4]

The caster's touch damages the very life force of his target. A clawing blow, or 5 REA squeeze attack (if the target is grabbed) does a base of 6 Penetrating damage that ignores all non-magical armor.

Casting Cost	Type	Endurance	Notes
24	HTH Attack	Sprinting	None

Fog of Death— [8]

The caster unleashes a cloud of black fog from his hands. The fog will fill a 4-yard radius around the caster. Anyone within the fog will suffer a single Death Ray attack at **[WIL-1]** PWR. Anyone killed this way will eventually become an undead.

Casting Cost	Type	Endurance	Notes
35	PWR vs. STAT	Normal	PWR is WIL-1

Army of Darkness – [8]

The caster throws a **[WIL x 2]** yard radius dark fog (-2 perception modifiers per yard). The fog starts around the caster and rolls in the direction of choice at 20 yards/second. When the cloud stops (the caster moves it each turn as an 8 REA Long action) the dead beneath it reanimate. The dead become an army of skeletons (flesh is retained, use the stats for 'high quality' skeletons) who fight for the caster for thirty minutes before ceasing to function. They will have the same weapons and armor they died with. There are potential drawbacks to this spell. The first is that all the dead on the battleground have chances of reanimating later as uncontrolled undead (such tainted battlefields will be avoided for decades to come). The second is that when the dead cease to function, they may not simply collapse: the GM can make a roll and on a 15+, the undead simply continue to fight as a berserk unit until destroyed.

Casting Cost	Type	Endurance	Notes
60	Transformation	Normal	last ½ hour

Thaumaturgy

Description: The character knows the science of mystic geometry. Using this art, the mage learns to call and capture vast amounts of magical energy within lines, designs, and symbols and with the proper application, sequence, and manipulation of same, can create a wide variety of effects. The amount of power the thaumaturgist can store and produce within his glyphs, runes, and “magic circles” can be quite staggering.

Level 1: Rune Scribe. Character knows basic magical geometry. The character can work on “proofs” for circles, glyphs, and runes. Making a proof takes 10 hours per point the spell costs to learn and requires 3 successful rolls. A proof may be learned as a Trivial skill (after it is written); when the skill roll is made, the character gets +2 to any rolls to inscribe the spell. A character must be Level 2 to learn a proof. The character can “read” magic circles at a –3 roll.

Level 2: Glyph Calligrapher. The character may learn proofs and may make them in half the time. The character can make a “rigorous” circle (any spell defined as a “circle” which includes triangles and the like) which takes double the time and gives the caster +1 to WIL rolls against creatures in the circle. The character can read magic circles at a basic roll.

Level 3: Thaumaturgist. The character can make proofs in ¼ the time. A rigorous circle gives +2 to WIL rolls. An “advanced proof” takes 1000 hours per point the spell costs to learn and, if the Trivial skill roll is made when it is cast, the spell requires ¼ less mana. The rolls for these proofs are at –6 to make (-3 for the Level 3 practitioner). They are very valuable and very rare.

Level 4: Thaumaturge.

NOTE: All Thaumaturgy must be inscribed on a solid surface (no scrolls of magic circles). At the GM’s discretion, a heavy rug may suffice.

Circle of Power– [Signature Spell: 4]

The Circle of Power takes 10 hours and 10 skill rolls to inscribe. It generates 6 Short Term mana per second for the caster while inside.

Casting Cost	Type	Endurance	Notes
50	Circle	Normal	None

Glyph of Destruction – [1]

When the Glyph is struck, and while it is maintained, a word from the caster can detonate it. It acts like a [WIL] PWR Disintegration spell against the object the glyph is struck on (no animate matter). This can be used to blow doors, knock down small walls, destroy items, etc. Each time this is repeatedly used on a structure or object within 24 hours, the casting cost goes up by 12 points.

Casting Cost	Type	Endurance	Notes
18	Glyph	Running	None

Glyph of Fire – [1]

The casting of this glyph is the laying of a bomb that will detonate shortly. When cast the caster may specify a number of seconds that will pass before the glyph explodes. It explodes for 24 points of damage with a 4-yard radius. The Glyph cannot be cast on animate matter (the ground zero of the glyph takes full damage, everything else in 4 yards takes half that). If the skill roll is missed, the glyph appears but there is an 11-chance the spell will go off each second.

Casting Cost	Type	Endurance	Notes
12	Glyph	Normal	None

Glyph of Sealing – [1]

The caster strikes a surface and cast the spell and the glyph appears. It must be cast on a closed portal or chest or other such solid door. The door will be sealed with a Grapple score equal to the caster’s WIL-6. To force the door, attackers must gain a Success result.

Casting Cost	Type	Endurance	Notes
5	Glyph	Normal	None

Rune of Alarm – [1]

The mage creates a rune taking 20 minutes and one roll. When a person steps on the rune—or moves within 4 yards of it and it makes its 12- “visual perception roll” (stealth will negatively effect a rune of alarm)

the caster will know. This can be used to guard doors, campsites, etc. The alarm will rouse the caster from deep sleep. Each 2 points put into the rune will cause it to last 1 hour. With 4 additional rolls, and 3 hours, the rune can be bound to someone else (the person must be present to “sign” the rune. For 30 mana, the rune can be made permanent.

Casting Cost	Type	Endurance	Notes
4 + time	Rune	Normal	None

Rune of Light – [1]

A Rune of Light takes 3 hours and 3 rolls to inscribe. It is 1.5 yards on a side and must be placed on a flat surface. Once inscribed it emits light enough to see or read by. The effect lasts for 12 days per point the roll was made by unless the roll was made by 5+ in which case the rune is permanent.

Casting Cost	Type	Endurance	Notes
20	Rune	Normal	None

Rune of Ownership– [1]

When this rune is inscribed on an item (taking 10 minutes and 1 roll) the caster will become aware of the history of that item when the rune is inspected. This can be placed on personal belongings or even temporary lodgings. The caster will know if the item has been tampered with and will know when it happened and a general description of who did it.

Casting Cost	Type	Endurance	Notes
8	Rune	Normal	None

Rune of Strength – [1]

The rune takes 8 hours and 4 rolls to inscribe. A structure marked with the rune gets +2 to STC rolls until it suffers a Major Failure (fail by 5). The maximum size of a structure this can apply to is WIL³ cubic yards. A larger object may be marked with more than one Rune of Strength.

Casting Cost	Type	Endurance	Notes
20	Rune	Normal	None

Symbol of Unwelcomeness – [1]

The character can inscribe a symbol that is extremely distasteful to one kind of magical creature (common examples are werewolves and vampires . . . “dragon’s bane” symbols are probably a little rare). This requires 3 hours and 3 rolls. Each day, a roll is made against the caster’s skill to see if the charm degrades. At full power, the type of creature must make a WIL roll at –4 to approach the symbol. Each time it degrades this drops by 1. A symbol can be carried around but moving it around causes degradation rolls each hour and WIL rolls to approach are at –3. If a symbol is broken, the affected creature may move in freely. Each creature so made unwelcome is a separate Symbol to learn (1 point each).

Casting Cost	Type	Endurance	Notes
18	Glyph	Normal	None

Triangle of Protection– [1]

The magical Triangle takes 1 hour to inscribe and 1 skill roll. Undead cannot cross its boundary or attack across the boundary. Summoned creatures intending to attack across the boundary must win a WIL roll against the caster’s WIL. They get 3 attempts to do so after which that creature can no longer attempt to get at the caster. If a creature is *summoned* within it, the Triangle has caster’s WIL-1. The triangles cannot be “stacked” (being inside 10 Triangles is the same as being within 1).

Casting Cost	Type	Endurance	Notes
15	Circle	Normal	None

Pentagon of Containment – [2]

The pentagon of containment is designed to hold a powerful Daemon. Any being summoned within it, gets one roll to beat the Pentagon’s WIL of [WIL + 3]. If this is done, then the being must win a contest of wills against the caster’s [WIL + 1] by 3, making one roll each turn. If the summoned being is attacked in any way while inside the pentagon (from outside it), it automatically breaks free. Before summoning, the caster may take a 4 hour ritual of preparation (burning candles, lighting incense, etc.) this gives a +1 to the initial roll. A Pentagon will hold a summoned creature for [WIL] hours after which it may leave. Remember that summoned creatures are under no obligation to do what is asked of them and will drive a hard bargain.

Casting Cost	Type	Endurance	Notes
18	Glyph	Normal	None

Pentagram of Summoning – [2]

This Circle takes 5 hours to inscribe and 5 skill rolls. Summoning a creature within it takes 30% less mana than normal (round up). The downside of this is that summoned creatures can return at odd times to the Pentagram making them dangerous. This is best combined with other summoning defenses.

Casting Cost	Type	Endurance	Notes
22	Circle	Normal	None

Rune of Power – [2]

The rune takes 4 hours to inscribe and 4 rolls. When created, it can hold 4 mana for later use. Once used, the rune dissolves. A caster can only use one Rune of Power per casting.

Casting Cost	Type	Endurance	Notes
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Rune of Warding – [2]

This rune (1 hour to inscribe and 1 skill roll per *point cost* of the spell bound to it) binds another spell (an attack spell) to an object. When an action takes place and the rune detects it (automatic if it deals directly with the object the rune is on—otherwise the Rune has an 11- Perception roll or can be set up with a 4 yard long “mystical trip-wire”) the spell goes off. The spell has an REA of 14 and a to-hit roll of 15-. The bound spell must be cast immediately after but can be cast by another mage.

Casting Cost	Type	Endurance	Notes
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Circle of Protection – [4]

The circle takes 4 hours and 4 rolls to inscribe. Inside it, the character is protected from all Curse-type magic and any Divination-type magic concerning him is at –4 to the roll. Any PWR vs. STAT attack that targets through the circle (from within or without) is at –4 PWR.

Casting Cost	Type	Endurance	Notes
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Circle of Seeing – [4]

The mage draws a circle on a wall or door and the interior of the circle becomes a one-way magical window into the other side. Light will not pass through this window so if the side is dark, the character is out of luck (similarly, if on the other side is a hung painting, a curtain, etc. the spell will not penetrate that).

Casting Cost	Type	Endurance	Notes
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Circle of Transport – [4]

The mage draws a circle that takes 40 hours and 8 rolls. When complete, the caster has one part of a “teleport” circle. If another identical circle is drawn somewhere else within WIL² miles (more if 4 of the rolls are made by 10 or more—the GM determines how far this can reach) a character in once circle can instantly move to the other. This does not require a spell but may be protected by a command word (which must be written in special script in the circle—a Thaumaturgy roll can decipher it). Each circle has hundreds of identifying marks, so either two circles must be made by extremely painstaking measures or the original caster must make both. Circles can link to more than one other circle. In that case, a person in the circle must walk in a given direction (and say the word if any) to teleport. Protecting a circle with a word costs 24 extra mana. Even if a circle is destroyed, the gateway remains, visible to all those who can detect magic, for 24 hours. In most worlds, the “kinks” have not been worked out of the spell (the GM can decide if the creators have solved all the problems). In this case (standard) each person who travels through the circle without paying 24 Mana (so the traveler must be a mage) causes an increasing chance of the circle opening quietly to extra-dimensional space and allowing daemons to show up. This chance is a 0- for the first person and increases by a cumulative +1 for each roll above a 12 made for each 2 Mass worth of goods or people that move through a portal (roll for chance of increase for each person, then roll to see if the circle corrupts). Additionally, creating such a circle (if the spell hasn’t been “modernized”) costs \$500 or more depending on how far it goes and how many circles it links to (GM decides). For an “industrial strength circle” the cost may be staggering—literally breaking the economies of nations to keep running (traffic can degrade them, mages may be brought in to repair suspected corruption, etc.)

Casting Cost	Type	Endurance	Notes
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Line of Devastation – [4]

The mage draws a line (with chalk) across the ground. This is an 8 REA Long action (the chalk must be in hand) and can extend up to 4 yards (in hand) or 6 yards if the chalk is on a stick. When complete (or it may be extended if it is done each turn in succession—the magic points are only paid once, but drawing the line is Sprinting Endurance) it creates a deadly barrier. Anyone crossing the line will suffer an blow for the mage's WIL +2 damage (Impact) which ignores armor and is of energy nature (similar to fire). The Line of Devastation lasts forever—but normal weather will erode it in 2 hours. Anyone approaching it will feel the danger with a WIL roll at +2.

Casting Cost	Type	Endurance	Notes
15	Glyph	Normal	None

Rune of Locking – [4]

The Rune of Locking is a complicated spell of protection. When inscribed on a door, it acts as a magical lock. To open it, one must trace the rune in a proscribed fashion, determined at casting time. A Thaumaturgy roll at –3 per level of difference of the caster will “pick” the rune. Inscribing the rune takes 6 rolls and 12 hours (picking it also takes six rolls and 12 hours). Because of the obvious nature of opening the door, the Rune of Locking is not suited for public entrances. A rubbing of the rune (or copy . . . or Memory roll at –6) will be good enough to transfer the rune to a Thaumaturgy mage for study.

Casting Cost	Type	Endurance	Notes
45	Rune	Normal	None

Square of Force– [4]

The Square of Force takes 8 hours to inscribe and 8 skill rolls. It gives the caster a 12 PWR, 20 STA Force Field against magical attacks and blows from summoned creatures or undead.

Casting Cost	Type	Endurance	Notes
25	Circle	Normal	None

Words of Binding – [4]

These words (magical script, legible only by mages), when inscribed around a Circle set conditions on what a creature summoned within may do. This is not automatic: the caster must win a battle of WILs with the creature summoned (if the creature is an automaton and has no WIL it is *not* bound). The caster gets a +2 to his WIL. To play out the battle, have both parties roll once a turn against each other. Keep track of what each force wins or loses by. When one side wins by 5+, the battle is over. Common words are:

- You may not attack me and I may not attack you: 20 Mana to inscribe. 3 hours, 3 rolls.
- You must keep your word in a deal: 30 Mana to inscribe. 3 hours, 3 rolls.
- You must do what I say. 80 Mana. 8 hours, 8 rolls.
- You may not leave the circle, nor attack beyond it save by my command. 20 Mana to inscribe. 3 hours, 3 rolls.

Casting Cost	Type	Endurance	Notes
22	Circle	Normal	None

Witchcraft

Description: Witchcraft is magic that has its origins outside of our reality. It is usually taught to its practitioners by “lesser powers” or obscure Extra Dimensional Beings (EDB’s) that have human agents working towards their ends. In some cases, these creatures are malevolent. In most, their final goals take decades or centuries to achieve and have no bearing on earthly life. As is the case with necromancers though, a few witches have managed to ruin it for everyone. Thus, witchcraft has the unfair reputation of being nothing but curses and “sneak attack” spells. The reality is that witches, as agents of EDB’s (hated and misunderstood) are taught spells that will make them effective “secret agents” in the world of magic. The majority of witches are women but men comprise a sizable minority.

Level 1: Daughter. Level 1 spells are spells that often “non-witches” know from the categorical study of witches. A character knowing these spells need not be in league with any EDB (in fact, the mere fact of the skill requires no EDB—but it often comes from there). The primary level 1 spell is Detect Unseemly Aura that detects the “footprints” of an EDB. At Level 1, the character can make rolls at –6 to know things about the nature of EDB influence in the world. If the roll is missed by –1 to –3, the character knows something—but the GM decides if the character merely knows popular superstition.

Level 2: Wise Woman. At Level 2, the character either knows a little (rolls at –3) about the broad influence of EDBs in the world or knows a lot (standard roll) about one EDB’s mode of operation. If the character is in contact with an EDB, this skill allows the character to know a *non-magical* ritual to contact it. This may require a dozen true believers and a sacrificial lamb or other such things—but it is often the way that apprentices become Adepts—summoning an EDB and getting it to agree to teach them.

Level 3: Witch. At this level, the witch is almost certainly in contact with an EDB. If so, the character receives the Familiar spell for free (in exchange for being obligated to serve the EDB as the GM sees fit). Otherwise, a witch may buy the Familiar spell normally (4 points). Regardless, she knows quite a bit about EDB’s in general (roll at +3).

Level 4: Witch Mother.

Familiar – [Signature Spell: 4]

The character is sent a “possessed” animal from his EDB. This animal has an INT of about 10 – 12 and can communicate via telepathy with the character. With a Long action (and continual meditation) the mage can see through the Familiar’s eyes until concentration is broken. The maximum distance that the link and communication can be sustained for is WIL² yards. The link between the character and the familiar is strong: if the familiar is killed, the character suffers a Critical Wound instantly (the Damage Points *and* the roll are suffered).

Standard Land Familiar (fox, cat, rat, etc.)

STR 5 BLD 1 CON 12 /12 DP REF 12 INT 11
Stealth L3 14-, Claw/Bite attack 2 Pen Damage 14-, Dodge (3 REA) 14-.
Small size (-2 to be hit at range, 1- in HTH). Climbing L2 13-, Shadowing L2 13-
Night Vision

Standard Flying Familiar (owl, falcon, bat, etc.)

STR 8 BLD 1 CON 12 /6 DP REF 12 INT 11
Stealth L3 14-, Claw/Bite attack 2 Pen Damage 14-, Dodge (3 REA) 14-.
Small size (-2 to be hit at range, 1- in HTH). Climbing L2 13-, Shadowing L2 13-
Flight 12 yards / sec

Casting Cost	Type	Endurance	Notes
45	Summon	Normal	None

Aruspicy – [1/2/4]

The witch can divine information by sacrificing an animal and reading its entrails. The spell requires an elaborate ritual that takes 1 hour and uses 30\$ worth of material at the end of which an animal is killed. With a ritual that requires 3 hours and 50\$ worth of material, the witch may use a dead animal (allowing modern-day city witches to find their futures in the frozen meats department). There are three uses of this spell. Each form must be purchased separately to use.

- **Omen [1 point]** –The witch can determine when the next significant symbol of the target’s future will appear (“seek the omen at midday when the crow trills thrice”). The GM must decide if there are “omens” and when the next one will occur (in this case, even seemingly normal events can be omens). This is often done in reference to some question (“how will my voyage go?”) and the GM can take opportunities to be clever (“Seek the omen at noon!”—the omen being a waitress spilling a pitcher of water on the character). This spell requires a RES roll on the part of the caster. If failed, the knowledge of the next omen is not gained. Witches under pressure may lie (or even stage some event).
- **Far Seeing [2 points]** – The character can see the future as if she possessed Far Precognition (at WIL PWR).
- **Knowledge [4 points]** – The witch can divine information as if she possessed Extra Sensory Perception at Level 4 and at **[WIL]** PWR.

Casting Cost	Type	Endurance	Notes
25	Fortune	Normal	None

Bane – [1]

The character can make a charm that is extremely distasteful to some kind of magical creature (common examples are werewolves and vampires . . . “dragon’s bane” charms are probably a little rare). This costs \$30 for the raw materials and requires 4 hours and a roll. Each day, a roll is made against the caster’s skill to see if the charm degrades. At full power, the type of creature must make a WIL roll at –4 to approach the charm. Each time it degrades this drops by 1. The Bane is best hung in a doorway—moving it around, or traveling with it, causes it to degrade each hour and it rolls at –3. If a bane is destroyed, the affected creature may move in freely. Each creature so made unwelcome is a separate Bane to learn (1 point each).

Casting Cost	Type	Endurance	Notes
18	Create charm	Normal	None

Bless– [1]

When this spell is cast upon someone, Fortune smiles upon him. Three rolls that day will be modified by 1 in the Blessed character’s favor (random rolls, GM’s discretion). A character may have only one Bless on him at a time.

Casting Cost	Type	Endurance	Notes
15	Blessing	Normal	None

Brew of Health– [1]

A minor healing potion, this brew is quaffed before going to sleep. If the drinker gets a full night’s sleep (6 hours), he heals 4 points of damage. If not, he only heals 1 point. The potion requires 2 hours and 50\$ in materials to make.

Casting Cost	Type	Endurance	Notes
24	Potion	Normal	None

Curse – [1]

When this spell is cast upon someone, Fortune frowns upon him. Three rolls that day will be modified by 1 *against* the Cursed character’s favor (random rolls, GM’s discretion). A character may have only one Curse on him at a time.

Casting Cost	Type	Endurance	Notes
15	Curse	Normal	None

Cursed/Blessed Wax – [1]

The witch can enchant a normal (if not normal-looking) candle so that when someone lights it, he is affected by a curse or blessing. The witch must already know a Curse or Blessing-type spell to learn this spell and must spend 1point for each individual Cursed/Blessed Wax she wishes to learn. The effects of Draught of Truth may also be used for Cursed/Blessed Wax.

Casting Cost	Type	Endurance	Notes
30	Enchant Item	Normal	None

Detect Unseemly Aura – [1]

When an EDB exerts its influence in the world, it leaves a psychic “stain.” This spell can detect this. Areas where such beings have manifested (usually due to a ritual) or where their influence is strong will have such an aura. When cast, the user makes a Witchcraft Skill roll. If the roll is made by 0-5, the caster will detect the aura. If the roll is made by 6-9, the caster will know something about the being (and perhaps the ritual). If made by 10+, the caster will know a great deal about the being and its modus operandi. The GM should

only allow this spell to be cast once per hour in the same location and it will detect such auras within a WIL² yards radius.

Casting Cost	Type	Endurance	Notes
24	Detection	Normal	None

Glamour– [1]

With 3 hours and 25\$ of material, the witch makes a cream that, when applied to the face and skin, temporarily grants the user +1 Level of Attractive (up to Level 2). The effects last for one full day. If the Glamour using character already has Attractive or Exotic at Level 2 or better, the cream has no effect (although it is a fantastic emollient and moisturizer). The GM may choose to rule that some unsavory ingredient goes into this . . .

Casting Cost	Type	Endurance	Notes
24	Potion	Normal	None

Mending Balm– [1]

With 3 hours and 15\$ of material, the witch can create a salve that, when applied, allows Sub-Minor Penetrating wounds heal as though they were non-Penetrating. The balm must be applied within 1 minute and must be allowed to heal for 5 minutes. The balm is enough for 7 applications.

Casting Cost	Type	Endurance	Notes
24	Potion	Normal	None

Patch – [1 or 2]

With 30 minutes and 5\$ worth of materials, the witch can make a small, black patch that, when applied to a broken or torn item, will mend it without trace of damage. The item in question must not weigh more than 1/8 pound. The patch is applied and then removed 5 minutes later. If the item is seriously jarred during this time, the spell will fail. If the witch spends an extra point (total of 2 points) on Patch, she can mend items by simply passing her hand slowly over the area to be fixed and spending twice the amount of mana.

Casting Cost	Type	Endurance	Notes
10 / 20	Potion / Instant	Normal	None

Refreshing Drink– [1]

A popular item among commoners and adventurers alike, this potion will return 10 Endurance to the drinker. It requires 2 hours and 30\$ to make.

Casting Cost	Type	Endurance	Notes
24	Potion	Normal	None

Rip Hair – [1]

This terrorizes the subject: once cursed, the witch can mime pulling his/her own hair out. The target will actually suffer the pain and hair-loss. The curse hits as a Curse (invisible ranged attack). It lasts 72 hours. In combat, taking a 5 REA medium action to pull hair causes the target to make a WIL roll or fight at –1 for that turn. Often, this can be used to cohere a properly selected person to do things for the witch.

Casting Cost	Type	Endurance	Notes
24	Curse	Normal	None

Shadow Cloak – [1]

The character becomes cloaked in shadows. This acts like a PWR 2 visual cloak with the added effect that the witch will become impossible to identify – witnesses will see shifting features and unnatural patterns of light and dark that obscures the caster's identity.

Casting Cost	Type	Endurance	Notes
6	Continuing	Walking	None

Waking Dreams – [1]

The witch can divine information from visions but it extracts a heavy toll on the caster. By spending 15 minutes and 20\$ worth of material on a ritual, the witch slips into a trance-like state in which she can access information from the ether. At the end of the trance, she possesses the information in question. The spell duplicates the powers of Aruspicy and the witch does not have to pay for each individual form . . . but the information comes at great cost.

- Omen – The trance lasts one hour, the witch takes WIL Endurance, and she must make a successful skill roll or else suffer a Minor Wound.

- Far Seeing – The trance lasts three hours, the witch takes WILx2 Endurance, and she must make a successful skill roll or suffer a Major Wound.
- Knowledge – The trance lasts six hours, the witch takes WILx3 Endurance, and she must make a successful skill roll or suffer a Critical Wound.

Casting Cost	Type	Endurance	Notes
30	Divination	Varies	None

Analgesic – [2]

The witch can brew a potion that greatly reduces pain. Whomever drinks the brew can ignore one level of condition effects (Hurt condition is ignored, Injured is treated as Hurt, and Serious is treated as Injured). The effects last for 6 hours. It requires 2 hours and 25\$ worth of material to make. Although this potion is highly sought after by adventurers, it is especially prized by expectant mothers who wish to alleviate labor pains.

Casting Cost	Type	Endurance	Notes
24	Potion	Normal	None

Candle Magic – [2/1]

The witch may make candles that, when burned, produce certain effects. Each candle (and effect) must be purchased separately, the first costing 2 points and each additional one costing 1. A candle requires 1 hour and 20\$ worth of materials to make. Unless stated otherwise, candles burn for 3 hours. Burning more than one of the same type of candle will not produce cumulative effects. Candles may look as normal or exotic as the witch wishes. Common candles include:

- Health – like Tallow of Health (Earth College); 24 hrs
- Healing – the stricken person gets +2 to his CON roll to heal and his healing rate is doubled; 24 hrs
- Anesthesia – when left on the bedside of a character, pain is lessened (ignore Hurt condition); 12 hrs
- Drowsiness – the candle will cause anyone willing to sleep to fall into deep slumber
- Meditation – the character who lights the candle receives +1 to his effective INT while it burns
- Romance – the witch receives +2 to Entrance whomever she is with in the room where the candle burns
- Scrying – while the candle is burning, the witch can hear whatever is going on within a 10 ft. radius of it

Casting Cost	Type	Endurance	Notes
30	Potion	Normal	None

Cauldron of Gossip – [2]

The witch mixes various unusual substances into a “soup” in an iron cauldron and stirs it. While it burbles, the witch can listen to it and hear the voices of gossips in the community (WIL mile radius). The GM determines what counts as gossip but a Witchcraft Skill roll is made: 0–5: Common Gossip (the kind of thing one could find hanging out around the local well). 6–9: Elite Gossip (the stories the help in the rich peoples houses are telling). 10+ Whispered Secrets: the witch may hear any secret that is told out of confidence. This spell takes gossip from the last 24 hours. The witch will hear a variety of voices and must make perception rolls to pick out specific chains of conversation.

Casting Cost	Type	Endurance	Notes
24	Detection	Running	None

Charm – [2]

The witch can enchant an item that then brings good luck to the bearer. The witch creates a small totem or enchants a piece of jewelry or a prized possession of the character. For every 75\$ invested in the totem or that the jewelry is worth or for every year the character has owned the item, the Charm will modify a random roll in the character’s favor by one once per day up to a maximum of three such modifications (so a totem or jewelry worth 150\$ will modify two rolls by 1 in the character’s favor as would an enchanted personal item owned for two years). Multiple charms will not work. A Bless spell cast upon someone with a charm will grant a total of 4 modifications in the course of the day. Anyone holding the item will receive the benefits of the charm.

Casting Cost	Type	Endurance	Notes
45	Enchant Item	Normal	None

Curse of Mice – [2]

When cast on a kitchen, the kitchen becomes magically infested with mice. Normal extermination techniques will not work and the kitchen will be almost unusable. The curse lasts WIL / 4 days (round up). To cast it, the mage must either touch the primary user of the kitchen, come within sight of the kitchen and

make a sign in the air, or have a small charm with the spell cast on it delivered to, and placed in the kitchen (removing the charm will break the spell).

Casting Cost	Type	Endurance	Notes
24	Curse	None	None

Curse of Spiders – [2]

This nasty spell may be cast on a person either by having a lock of their hair, a drop of their blood (1 DP worth), a piece of clothing, by touch, or by a ranged attack (the target sees the caster make a mark in the air). When the spell activates (0 – 10 hours, caster's choice) the target will become infested with spiders. Any clothes worn will have a 9- chance of generating a spider each 3 minutes. These spiders will never be seen to appear but will crawl out of pockets, folds, etc. Only the simplest of clothes—a small loin cloth—will not be affected. The curse lasts WIL hours.

Casting Cost	Type	Endurance	Notes
24	Curse	None	None

Drought of Animosity – [2]

This spell must be casts on two drinks at once. When they are drunk, each person will suffer a PWR vs. STAT attack (vs. WIL, PWR is equal to caster's WIL+2). This effect will be to make them feel an irrational dislike for each other.

- Minor Effect: Distaste – targets will avoid each other and are at –3 to interact
- Standard Effect: Argumentative – if given sufficient reason (GM's call), the targets will start to argue
- Major Effect: Active Dislike – targets will actively find faults to start an argument; fights may break out
- Critical Effect: Boiling Anger – targets will start fighting using non-lethal means (fisticuffs)
- Catastrophic Effect: Murderous Hatred – targets will actively try to kill each other

The GM must determine the effects of each stage and the two will use the *lower* of the two effects (if one person suffers a Critical effect and the other suffers a Minor effect the effects for both are Minor).

Casting Cost	Type	Endurance	Notes
24	Curse	Normal	None

Drought of Enchantment – [2]

The “Love Potion” most people ask for. The spell is cast over a drink and it is delivered to the target. Whoever the target sees after drinking the spell will “make an Enchant attack with a [WIL+5] PWR” against the drinker. For this to work the drinker must not be suspicious, or otherwise highly alert (if the GM rules the drinker is “cautious” then the PWR may be reduced to [WIL+1]). The drawback is that, if the effect is strong, the person may become manic concerning the target. Casting the spell takes 3 hours of preparation over a sealed bottle of the drink. Selling these is usually quite illegal.

Casting Cost	Type	Endurance	Notes
24	Create Enchanted Drink	Normal	None

Drought of Sleep – [2]

This drink acts as a sleep potion. It is a Sleep PWR vs. STAT attack (WIL) of [WIL+3] PWR. This takes 3 hours to make.

Casting Cost	Type	Endurance	Notes
24	Curse	Normal	None

Draught of Truth – [2]

This spell is cast over an alcoholic drink. When imbibed, the drinker will become “intoxicated” and will be much more likely to tell the truth than normal—and will have only vague memories of having done so when the spell wears off. This is not a “truth serum” and the person may tell the witch all kinds of things other than the secrets the witch wants—but careful prying or the right leading questions can open up most people. The target gets a WIL roll vs. the PWR of the spell (equal to [WIL+1]). This acts as a PWR vs. STAT attack (vs. WIL).

- Minor Effect: Target's guard is weakened; the witch can ask leading questions and the target won't get upset or extremely suspicious if they're phrased okay; he may not answer.
- Standard Effect: Target speaks his mind; this is not going to reveal national secrets but will certainly dredge up some good interpersonal stuff.
- Major Effect: Target is suggestible; the target will reveal “classified” but not “secret” data.
- Critical Effect: The target will reveal secret data to the caster.
- Catastrophic Effect: the target will reveal “top secret” data to the caster.

Casting Cost	Type	Endurance	Notes
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24	Create Enchanted Drink	Normal	None
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Enchanting Voice – [2]

The character's spoken command acts like the Influence ability with PWR equal to the character's WIL+1. There is no roll to hit. If this ever achieves a failure result against the target, the target will be aware the voice is being used against him; however, the witch can still use the voice on the target but at double mana (it is virtually impossible otherwise).

Casting Cost	Type	Endurance	Notes
12	Instant	Normal	PWR is WIL+1

Evil Eye – [2]

A target is hit with an invisible (unless the target can see cast magic) attack. He may feel a cold chill and notice a foul look from the witch. For the remainder of the day, the witch will enjoy +3 Luck while the target suffers –3 Unluck. This can only be cast once per day (it doesn't stack and neither does the unluck).

Casting Cost	Type	Endurance	Notes
18	Curse	Normal	None

Following Charm – [2]

The witch creates a small charm that can be given to a person (it can also be placed on a person without their knowledge by sleight of hand at a –2 roll). When placed, for as long as the spell lasts (the charm can be made at any time—it is activated by paying the mana) the witch will see things as though he was following the person with the charm. The person, for his part, can make perception or WIL rolls to detect a feeling of being followed.

Casting Cost	Type	Endurance	Notes
24	Create Charm	Walking	None

Glitch – [2]

The spell causes the malfunction of a machine. When cast it can be activated any time within a hour of casting. The machine must make an STC roll vs. the caster's WIL +2 (most machines have an STC of 14-). This acts a PWR vs. STAT attack. The Minor Effect: minor functions of the machine will malfunction as though possessed (car radios will switch to ominous songs, gear systems will creak and work at only 80% efficiency, etc.) Standard Effect is more so (machine operates at 50% efficiency—pushing it will break it). Major effect will break the machine. Critical Effect: the machine fails in a diabolical fashion designed to hinder, but not directly kill the owner. Catastrophic Effect: Christine. The machine simply goes bad and will, in its way, lash out at everyone near by. Cars may drive around at night and kill people, computers will call Date and Time in Tibet, send insulting email to Stephen Segal, and alter the character's homework to get him expelled, soft drink machines will dispense New Coke, etc. The effects last about 1 week except for the last two, which are more or less permanent. Throwing Glitch on a Cyborg causes it to make a Major Wound roll (just the roll—no damage is taken).

Casting Cost	Type	Endurance	Notes
24	Curse	Normal	None

Haunt – [2]

A simple defensive spell, Haunt creates "ghost lights" that dance in an area when someone comes close. They are usually meant to scare off intruders (the lights have an eerie presence and an Intimidation of [WIL+1] vs. those not familiar with magic). The spell lasts 1 week. When someone approaches within 4 yards, the lights will vanish. On a roll of a 0 to 3, however, the presence of the magic will call a real haunt of the GM's choice. It will not appear immediately and it may, at the GM's discretion, not bother the witches. It will, however, definitely bother the local community.

Casting Cost	Type	Endurance	Notes
18	Illusion	Normal	None

Hexbreaker – [2]

The witch can dispel a Curse-type spell laid upon someone. The hexbreaking witch rolls her WIL against that of the mage who originally cast the curse using the following modifiers:

- +/- 1 for each point of difference in skill
- +/- 3 for each level of difference (a Level 3 witch's curse is harder to break than a Level 2 witch's and vice versa)
- -2 to break 4 point Curse-type spells
- +1 for each hour or 50\$ the witch spends on ritual up to a maximum of +3

Minor Effect: Curse lifted for one hour. Standard Effect: Curse lifted for one day. Major Effect: Curse broken. Critical Effect: Curse broken and cursing mage must make a WIL roll or suffer the effects of the curse. Catastrophic Effect: Curse broken and the cursing mage must make a WIL roll at -3 or else suffer a Minor Wound and the effects of the curse.

Casting Cost	Type	Endurance	Notes
30	Blessing	Walking	None

Hold Fast– [2]

The target appears to be standing calmly, but is actually held by the invisible spell. While a “curse” in that the casting is invisible, observers will see the caster seem to “throw” the spell. The spell is a tangle attack. The spell has 2pts of armor, 12 DP, and an Offensive Grapple of 7. Characters in the grab will be at -4 damage modifiers to break the spell. Advanced Note: purists can give the bonds an STC roll of 15-.

Casting Cost	Type	Endurance	Notes
16	Ranged Attack	Normal	Tangle attack

Hold Tongue – [2]

This spell *forces* the target to keep a secret about some subject. It acts as a PWR vs. STAT attack and the subject must be chosen and told to the subject when the spell is cast. When the target tries to tell others, he will find that he can’t speak it, write it, or otherwise convey it. If directly questioned, he will simply remain mute on all questions concerning it. Minor Effect: lasts for 1 hour. Standard Effect: Lasts for 1 day. Major Effect: Lasts for 1 month. Critical Effect: Lasts for 1 year. Catastrophic Effect: Lasts forever.

Casting Cost	Type	Endurance	Notes
24	Curse	Normal	None

Jinx – [2]

Similar to Glitch, but for people.

Casting Cost	Type	Endurance	Notes
24	Curse	Normal	None

Lash – [2]

One of the terrorize spells, Lash creates an “allergic reaction” in the cursed target that causes welts to appear in a stripe as though the target was “lashed.” Each “lashing” does 2 IMP damage and gives the target a WIL roll (cumulative +1) vs. the caster’s spell roll to break the curse. When a target is hit (as a ranged attack), for the next 72 hours, the witch can lash as a 5 REA Medium action. Lashing requires no to-hit roll.

Casting Cost	Type	Endurance	Notes
24	Curse	Normal	None

Listening Mark – [2]

The witch draws the mark on the wall in a black, naturally made paint (takes \$2 and 1 hour to make). This weird mark may almost seem to be some natural splatter of paint or a natural smear (it also smells funky). The mark acts like an ear for the mage when the mage concentrates and the spell is running. When the mark is drawn, it may be activated by paying the mana at any time within 24 hours.

Casting Cost	Type	Endurance	Notes
24	Create Mark	Walking	None

Murder of Crows – [2]

One of the many witchcraft “revenge” curses, Murder of Crows is rarely fatal but can be extremely frightening. When cast, (like other curses, it’s invisible), the target will experience nothing unusual from the spell for up to an hour (delay determined by caster). When the hour is up, though, all common birds that see the target will want to *kill* him. The average bird attacks once every 1-3 seconds and hits on a 13- for 1 to 2 points of Penetrating damage. In a normal city or town, approximately 20 birds can be expected to show up. This curse lasts for an hour and will at least result in the bird-plagued person being driven in doors.

Casting Cost	Type	Endurance	Notes
22	Curse	Normal	None

Nightmare Curse – [2]

A witch can channel his/her negative energy to another. This has the effect of giving the target nightmares while improving the quality of the witch’s calm. It hits as an undetectable ranged attack (again, the target gets a perception roll to notice an unpleasant feeling from the witch—but nothing obvious). For a day where

this is done, the target makes WIL rolls at –2 and suffers horrible nightmares. The witch gets an effective +1 WIL for purposes of casting spells and making WIL rolls (this does not get the witch more mana).

Casting Cost	Type	Endurance	Notes
22	Curse	Normal	None

Prevent Birth – [2]

Cast in any of the normal ways a curse can be, the spell can be used to deny a person an offspring or, more commonly, as simple birth control (although going to a witch for this is considered very risky). It must be cast on a woman once per month and lasts the entire month. When cast, if the target is “resistant” (unaware) she gets a CON or WIL roll vs. the caster’s roll. If the caster wins a roll by 10, the woman is permanently barren until the curse is lifted. This curse may also be cast against men, however, the casting cost

Casting Cost	Type	Endurance	Notes
24	Curse	None	None

Sneak – [2]

Witches must meet often and secretly. The Sneak spell is used by them—but is also coveted by thieves and assassins. While it does not provide Stealth (you have to have that yourself) it does provide a preternatural sense of someone watching you—or being nearby where they can see you. While Sneak is running, the mage will know if someone is watching her. She will also get a WIL “perception” roll to know if someone is “nearby” and “about to see her.” If a character is about to step around a corner and Sneak is running, the mage will know.

Casting Cost	Type	Endurance	Notes
24	Detection	Walking	None

Steal Harvest – [2]

When cast on a plot of farmland (up to WIL acres) it will multiply the production of that land by as much as 30% (the exact number is determined by the GM). The price, however, is that 2x that number of acres of neighboring farmland has its harvest decreased by that amount. Detect Unseemly Aura will detect this meddling, but detect magic will not. This spell can be cast multiple times—if the land is adjacent, it will not be degraded (so large farms can be covered by multiple castings). To do this, all the castings must be done in a single day.

Casting Cost	Type	Endurance	Notes
22	Curse	Normal	None

Steal Unborn Child – [2]

One of those spells that ruins everything for everyone. The rationale for this is that being an active witch takes a lot of resources (sacrificial animals). Most witches are people of little means (EDB’s can usually only offer training and some weird advice—not very useful to the rich). This spell is used to steal unborn calves from neighbors cows to the witches cow to insure new calf when needed. This can also be used, even more despicably, to steal a human child. To work, the witch must get a lock of hair, 1 DP worth of blood, or some other substantial piece of the person to be targeted (often a cow’s ear is taken). Then the spell is cast on the recipient. It takes 5 hours to cast and the target will suffer extreme distress. The range of the “teleportation” is WIL miles. This spell has a flaw: the mother will know her own child on sight. It’s up to the GM to determine if her word is admissible in court.

Casting Cost	Type	Endurance	Notes
30	Curse	Normal	None

Strike Mute – [2]

Good for sentry removal (and a number of other clandestine uses . . . also in court) the spell makes a target voiceless for a time. It is a PWR vs. STAT attack (PWR 14 vs. WIL). Minor Effect: the target is silent for 2 seconds. Standard Effect: the target is silent for 30 seconds. Major Effect: the target is silent for 3 hours. Critical Effect: the target is silent for 3 days. Catastrophic Effect: the target is silent forever (until the curse is removed . . . also, make a WIL roll once per week at a cumulative –2 to recover voice).

Casting Cost	Type	Endurance	Notes
24	Ranged Attack	Normal	PWR 14

Witchbolt – [2]

One of the Witchcraft’s few offensive spells, Witchbolt, is fairly rare. This spell fires a black-green blast that hits as a ranged attack and ignores armor. It does 11 points of damage.

Casting Cost	Type	Endurance	Notes
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30	Ranged Attack	Normal	None
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Witch's Candles – [2]

Witch's Candles are handcrafted deformed candles made of human fat (usually requires robbing a morgue!). Each candle costs about \$5 in materials . . . plus the fat (charge for that!). When burnt, the candle "gives off" 5 mana to aid in the casting of a spell. Only one candle can be used per spell. Making a candle takes 4 hours (they can sell to other mages for \$25 to \$100 . . . more if the sale of fat is illegal!)

Casting Cost	Type	Endurance	Notes
24	Create candle	Normal	None

Witch's Door – [2]

This spell is cast when a door is constructed (or on one that has been out of use for 72 hours). It makes the door seem to vanish. Only people who know the door is there, see it open, or cast this spell (it can be used to detect these doors). The primary use of this is to protect meeting areas (a room can be sealed off with this). If a person inspects the wall, they get a perception roll at -3 to detect the door (and then they'll wonder how they ever missed it). The nature of this spell is tricky. If a person is in the company of one who sees the door, he will tend to see it too (Perception roll just to notice it—automatic if it is pointed out).

Casting Cost	Type	Endurance	Notes
24	Create "Invisible" door	Normal	None

Youthful Appearance – [2]

A popular lotion among commoners and nobility, this balm, when applied on the skin, will give the appearance that the user is 5 or 10 years younger. The salve requires either 85\$ and 4 hours of work (5 years) or 175\$ and 8 hours of work (10 years) and the fat of a baby animal (traditionally calf or lamb). The effects last 24 hours. Multiple application will not work. The de-aging is only skin deep; although the skin, hair, and nails will youthen, the body is still its actual age.

Casting Cost	Type	Endurance	Notes
30	Potion	Normal	None

Eternal Youth – [4]

An incredibly rare spell that nevertheless has truly ruined it for witches everywhere. Using this spell once a year means that its recipient will never age. The witch mixes 200\$ worth of material into a potion. The potion is then mixed with the fat of a child no more than one year old and one day dead (which is then applied to the skin) or poured into a tub filled with the warm blood of a young maiden (which the recipient then bathes in). Either application takes one hour of time. The mana is spent in preparing the potion. Although many unethical witches use this spell for their own benefit, even more unscrupulous rulers coerce witches to use it for theirs.

Casting Cost	Type	Endurance	Notes
40	Potion	Normal	None

Eye for an Eye – [4]

Eye for an Eye is a vengeance spell that can be cast within 1 week after a witch has suffered a wound at someone's hand. The Eye for an Eye spell takes three hours to cast and the victim will get three WIL rolls at a successive +1 to feel something bad coming. At the end of the time, the spell is cast and the target suffers the same wound (damage and damage type) he dealt the witch. For +15 mana and a personal artifact of the target, the witch can exact vengeance for someone else's wound. For this to work, the wounded person must be with the witch for the entire casting of the spell.

Casting Cost	Type	Endurance	Notes
35	Curse	Normal	None

Slave – [4]

A powerful curse, Slave allows a witch to turn a person into a mindless servant. The spell requires three drops of the victim's blood, 50 mana 150\$ worth of material, and a night's work. A skill roll is made at -5 and if failed, the witch takes a Serious Wound and the spell fails completely. If successful, the witch creates a handful of powder that resembles common dust that when it contacts the intended victim's skin, causes him to fall sick within 24 hours. After three days, the victim falls into a coma that will be mistaken for death unless a Medical Skill roll is made at -6 (-3 at Level 3). A Witchcraft roll at -3 can also detect life (and thus the use of this curse). The coma can last up to a year and the victim requires no food or water and the barest minimum of air. Any time during the coma, the witch can touch the victim and, by spending 30 mana, takes him under her control (Control Power at automatic Catastrophic Effect at WIL Power). The witch need

only spend an extra 30 mana per month to keep the slave in such condition (otherwise, the effective Effect drops by one per month). The witch traditionally waits until the victim is buried and then digs him up before enslaving him. The witch can also use Sympathy to affect her intended victim and to enslave and control him. This curse can only be broken by the Hexbreaker spell or by another witch with Slave to cast a counterspell (50 mana, 150\$ worth of material).

Casting Cost	Type	Endurance	Notes
50 / 30	Curse	Normal	None

Sympathy– [4]

Using this spell, the witch can affect a target using an effigy. The witch fashions a doll using 30\$ worth of material. She then must acquire from the target a drop of blood, a lock of hair or nail clipping, and a personal possession (owned for at least 6 months). She must then perform a ritual that lasts all night that uses 150\$ worth of material and 50 mana after which a skill roll is made at –5. If failed, the witch takes a Major Wound and the spell totally fails. If successful, then the witch can use the effigy to cast any Witchcraft spell that can affect a person (Potion, Curse, etc.) at WILx3 miles range at the person represented by the doll. These spells cost their normal mana +10, drain 5 Endurance from the witch, and requires all the attendant times and material costs associated with the spell. The doll need not be re-enchanted – the witch can cast as many spells through the doll as she is willing and able. If the doll is destroyed, the represented character receives a Minor Wound and takes damage in the manner in which the figurine is destroyed (i.e.: if thrown into a fire, the character will be burned). If the character himself reacquires his possession, or if Bless is cast upon the doll, the spell is broken. Otherwise, it requires Hexbreaker or another witch with Sympathy to cast a counterspell (50 mana, 150\$ in material) to break the hex.

Casting Cost	Type	Endurance	Notes
50 / 10+	Enchant Item	Normal	None

Rejuvenate – [8]

A spell that only a handful of practitioners know, this spell actually restores youth to the witch. The spell requires the fat and blood of a baby animal (usually a lamb or calf). That, along with 250\$ worth of material is brewed together into a potion which is then drunk. The effects are immediate. The brew subtracts 5 years of age plus an additional 1 for every point of mana spent in addition to the initial 40. The same brew can work on someone else besides the witch but the age removed is halved. A person can only benefit from one Rejuvenate per year. As an added bonus, if the witch also knows Eternal Youth, instead of baby fat or maidens' blood, she can use either the fat of a baby animal or the blood of an adolescent beast. These substitute ingredients will only work for the witch herself however.

Casting Cost	Type	Endurance	Notes
40+	Potion	Normal	None

Spirit

Description: This branch of magecraft is dedicated to the study and practice of beneficent magic and teaches powers of healing and defense. This magic involves the channeling of greater forces of the spirit rather than the simple manipulation of energy. As such, there is a price to pay for using it: The character must buy a psychological defect that reflects his beliefs. For instance, if a character serves the forces of good, he might take a vow of pacifism only to fight in the service of "good." If the character serves the forces of darkness, however, then some form of fanaticism or other GM determined "sense of purpose" exists for the character. A Level 1 Spirit mage needn't buy the defect but must buy one upon reaching Level 2.

Level 1: Mage of Light. The character understands the basic mysteries of the School of Spirit. For every two points of skill above 10 the character has, he gains an extra point of endurance.

Level 2: Defender. The character begins to learn the deeper intricacies of the Web of Life. The mage can automatically detect life within one foot of his person with a skill roll at -3 (no negative at Level 3).

Level 3: Healer. The character knows the basic secrets of life and spirit. For every point of skill above 10 that the mage has, he gains an extra point of endurance. He also receives one free DP for every three full points he has in skill above 10.

Level 4: Theurgist.

Armor of Light – [Signature Spell: 4]

When a Spirit mage casts this spell, a suit of radiant, weightless armor composed of light covers his body. The armor provides 7/21 protection and adds +3 to the mage's roll to resist PWR vs. STAT attacks. All attempts to strike the mage are at -1 to hit. The armor sheds light in a 10-yard radius. Undead who see a mage wearing the Armor of Light must roll against their WIL as per Undead's Terror (PWR is the mage's WIL+1). Any Healing-type spell cast while the mage is wearing the armor heals an additional 5 points of damage. Attempts to Recruit or Intimidate are at +3. It is a 5 REA Short action to activate this spell. This spell costs no endurance, however, the mage must spend 3 REA each turn after the first on a Short action to maintain the armor or else it will fade away at the end of the following turn.

Casting Cost	Type	Endurance	Notes
20	Armor	None	None

Bless – [1]

When this spell is cast upon someone, Fortune smiles upon him. Three rolls that day will be modified by 1 in the Blessed character's favor (random rolls, GM's discretion). A character may have only one Bless on him at a time.

Casting Cost	Type	Endurance	Notes
15	Blessing	Normal	None

Eyes of Light – [1]

With this spell, the mage needs no light whatsoever to see in the dark. While this spell is running, the caster's eyes glow with an inner light that gives him +1 to his visual perception rolls. The mage can only see in black and white however.

Casting Cost	Type	Endurance	Notes
4	Continuing	Walking	None

Lend Strength – [1]

With this spell, the mage can transfer his endurance to another character. The mage must touch the character to do this. The mana cost is 1 mana for each point of endurance so transferred.

Casting Cost	Type	Endurance	Notes
Varies	Rejuvenation	Varies	None

Quieting Touch – [1]

With a touch, the caster can cause someone to fall asleep. It is a Sleep PWR vs. STAT attack (vs. opponent's WIL). The PWR of the attack is equal to the caster's WIL. This spell has been the godsend of mothers with rowdy children everywhere.

Casting Cost	Type	Endurance	Notes
10	HTH	Normal	None

Shepherd's Voice – [1]

The character's spoken command acts like the Influence ability with Power equal to the character's WIL. There is no roll to hit. If this ever achieves a failure result against the target, the target will be aware the voice is being used against him (making immediate re-use virtually impossible).

Casting Cost	Type	Endurance	Notes
12	Instant	Normal	PWR is WIL

Shining Armor – [1]

When a Spirit mage casts this spell, a suit of shining, weightless armor composed of light covers his body. The armor provides either 2/4 or +1/+1 protection (whichever is better). The armor sheds light in a 3-yard radius. It is a 5 REA Short action to activate this spell.

Casting Cost	Type	Endurance	Notes
5	Armor	Normal	None

Take Disease – [1]

With this spell, the mage can cure diseases by taking them into himself. Any such taken disease, no matter what the disease, will become non-communicable. The mage makes a roll using his WIL+2 vs. the PWR of the disease. Minor Success: The mage takes the disease is at +2 to CON rolls to fight it off. Standard Effect: The mage takes the disease and is at +4 CON to fight it off. Major Effect: The mage takes the disease and is at +8 CON to fight it off. Critical Effect: The mage takes the disease and immediately burns it out. Catastrophic Effect: The mage not only takes the disease and instantly burns it out, he is forever immune to that particular disease. This spell can only be used once per person per day. The mage must touch the character for this spell to work.

Casting Cost	Type	Endurance	Notes
5	Healing	Normal	None

Take Pain– [1]

With this spell, the mage can take away the small injuries of others and make them his. The mage can heal up to [the mage's Minor Wound score –1] in damage. The mage then takes this damage himself as Impact Damage (even if the original wound was Penetrating). This spell can only be used once per person per day. The mage must touch the character for this spell to work.

Casting Cost	Type	Endurance	Notes
3	Healing	Normal	None

Undead's Bane – [1]

The caster radiates life energy, causing all undead in the area to roll [mage's WIL+2] vs. their WIL or suffer the appropriate Intimidation effects. If a particular undead has no listed WIL, use this general guideline:

- mindless undead (skeletons and zombies): 6-8 WIL
- semi-aware undead (some zombies, lesser ghosts): 8-10 WIL
- sentient undead (lesser vampires, mummies): 10-12 WIL
- powerful undead (greater vampires, liches, undead warriors): 13-15 WIL

This guideline may be used with other spells that attack the WIL of the undead.

Casting Cost	Type	Endurance	Notes
5	Ranged Attack	Normal	None

Bands of Light – [2]

A target hit by the spell is wrapped in glowing bands of light. The bands have 3pts of armor, 15 DP, and an Offensive Grapple of 9. Characters in the grab will be at –4 damage modifiers to break the bonds. Advanced Note: purists can give the bonds an STC roll of 15-.

Casting Cost	Type	Endurance	Notes
15	Ranged Attack	Normal	Tangle attack

Blinding Light – [2]

The mage can blind his opponent with a burst of power. It works like a Flash PWR vs. STAT attack (vs. the opponent's WIL). The PWR of the attack is equal to the caster's WIL. This attack can affect the undead.

Casting Cost	Type	Endurance	Notes
20	Ranged Attack	Normal	None

Brilliant Armor – [2]

When a Spirit mage casts this spell, a suit of brilliant, weightless armor composed of light covers his body. The armor provides either 4/8 or +1/+1 protection (whichever is better). The armor sheds light in a 5-yard radius. It is a 5 REA Short action to activate this spell.

Casting Cost	Type	Endurance	Notes
15	Armor	Normal	None

Cure Disease – [2]

With this spell, the mage can cure diseases. The mage makes a roll using his WIL vs. the PWR of the disease. Minor Success: The victim is at +4 to CON rolls to fight it off. Standard Effect: The victim is at +8 CON to fight it off. Major Effect: The victim is cured. Critical Effect: The victim is cured and is at +2 to resist that particular disease from then on. Catastrophic Effect: The victim is cured and is forever immune to that particular disease. This spell can only be used once per person per day. The mage must touch the character for this spell to work. The endurance cost is equal to the PWR of the disease cured.

Casting Cost	Type	Endurance	Notes
15	Healing	PWR of Disease	None

Fist of Power – [2]

The mage can hit with a surprisingly powerful unarmed strike. The mage spends 7 mana to start the spell and 5 mana to keep it going round to round. When cast, the mage gets +1 to his base punch damage; however, may spend +2 mana to add an additional +1 to his base punch damage (thus a mage who spends an additional +6 mana gets a total of +4 to his base punch damage). While the spell is running, the character's hand glows with a soft light that explodes into a bright flash when it connects. Any undead hit by a Fist of Power takes the damage as if it were Penetrating.

Casting Cost	Type	Endurance	Notes
7 then 5+ per turn	HTH	Running	None

Hexbreaker – [2]

The mage can dispel a Curse-type spell laid upon someone. The hexbreaking mage rolls his WIL against that of the mage who originally cast the curse using the following modifiers:

- +/- 1 for each point of difference in skill
- +/- 3 for each level of difference (a Level 3 mage's curse is harder to break than a Level 2 mage's and vice versa)
- -2 to break 4 point Curse-type spells
- +1 for each hour or 50\$ the mage spends on ritual up to a maximum of +3

Minor Effect: Curse lifted for one hour. Standard Effect: Curse lifted for one day. Major Effect: Curse broken. Critical Effect: Curse broken and cursing mage must make a WIL roll or suffer the effects of the curse. Catastrophic Effect: Curse broken and the cursing mage must make a WIL roll at -3 or else suffer a Minor Wound and the effects of the curse.

Casting Cost	Type	Endurance	Notes
30	Blessing	Walking	None

Minor Heal – [2]

The mage can heal up to a person's Minor Wound score in damage once per person per day. Endurance cost is 1 for every two points of damage healed. The mage must touch the person in question.

Casting Cost	Type	Endurance	Notes
10	Healing	Varies	None

Penitent Stare – [2]

The mage's intense gaze can stop attackers dead in their tracks. It is a Paralysis PWR vs. STAT attack (vs. the opponent's WIL). The PWR of the attack is equal to the caster's WIL.

Casting Cost	Type	Endurance	Notes
20	Ranged Attack	Normal	None

Plague Immunity – [2]

The mage casts this spell and helps people become more resilient to illness. By spending 30 mana he can grant a person +2 to his CON rolls vs. disease. By spending 40 mana, the bonus is +4 to CON rolls. By spending 50 mana, the bonus is +8 to CON. Plague Immunity lasts one month. The spell can only be cast

once per day per person. It must be cast on a healthy, disease-free individual. The caster must touch the target for this spell to work.

Casting Cost	Type	Endurance	Notes
30 / 40 / 50	Prevention	Normal	None

Read Aura – [2]

The mage can read the aura of an individual and determine what kind of person he is. The spell acts like a Deep Scan at WIL PWR. A skill roll at –3 vs. the opponent's WIL is made to see if the target realizes he has been read (no negative at Level 3).

Casting Cost	Type	Endurance	Notes
20	Divination	Normal	None

Take Hurt – [2]

With this spell, the mage can take away the injuries of others and make them his. The mage can heal up to **[the mage's Major Wound score –1]** in damage. The mage then takes this damage himself as Impact Damage (even if the original wound was Penetrating). This spell can only be used once per person per day. The mage must touch the character for this spell to work.

Casting Cost	Type	Endurance	Notes
5	Healing	Normal	None

Undead's Terror – [2]

The caster radiates life energy, causing an undead opponent to roll **[mage's WIL+1]** vs. their WIL or suffer the following effects:

- Minor Effect: Undead is at –2 to initiative against the character until it makes a WIL roll (made at the beginning of each turn).
- Standard Effect: Undead opponent is –2 initiative and at –4 to hit the mage until it makes a WIL roll by 4 (roll made at the beginning of each turn).
- Major Effect: The undead creature must make a WIL roll each turn or run away from the character as fast as possible. If forced to fight, it is at –4 initiative and –4 to hit the mage. At the beginning of each turn, the creature must make a WIL roll. If it is made by 4, it throws off the effects; if made by 1-3, it can choose not to flee but still suffers the combat negatives. The undead opponent will be frozen in panic for its next turn after the attack hits.
- Critical Effect: Unless it makes a WIL roll by 4, the undead opponent will cringe in panic (treat as unconscious, WIL rolls to recover). If it recovers, treat as a Major Effect, except that rolls to throw off the effect can only be made once every 30 seconds. Regardless, the undead creature will be frozen in terror for its next two turns after the attack hits.
- Catastrophic Effect: The undead creature must make a WIL roll or be destroyed. Otherwise, treat as Critical Effect.

The mage may affect more than one undead creature with this attack but each additional opponent affected costs an additional 5 mana and the PWR of the attack drops by one (a mage using this power against 3 undead spends a total of 25 mana and the PWR of the attack against each drops by 2).

Casting Cost	Type	Endurance	Notes
15	Ranged Attack	Normal	None

Vaticination – [2]

Prophecy spell. Details to follow.

Casting Cost	Type	Endurance	Notes
20	Healing	Varies	None

Heal – [4]

The mage can heal up to a person's Major Wound score in damage once per person per day. Endurance cost is 1 for every two points of damage healed. The mage must touch the person in question.

Casting Cost	Type	Endurance	Notes
20	Healing	Varies	None

Major Heal – [4]

To learn this spell, the mage must already know Heal. The mage can heal up to a person's Critical Wound score in damage once per person per day. Endurance cost is 1 for every two points of damage healed. The mage must touch the person in question.

Casting Cost	Type	Endurance	Notes
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40	Healing	Varies	None
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Save From Death's Door – [4]

This powerful spell can prevent the spirit of someone who has just died from leaving, thereby granting time to save him. When this spell is cast on a character who has suffered a "Dying" or "Dead" result, the mage shrouds him in a cocoon of light that prevents the character from actually dying. The mage then has 24 hours to heal or otherwise save the character. The caster must touch the dying character within 5 turns of the mortal wound being struck; if not, the mana cost increases by a cumulative +2 per turn and the mage must expend double the extra mana in endurance to bring the dying character back from the other side (so a caster who wanted to save someone 6 turns dead would have to spend +2 mana and 4 endurance, and the mage who wanted to save someone 10 turns dead would pay +10 mana and 20 endurance).

Casting Cost	Type	Endurance	Notes
30	Prevention	Normal	None

Shield of Light – [4]

This spell works just like Spell Shield, however, even if the block fails, the character takes –3 DM.

Casting Cost	Type	Endurance	Notes
3 / 6 / 10	Blocking	Normal	None

Soothesay – [4]

Truth detection spell. Details to follow.

Casting Cost	Type	Endurance	Notes
5	Healing	Normal	None

Take Wound – [4]

With this spell, the mage can take away the grievous injuries of others and make them his. The mage can heal up to **[the mage's Critical Wound score –1]** in damage. The mage then takes this damage himself as Impact Damage (even if the original wound was Penetrating). This spell can only be used once per person per day. The mage must touch the character for this spell to work.

Casting Cost	Type	Endurance	Notes
10	Healing	Normal	None

The Giver of Sleep (For Those Who Cannot) - [8]

This spell destroys undead. It acts like a **[WIL]** PWR Death Ray vs. STAT attack (vs. WIL) against the undead with the following effects:

- Minor Effect: The undead target is Dazed for 2 turns and then makes a WIL roll. If it is failed, the creature deactivates (treat as unconsciousness, WIL rolls to recover).
- Standard Effect: Undead target is deactivated as above. If a WIL roll is failed by 3 or more, the creature takes Internal Damage (or makes STC rolls at a successive –1 to the roll every 10 seconds).
- Major Effect: Creature must make a WIL roll or take a Dying result (or makes STC rolls at a successive –1 to the roll every second). Otherwise, treat as a Standard Effect.
- Critical Effect: Undead opponent must make a WIL roll or be slain. Otherwise, treat as Major Effect.
- Catastrophic Effect: Any undead who suffers this effect will be slain outright.

The mage may affect more than one undead creature with this attack but each additional opponent affected costs an additional 5 mana and the PWR of the attack drops by one (thus, a Spirit mage using this power against 3 undead creatures spends a total of 40 mana and the PWR of the attack against each drops by 2). Any undead slain with this can no longer be reanimated as undead . . . they have achieved their final rest.

Casting Cost	Type	Endurance	Notes
30	Ranged Attack	Normal	None

Alchemy

Description: The caster can bind elemental magicks to create magical items. The skill of Enchantment is not detailed here, but Alchemy is similar. An alchemist must usually have a lab or at least some special chemicals and gear to work with. Many of the spells require Potions of Essence. A mage can know Alchemy without knowing other Elemental Colleges—but he will have to purchase Potions of Essence from other alchemists. There are 4 different types of Essence potions (Earth, Air, Fire, and Water). For a mage to know how to make them all (a complete Alchemist) he must have all four skills at Level 2 on a 15-. An Essence Potion costs \$50.

Level 1: Create Potions of Essence. The alchemist can create an Essence potion used in all other alchemical work (Essence of Air, Essence of Water, etc.). These magical chemicals are then used to perform other alchemical spells. An Alchemist can only prepare potions of Essence for those elements he has a Level 2 skill in at 15-. If the alchemist does not have that skill to create a potion of essence he needs for a spell, he must buy the potion to complete the spell.

Level 2: Alchemical Analysis. Alchemy assumes that all objects are formed of combinations of fire, earth, air, and water. Alchemical study can determine the ratios of an object and then alchemical predictions can be made concerning that object. For instance, an explosive might be determined to have an extremely high Fire Element and some unusual mix of Air. A toxin might have a slight amount of earth and an unhealthy amount of water. The GM can be more specific.

Level 3: Secrets of Alchemy. More advanced alchemy uses planetary bodies and the specific characters of each (actual) element in the periodic table. A character with this skill can determine things like the exact nature of a material (or even something about the nature of a person or animal given its blood).

NOTE: Alchemical items are very expensive. Possibly too expensive. The intent behind high pricing is to make sure that cheap alchemical science doesn't change the world. Alchemists in employ of nobles will make most of the alchemical items in a "standard world". Thus, they will charge the minimum cost and get only room and board. For the 100% mark up necessary to make real profits, the alchemist will have to land an enviable practice. The GM is invited to play with these prices to see how they change the world (a game where everyone carries six-shooters of Fire Ball wands isn't typical fantasy but will happen if they're too cheap).

NOTE: Some spells require a lab (almost any spell will require some work area). Labs come in three sizes: small—a handbag full of stuff, medium, a large room with some gear (\$3000), and large (a multi-room tower) costing \$15,000 plus the tower cost.

Lead to Gold – [Signature Spell: 2,4,8]

The alchemist knows the secret of turning base metals to precious ones (not necessarily lead to gold—it could be tin to copper or something similar). Disappointingly, this is not the road to riches. Rather, it is an honest day's work for an honest day's pay—the catch being that one need not have an employer. Performing the magic takes all day (6 hours of work) and pays, weekly, the equivalent of a comfortable wage. For 4 points, the mage gets 4 points of wealth if he works at the job, for 8 points, the spell gets 8 points of wealth. There is a chance of the jackpot, though, each week the alchemist works, he makes a skill roll at -3 (-0 at Level 3, +3 at level 4). If this roll is made by 10 or the mage rolls a 0 or 1, he gets half his yearly fee in that week. If he misses the roll by 5, the lab explodes (random dice roll for base damage of the explosion plus the amount the mage missed it by). This requires a medium lab. A large lab adds +2 to the roll.

Casting Cost	Type	Endurance	Notes
22	Transmute	Normal	None

Compass – [1]

The caster takes a small glass vial and mixes 1 Earth and 1 Water essence potion. The vial, when shaken vigorously, becomes a compass (pointing north). For an extra \$200 and +1 potion of earth, it can point to the place it was made or to some other nearby landmark (some dust from the landmark in question must be obtained).

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Cloud of Smoke – [1]

The mage can create a fine gray powder, made of ashes. In small quantities it may be used to produce small fireworks (puffs of smoke from the hands, etc.) In larger quantities it may produce smoke bombs. A typical smoke bomb takes 4 charges and, when detonated by a hard rap, produces a 1/2 yard radius of –4 perception smoke and 1 yard radius beyond that of –2 perception smoke. This is accompanied by a loud bang. Producing each dose requires a small lab and \$20. It takes 20 minutes.

Casting Cost	Type	Endurance	Notes
15	Transmute	Normal	None

Oil of Binding – [1]

An essence of Earth and \$20 worth of materials creates a strong, clear, fast binding glue. It is viscous and hard to spread. It dries quickly. If someone manages to step in a puddle of it (hard to arrange since it doesn't flow well and it dries quite fast) will be held by a 9 Grapple hold and after three seconds, will be held fast (2 armor, 6 DP). Think of it like super glue. The Oil of Binding is not suitable for building houses, binding ships or other such things, but it can be very handy for minor repairs.

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Oil of Cleanliness – [1]

An oil costing \$25 and one Air Essence (total cost \$75) is made. When a single item of clothes (or several small items such as socks, gloves, etc.) is treated, they will shed dirt and grime and remain fragrant and clean for 24 hours.

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Oil of Illuminating – [1]

Requiring two air essences and \$200 worth gear (including lamp oil) Oil of Light will, when poured into a normal lamp, and the wick lit, produce constant, steady, heat free (the fire goes out quickly) light for 1 week. This light is quite bright and pleasant. The substance is totally safe (useful in libraries).

Casting Cost	Type	Endurance	Notes
22	Enchant	4pts	None

Potion of Mana – [1]

If the alchemist gets his hands on the internal organs of a mystical beast, he can create a Potion of Mana. When drunk, the potion will give the caster 5 Long Term mana. A caster may draw from only one potion at once (drinking two potions will give the caster two “pockets” of Long-Term points, but he can't use both to cast a given spell. This requires a medium lab and \$100 for each potion, in addition to the rare organs. How many doses a given animal gives is up to the GM (usually 1 to 3).

Casting Cost	Type	Endurance	Notes
16	Create Potion	Normal	None

Potion of Replenishing Power – [1]

The mage creates a potion, requiring a Medium lab, \$5000 worth of ingredients, and organs from a mystical beast (GM determines what organs and what beast—but they shouldn't be extremely rare). When drunk, it will instantly restore a mage to full mana points. Creating the potion takes 8 hours.

Casting Cost	Type	Endurance	Notes
30	Create Potion	Normal	None

Shock Wand – [1]

The caster takes a length of carved wood and performs alchemy with it. When finished, for each \$100 that is put into the ceremony, plus two Air and 1 Earth essence, there is one shock charge. When used in HTH combat (knife or club skill . . . or just an AGI roll to hit) the shock wand delivers a 4 damage electrical shock.

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Antidote – [2]

The alchemist can prepare an antidote to most poisons. Creating a dose of antidote costs \$50 in materials and requires a small lab. When taken (drunk) the character gets +2 to CON rolls against the toxin and gets another CON roll against it immediately, which can produce, at worst, the former result (i.e. taking the antidote can't make it worse).

Casting Cost	Type	Endurance	Notes
16	Enchant	Normal	None

Elixir of Strength– [2]

The mage mixes 1 Essence of Earth and 2 Essence of Water with \$300 worth of other materials. When drunk, it adds +2 to the drinker's STR and +8 to their Endurance. The effects last 1 hour. During this time the person will feel giddy and high-strung (as in caffeine freak). There is a strong addictive effect to this: each time it is done, make a WIL roll at +2 if missed, the drinker will crave more. The craving lasts 24 hours and the person is at –2 to all rolls to think (and irritable). If the WIL roll is failed by 5+ or an 18 or above is rolled, the addiction lasts much longer (GM determines effects). Lesser drugs will help satisfy the cravings but the effects should be quite detrimental.

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Fire Bolt Wand – [2]

The mage takes a wand and use \$200 per charge, +1 Fire, +1 Earth. Each charge is a Fire Bolt (12 damage explosive). Using the wand is a ranged weapon skill similar to Firearms but a COR roll, with 3+ REA of aim will land the bolts on target.

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Golem – [2,4,8]

The mage can create a magically animated statue by imbuing it with an elemental force. Creating the golem costs \$200 for a small one (a novelty), \$2000 for a medium one (a guardian), and \$40000 for a large one. Huge Golems, called “siege golems” may be created having thousands and thousands of DP—but their scope is beyond definition in this spell (nations might afford one or two). Golems take orders from those who a) know their names (written in encoded alchemical code somewhere on the golem) and b) have a token of control (a coin, stick, or other such device marked when the golem is made). This control has no range limitations, although the Golem is *stupid* and may act on unclear orders in a chaotic manner.

Small Golem

The Small Golem is about the size of a toy-soldier. It doesn't really do damage, but for each additional \$100 put into it, it might have some mechanical specialty (sing like a music box, play a fairly poor game of chess, do an artistic dance, etc.) Requires Medium Lab

Medium Golem

STR 14 BLD 20 (SIZ is 8) DP 48/ 12 STC REF 12 INT –
Runs at 12 yards/second
Bite 13- for 6 Penetrating damage, 10/8 Grapple score
Claws: 14- for 4 Penetrating damage
Armor 4 points; takes no Penetrating damage
Requires Medium lab

Large Golem

STR 34 BLD 120 STA 15 / DP 150 REF 10 INT --
Strike: 48 points of damage, 11- to hit
Armor 6 points of armor
Requires Large Lab

Casting Cost	Type	Endurance	Notes
22	Create Golem	Normal	None

Healing Potion – [2]

The mage uses 4 Essence of Water and \$100 points of materials to make a potion that, when drunk, will restore 4 DP in the target. For each additional \$100, the dose can heal +2 DP. For \$800, a potion can be made that heals a Minor Wound, whatever the total DP. This can also be created as a salve that takes 4 seconds to apply (but will automatically close bleeding wounds and may be useful if a target is not conscious).

Casting Cost	Type	Endurance	Notes
22	Create Potion	Normal	None

Oil of Fortitude– [2]

The mage takes \$2500 and 10 Essence of earth and creates an oil. When worked into metal armor (chain or plate mail), it adds +3 to the armor's penetration defense. This can only be done once and only adds +1 to the penetration defense if other magic is in play.

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Oil of Slickness – [2]

The mage creates a dose of oil that, when first rubbed on, or otherwise exposed to air will stick to the substance and then, two seconds later, become very slick. It gives a PWR 3 Slickness to whatever it is applied to. This requires a small lab and costs \$150 per dose. It takes 1 Essence of Water as well. Its effects last 2 hours. One dose is enough to cover most of one person.

Casting Cost	Type	Endurance	Notes
22	Create Oil	Normal	None

Oil of Strength– [2]

The mage takes \$8500 and 100 Essence of earth and creates an oil. When worked into metal armor (chain or plate mail), it adds +2 / 4 to the armor's defenses (so chain mail becomes 7 / 14). This can only be done once and only adds +1/+1 to the penetration defense if other magic is in play.

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Phoenix Blood Potion – [2]

Phoenix Blood potions are wax-sealed vials with a bright red liquid (2 Essence of Fire, 1 Essence of Air, 1 Essence of Water, \$100 worth of other ingredients). When thrown like a grenade, they explode for 18 base damage (Fire). Phoenix Blood is volatile and if dropped or bumped there is a 4- chance of an explosion (small but nothing to risk). If struck hard, or burnt, it will automatically go off (the GM can impose a failure rate: 15- chance of explosion).

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Sword Stone +1 BloodLetter – [2]

The mage takes a \$2500 stone, 2 Essence of Fire, 1 Essence of Earth and creates a stone that, when worked into a blade's hilt gives it +1 to Damage Modifier *before* checking for doubling. A given blade may normally only have one sword stone in it. They are not easily removable.

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Sword Stone +1 Damage – [2]

The mage takes a \$2500 stone, 2 Essence of Fire, 1 Essence of Earth and creates a stone that, when worked into a blade's hilt does +1 damage. A given blade may normally only have one sword stone in it. They are not easily removable.

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Sword Stone +1 Defender – [2]

The mage takes a \$3500 stone, 2 Essence of Water, 1 Essence of Earth and creates a stone that, when worked into a blade's hilt gives it +1 to all attempts to block. A given blade may normally only have one sword stone in it. They are not easily removable.

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Sword Stone +1 Striker – [2]

The mage takes a \$5500 stone, 2 Essence of Fire, 4 Essence of Earth and creates a stone that, when worked into a blade's hilt gives it +1 to all attempts to hit (including damage modifier). A given blade may normally only have one sword stone in it. They are not easily removable.

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Sword Stone +3 Penetration – [2]

The mage takes a \$2000 stone, 2 Essence of Air, 1 Essence of Earth and creates a stone that, when worked into a blade's hilt gives it +3 penetration. A given blade may normally only have one sword stone in it. They are not easily removable.

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Water to Acid – [2]

The mage can transmute a small amount of water to acid. The acid will burn for 4 seconds, doing 4 points of damage each second. It will reduce the armor of metal by half, allowing it to eat through most materials (albeit slowly). The acid will not effect glass. This requires no laboratory.

Casting Cost	Type	Endurance	Notes
15	Transmute	Normal	None

Alchemical Cannon – [4]

Alchemists can create siege weapons. The Alchemical Cannon is one of them. Each charge requires 4 Essence of Fire potions. The cannon itself requires a large lab, \$30,000 worth of materials, and 6 months to build. It fires a "Fire Ball" that explodes for 160 points of damage on impact (damage decreases in 4 yard intervals). Building the cannon is hard and requires 8 Alchemy rolls. The Cannon will be fine for whatever the least successful roll is made by, firing attempts. After that, each time it is fired, it makes a 13- STC roll. If the roll is missed, the STC drops by 1. If the roll is missed by 5, it drops by 3. If the roll is missed by 10 the cannon explodes when fired. Alchemical Cannons fire once every 8 seconds, require a 4 man crew, weigh 1200 pounds, and have a range of –1 to hit (Heavy Weapons skill) per 300 yards.

Casting Cost	Type	Endurance	Notes
40	Enchant	Normal	None

Alchemical Engine – [4]

The mage creates a "steam engine" that runs on alchemical principles. The GM must be careful with this: firstly, the technology used to make it doesn't necessarily give the creator any other advances (the mage harnesses elemental to provide power). Secondly, these are very expensive (\$10,000 and up). Thirdly, they don't run forever. They are very efficient but they require constant tuning and repair or they may stop or worse, explode. An Alchemical Engine could be used to draw a Duke's carriage, turn a mill where no water runs, run fountains and dumbwaiters in castle, and other such uses. They are loud, unnerving, and have wicked personalities (venting steam when the servants are sent to polish them). Creation of an Alchemical Engine requires a medium or large lab.

Casting Cost	Type	Endurance	Notes
22	Enchant	Normal	None

Elixir of Immunity to Weapons – [4]

The mage mixes \$1000 worth of materials and 2 Essence of Water and 1 Essence of Earth. The potion causes swung metal weapons to have a resistance to the character—they push away as though repulsed by magnetism (this effect only applies to swung metal weapons). Blows aimed at the character are at –3 to hit in addition to any other negative modifiers. This effect lasts for 10 seconds.

Casting Cost	Type	Endurance	Notes
22	Enchant	4	None

Special Purpose Toxin – [4]

The mage can create a variety of toxins with special effects. Any PWR vs. STAT attack (with the exception of the Psionic ones) can be created as a toxin. The cost is as follows:

16 mana for a 50 point base PWR vs. STAT attack	base cost: \$200
32 mana for a 100 point base PWR vs. STAT attack	base cost: \$800
64 mana for a 150 point base PWR vs. STAT attack	base cost: \$2000

PWR is usually WIL, but this may be increased by +1 PWR for each \$200. This costs doubles with each application.

If the potion must be drunk, the PWR is at +2.

If the potion can be placed on a blade, the PWR is at –1

If the potion can be splashed on the target (allowing “toxin grenades”) the PWR is at –2
If the effect is a smoke bomb (PWR in 1 yard radius, PWR –2 in 2 yard radius, PWR –4 in 4 yard radius) the total cost is doubled.

Casting Cost	Type	Endurance	Notes
Varies	Enchant	Normal	None

Bardic Magic

Description: This school of magic revolves around song. The mage must play an instrument, sing, or (at higher levels) hum. Most of this magic is subtle but some of it is very useful so bards (both magical and not) may be highly sought (or feared). The mage must have a Musical Instrument skill at no less than 1 level lower than his Bardic Magic (Level 1 bards must have at least Level 1 Musical Instrument at 9- roll and Level 2 bards at a 12- roll). Bards also know Cantio ("the language of song"), a semi-secret tongue known only by bards. This bardic tongue is notable because it can encode vast amounts of data with a small amount of writing (shorthand).

Level 1: Skald. Caster must give a full performance. This means that the bard must be unencumbered and cannot be in combat while the spell is being cast. If the bard is hit with an attack, he must make a roll at -4 or lose the spell! Songs at Level 1 are *loud*. People within hearing distance get a +2 perception roll to hear the music. The character can converse simply in Cantio.

Level 2: Music Mage. The character may perform the song without an instrument or cast the spell through his instrument without singing (but the skill roll is at +1 if the bard uses both). Songs may be quieter: perception rolls are at no positive modifier. The character can converse and can read and write Cantio normally.

Level 3: Spell Singer. The bard may hum or whistle the songs. They are at -3 to be heard if the bard is being quiet. A full performance using both voice and instrument add +2 to the Bardic Magic skill roll. At this level, the bard can hide Cantio within a musical composition or song and can make it hidden to bards of lower level in this manner if he so chooses.

Level 4: Master Bard.

Silver Tongue— [Signature Spell: 4]

The bard's song acts as points in a personality trait. The spell song works two ways: sung or spoken. The mage pays the listed mana (if sung) to add +2 to a given Psychology action (Enchant, Persuade, Recruit, Intimidate) per level. The mage need not sing to use Silver Tongue, but may simply speak instead. However, if so, the listed mana cost is doubled.

Psychology +2 to one type: 8 mana
 Psychology +4 to one type: 16 mana
 Psychology +6 to one type: 24 mana
 Psychology +8 to one type: 32 mana

If the caster already has enhancements like Attractive or Presence that give him Psychology bonuses or is using Interaction-enhancing magic, he uses either these modifiers plus ½ the added Silver Tongue bonus or only the given Silver Tongue modifiers (whichever is better). Maintaining the spell costs half the original cost each turn, with a maximum cost of 16 mana (even if spoken). Persons with Instinct (who make the roll) and those able to see magic will realizing the mage is using magic to be manipulative.

Casting Cost	Type	Endurance	Notes
Varies	Song	Walking	None

Amplifier— [1]

The caster sounds as though he is hooked to an electric amplifier while the spell is running. Normally this increases the effective range of a song to about 50 yards. This cannot be combined with magic songs.

Casting Cost	Type	Endurance	Notes
16	Song	Walking	None

Legerdemain Lyrics — [1]

A somewhat discordant but jaunty tune, Legerdemain Lyrics makes those who hear it make perception rolls at -3. The song has a high endurance cost so it may only be maintained for a relatively short period of time, but it is often used to distract from illegal activities of others (usually pickpocketing or sleight of hand trickery but occasionally much worse).

Casting Cost	Type	Endurance	Notes
8	Song	Running	None

Light Show – [1]

When cast, any noise the bard makes will be converted into colored light. This can provide illumination similar to a torch by humming. It also can be manipulated with a musical instrument to produce a multicolored light-show concert.

Casting Cost	Type	Endurance	Notes
3	Continuing	Walking	None

Melodious Voice – [1]

The bard's spoken suggestion acts like the Influence ability with Power equal to the bard's WIL. There is no roll to hit. If this ever achieves a failure result against the target, the target will be aware the voice is being used against him (making immediate re-use virtually impossible). If the bard actually sings the suggestion, the PWR is equal to the bard's WIL+2.

Casting Cost	Type	Endurance	Notes
12	Instant	Normal	PWR is WIL

Travelling Ditty– [1]

The bard's song aids travelers. While he plays, walkers or riders will make 1.25x time for the same endurance and fatigue. Note: The bard pays walking endurance while playing. This means that to extend the life of the song, the bard must either ride or be carried. If the bard does walk, time gained is 1.15x normal speed. This song can be maintained over a day of travel.

Casting Cost	Type	Endurance	Notes
8	Song	Walking	None

Soothe Beast– [1]

The caster can sing a song that calms natural animals. Any animal who hears it must make a WIL roll at –4 to attack the caster, and if deciding to attack the caster, suffers the effects of an Intimidate effect at the caster's Music Skill roll. This only works so long as the animal is not being actively attacked (but it may be corralled). At the caster's discretion it may or may not apply to the caster's allies. Casting the spell is an 8 REA Long action. When the spell stops, if the animal was enraged before, it may well be instantly enraged again (GM's discretion).

Casting Cost	Type	Endurance	Notes
12	Song	Walking	None

Sotto Voce – [1]

While this spell is running, the bard generates an invisible bubble 3 yards in radius centered on him. Anyone outside this bubble will not hear any sound made within it (including the singing of the spell itself). Those inside the bubble can hear sounds within and without the bubble normally. No Bardic spell can be cast outside the bubble; any target to be affected with Bardic Magic must be inside the bubble where he can hear it. It costs 20 mana to start Sotto Voce and 5 each turn to maintain it.

Casting Cost	Type	Endurance	Notes
20 then 5 per round	Song	Running	None

Battle Hymn– [2]

The Battle Hymn is rousing music to fight to. Those who hear it get +2 to any rolls made to keep morale and they pay ½ the listed endurance for combat actions (running and striking only—not magical actions). Troops led by a battle hymn tend to be more disciplined. Tactics rolls to command them are at +2. Their blocks or strikes are at +1 depending on the song sung (the bard decides).

Casting Cost	Type	Endurance	Notes
20	Song	Normal	None

Cacophony – [2]

Those who hear the song become belligerent. This song gives the bard a Music Roll as a Recruitment roll to incite a crowd who is already at all disposed to be angry or violent. All those who hear it will be affected.

Casting Cost	Type	Endurance	Notes
18	Song	Walking	None

Dirge of Doom– [2]

The Dirge of Doom is a grim war song that will demoralize the opponents who hear it. As such, although it may be led by a bard, any Level 2 musician on the bard's side who hears it can accompany it, allowing it's sound to be spread far. Troops on the opposing side who hear it must make WIL rolls (Fearless helps, as does Leader bonuses for the character leading them) against the Bard's Music Skill roll. If they fail it by 0 –

4 they will fight at –2 Initiative and –1 to strike. If they fail by 5 – 9 the fight at –3 initiative and –2 to strike. If they fail by 10 or more they will flee. Make the roll once when they actually clash in combat.

Casting Cost	Type	Endurance	Notes
20	Song	Normal	None

Discordant Notes– [2]

This spell is cast on two persons within the bard's line of sight and acts like a PWR vs. STAT attack (vs. WIL). If sung as an 8 REA Long action it has **[WIL – 1]** PWR; if sung for a full minute it has **[WIL+ 1]** PWR. The two victims will feel an irrational dislike for each other.

- Minor Effect: Distaste – targets will avoid each other and are at –3 to interact
- Standard Effect: Argumentative – if given sufficient reason (GM's call), the targets will start to argue
- Major Effect: Active Dislike – targets will actively find faults to start an argument; fights may break out
- Critical Effect: Boiling Anger – targets will start fighting using non-lethal means (fisticuffs)
- Catastrophic Effect: Murderous Hatred – targets will actively try to kill each other

Each victim makes a roll and the lower result among the two affects them (so if one person suffers a Catastrophic Effect and the other suffers a Standard one, both will act as per Standard Effect). The effects fade away after 24 hours. Mischievous bards have been known to cast this spell to liven up things or to provide sufficient distraction to make a quick getaway. However, there is a warning: If the roll is failed by 4 or more, the victims will feel an irrational dislike (make rolls) but not at each other, but rather directed at the bard himself!

Casting Cost	Type	Endurance	Notes
24	Song	Normal	None

Drinking Song– [2]

Those who hear the song, over a period of 12 minutes (different songs may be employed) suffer a PWR vs. STAT attack whose PWR is equal to the caster's Music Skill roll. The effects of this song are as though the persons had been drinking alcohol (see Revelry for the effects of various levels of intoxication). This song is often banned at taverns.

Casting Cost	Type	Endurance	Notes
20	Song	Walking	None

Harmony– [2]

Those who hear the song become peaceful. This song gives the bard a Music Roll as a Recruitment roll to calm a crowd. All those who hear it will be affected.

Casting Cost	Type	Endurance	Notes
18	Song	Walking	None

Haunting Melody– [2]

This spell acts as a PWR vs. STAT spell against WIL using the Terror effect. It may be sung as an 8 REA Long action working at **[WIL – 2]** PWR. If sung as a 2 minute melody, it works at **[WIL + 1]** PWR. If sung for 8 minutes it acts at **[WIL + 4]** PWR. Only those who hear it are affected, or those within 4 yards if it is sung "quietly."

Casting Cost	Type	Endurance	Notes
18	Song	Walking	None

Improvisation on a Theme– [2]

The caster improves a song about the future. This acts as Far Precognition of **[WIL-1]** PWR when sung. It is taxing: it takes 8 Endurance and requires the bard sleep for 8 hours to recover it.

Casting Cost	Type	Endurance	Notes
30	Song	8	None

Love Song (Matchmaker)– [2]

When sung, the bard targets two people who he wishes to fall in love (must be of compatible gender and species). Then the spell works as a PWR vs. STAT attack against both of them, using the lowest of the two results for both parties. The PWR is **[WIL + 1]** and the roll is against WIL. Both parties must be within earshot and able to hear the song and it must be sung for 4 minutes. The two parties must be in a social situation and should not already hate each other. If a target is devoted to another, they get +1 to +4 against the spell depending on the level of devotion. If animosity exists, the GM should likewise assign +1 to +4 WIL against the spell due to the bad feelings.

- Minor Effect: Fondness – Parties *like* each other. Each will overlook a flaw in the other (not a major flaw—but something relatively minor).
- Standard Effect: Enamored – Parties are temporarily enchanted with each other. Each will perceive the other as having good qualities or heightened qualities they desire.
- Major Effect: Enraptured – For that night, the parties will fall inexplicably in love.
- Critical Effect: Ardor– For 1 week, the affected parties will fall inexplicably in love. For that night, their passion will be unbridled.
- Catastrophic Effect: Endless Love – Each party will love the other (in his/her own way). This is irrational and powerful. It lasts until an outside party intervenes with magic.

Casting Cost	Type	Endurance	Notes
24	Song	Walking	None

Lullabye– [2]

The Lullabye acts as a PWR vs. STAT spell against WIL using the Sleep effect. This may be sung as a Long action for 8 REA, working at **[WIL – 2]** PWR. If sung as a 2 minute melody, it works at **[WIL + 1]** PWR. If sung for 8 minutes it acts at **[WIL + 4]** PWR. Those hearing it will get a RES roll against the singer's Music Skill roll to realize the song is soothing them. Whether they act on it or not depends on the situation. Only those who hear it are affected, or those within 4 yards if it is sung "quietly."

Casting Cost	Type	Endurance	Notes
18	Song	Walking	None

Ominous Crescendo – [2]

While sung, the bard is aware of any movement within a WIL x 4 yard radius (even if he cannot see it) if it is not blocked by a wall or solid structure. The bard also gets his normal perception roll at +2 (no other magical perceptions apply). This song is naturally soft.

Casting Cost	Type	Endurance	Notes
18	Song	Walking	None

Restful Melody– [2]

This song allows those who hear it to heal at +2 CON, and double the normal rate of DP recovery. It must be sung all night long while the injured parties sleep (singing the song is, in this case, no harder than simply staying up—which costs endurance . . . the spell doesn't, though).

Casting Cost	Type	Endurance	Notes
24	Song	None	None

Ridicule– [2]

This Bardic curse must be sung in the presence of the target, but it is short (30 seconds of mildly insulting or ribald lyrics). When the curse lands, targets will suffer a –3 modifier to all Psychology rolls. While in effect, those who meet and don't know personally know the character will react as though they heard embarrassing things about the target (they won't quite know what they've heard, but they will tend to believe they recently heard something bad). Often it will take the target a while to figure out what exactly is going on. Minor Effect: 4 hours. Standard Effect: ½ Day. Major Effect: 1 day, Critical Effect: 1 week. Catastrophic Effect: forever (until removed).

Casting Cost	Type	Endurance	Notes
18	Curse	Normal	None

Song of the Stones– [2]

The bard draws out the "song" of a place. This must apply to a specific, limited area. Examples are: a small town, a house or room, an alley, etc. Singing the song of the place takes 8 minutes of concentration and tells the bard something about it. This information is based on a Bardic Magic skill roll. This is at –3 at Lvl 1, –0 at Lvl 2, +3 at Lvl 3, and +6 at Lvl 4. The GM should prevent this from being commonly cast—usually using it more than once a week gives a cumulative –2. It can't be used more than once on a given place . . . etc. Players should be prevented from constantly trolling for data with the song.

0-3: Basic Vibrations. The bard knows if the place is good or bad, generally safe or dangerous, sad or happy.

4-6: Teltale Rock. The bard knows a general tale of the place. This is very unlikely to be the "story of the murder that was committed in this room" or some such general piece of knowledge, but will more likely be a simple tale that defines the place for its entire history. In any event, the tale will almost never name names. Examples might be: a bard learns that a new town is under the rule of a cruel mayor; that an upper room of a house was used as a prison for a young woman for many

years; that a man's parents were gunned down before him as a child, in the very alley in which he stands.

7-9: Stone's Story. The bard learns of the *nature* of some secret of the place (if any) or gets a better story. The bard will not know the details of the secret of the secret itself but may get some clue. In the case of the story, the Bard may learn the nature of behind the scenes information as to why a place is the way it is. This is more likely to be feelings rather than facts (the people are bitter—and especially hate the color yellow, but the bard won't know why . . . he will know, though, that a high person in the government has plans for the negative feelings . . .). Examples include: the mayor is cruel because of some personal tragedy; the woman is merely young-looking and was somehow important to her captor's success; that, after seeing his parents killed, the boy swore vengeance, trained his mind and body to their utmost limits, donned a mask and then . . . the song ends.

10+: Secrets of the Stone. The bard learns either more exacting details about the story (that the subjects themselves may not know) or one or two specific things about the story (such as a name or place). Example: that the mayor believed he had killed his son in a blind rage and still carries the guilt; that the woman in question was a millennia-old jinn and her air force pilot master had used her powers to assist his career; that the boy in the above story is millionaire Luce Vaine—Ratman!.

Casting Cost	Type	Endurance	Notes
24	Song	None	None

The Last Word (Power Pun)— [2]

This Bardic curse *requires* the Showmanship skill. When cast, this curse acts as a PWR vs. STAT attack where the PWR is equal to the bard's Showmanship skill roll. If the skill is Level 3, the mage may either target two persons or get +2 to the PWR. If Level 4, 4 opponents or +4 to the roll. If the player comes up with a good pun or insult, the GM should award +1 PWR.

- Minor Effect: Extreme Annoyance – No effect.
- Standard Effect: Stunned Silent – Target is actually Stunned by the effect of the insult.
- Major Effect: Shocked Beyond Words – Target is almost speechless and is treated as Dazed for 1 turn only. He will act at –2 Initiative on the next turn.
- Critical Effect: Mortally Insulted – Target is Dazed for 1 turn per point the mage made his Showmanship roll by (he snaps out *instantly* if attacked, but is at –2 Initiative for that turn and the next).
- Catastrophic Effect: Apoplectic Mortification – Target is treated as Unconscious for 1 hour per point the Showmanship roll was made by. He gets a WIL roll at –3 to snap out of this if attacked (but suffers the effects as per a Major Effect if even if he does come to).

The target must be intelligent (at least an INT of 7) and understand the language in which the insult is given (GM's, at their discretion, may allow translated Power Puns at lower PWR). This can only be cast on a given target once per day (unless the GM rules that the player comes up with a much better insult than the first time).

Casting Cost	Type	Endurance	Notes
24	Curse	Normal	None

War Ballad— [2]

The War Ballad is a loud, powerful battle song that drives its listeners into a fury. Those that are on the side designated by the Mage who hear the song fight in frenzy. They get +1 to hit, -2 to block, must make a WIL roll each turn not to Full Strike, and make CON rolls at +1 against a Minor Wound. If a person on the given side doesn't wish to fight that way, they must make a WIL roll against the Mage's WIL. Targets get +3 Fearless while fighting under a War Ballad but are at –3 to be commanded to do anything other than attack (this applies to Tactics rolls and Leadership rolls).

Casting Cost	Type	Endurance	Notes
20	Song	Normal	None

Cast Song Upon the Wind (Wind Song) – [4 or 2]

The caster plays a song and a named target within WIL x 4 miles will hear it. This may be increased by WIL miles for each hour of meditation taken before playing up to WIL x 8 miles. The song can contain 20 words of information. Another bard using this ability gets a skill roll, and if made by more than the caster made his roll by, he will *intercept* the song. He may choose to let the message continue. The GM may rule that common weather conditions (sun spots?) reduce the range of this spell or make it less reliable. A two point version of this spell exists that can only be cast from bard to bard (and they must also be playing the song at the time).

Casting Cost	Type	Endurance	Notes
32	Song	Normal	None

Dischord – [4]

With an 8 REA Long action, the bard can unleash a devastating attack. The spell begins as a low, pulsing, deep-bass reverb and erupts into a wave of sound that does **[WIL + 1]** PWR Impact damage. The blast does double damage to rigid inanimate objects (walls and such) and causes any non-living object required to make an STC roll to make it at –4 (in the case of buildings, this only applies to the surface struck, not the whole thing). Additionally, the object's armor is halved against the blast.

Casting Cost	Type	Endurance	Notes
25	Song	Normal	None

Irresistible Jig– [4]

This spell forces the target to dance. A dancing target is usually helpless for purposes of combat (although he does get his AGI modifier, and may dodge). The attack is a PWR vs. STAT attack where the PWR is the caster's WIL and it works against the target's WIL.

- Minor Effect: Target is considered Stunned (quick dance step).
- Standard Effect: Target is considered Dazed (no negatives to dodge) for one turn.
- Major Effect: Target is considered helpless (dancing) for the caster's WIL in seconds.
- Critical Effect: Target is considered helpless for the caster's WIL in minutes.
- Catastrophic Effect: Target is helpless for the caster's WIL in *days*.

The spell effects stop immediately if the caster can no longer hear the singer unless a Catastrophic Effect is rolled in which case the target will dance to death unless restrained. This spell can be multicasted and affects an additional target for +4 mana. Casting the spell is an 8 REA Long action. It "hits" on a successful Bardic skill roll. Targets must hear the song.

Casting Cost	Type	Endurance	Notes
30 + 4 per target	Song	Normal	None

Symphony of Destruction (Bringing Down the House) – [4]

One of the deadliest songs a bard can know. The Symphony of Destruction is sung about a person or thing. The bard must be within 20 yards of the target. For every 20 seconds the bard sings, the song grows in PWR by 1 point. When the song finishes (minimum time of 4 minutes, maximum time of WIL minutes) the target takes 4 points of damage per point of PWR with a damage modifier based on the Bardic Magic skill roll. Casting this spell reduces the Bard's WIL and CON by 2 points for the remainder of the day (and has been rumored to take a grave toll on mages who use it too much). The maximum damage is WIL x 12 (Impact). Structures hit by this must make an STC roll at –8 if they are the size of a house, –4 if they are the size of a tower, and –2 if they are the size of a castle. The effects of the STC roll will be seen through the entire structure. This song is quite loud and there is no question what is happening when the song starts.

Casting Cost	Type	Endurance	Notes
30	Song	α PWR of Spell	None

Symphony of Decimation – [8]

The bard must know Symphony of Destruction to learn this spell. It works just like that spell except that the target takes 12 points of damage per point of PWR and the STC roll modifiers are at –12, –6, and –3 respectively. Casting this spell reduces the Bard's WIL and CON by 3 points for the remainder of the day.

Casting Cost	Type	Endurance	Notes
60	Song	½ PWR of Spell	None

