

SORCERER'S CRIB SHEET



by Sanford Berenberg and Bill Olmesdahl

INTRODUCTION

Don't check over your shoulder, you're alone, except for me. I've been tailing you for some time. You can think of me as your guardian angel ... you're about 180° degrees wrong, but it's a nice thought. You get to be my audience tonight ... your kind is usually my lunch, but you've got friends in low places and they've asked me to teach you a little about magic.

Don't give me that look. You said you'd give *anything* to learn magic, real magic. The kinda stuff you can't buy in the bazaar, the kind that takes a lifetime of work and dedication to learn ... or just one promise mumbled in the wrong place and overheard by the wrong Demon.

You're probably wondering what you should call me. "Master" is a good start. Get used to the word. If you can learn to control the spells I'm going to teach you, you'll hear the word again. Only this time it'll be comin' from your own kind and they'll be sayin' it 'bout you. Master the power of magic and Marl is your playground — fail and you'll end up dead quick. And that's when your soul belongs to me.

First lesson you're gonna learn about magic is nobody — *nobody* — knows it all. The shit your "Legendary Mages" have managed to pick up is dime store variety to us "infernal" types. There's always somebody better'n you out there. Always. Don't get cocky or you'll end up burned to a crisp or with the head of a *teekla* on your shoulders, not that it wouldn't be an improvement.

Second lesson is magic has rules. Everyone who uses magic follows the rules. Rule one is the rules apply differently to everybody. Magic don't give a damn about Order, Chaos or the others. Magic is a fiery bitch and can't be controlled. Best you can hope for is to coax her along and maybe she'll do what you ask her to. I'll teach you the best ways to butter her up.

Third thing I'll be teaching you is the magical pecking order. Everything on this ball of mud is linked by magic. I'll show you who you can lean on and how to do it. Everything from the lowest Elemental to the mightiest god has got some magic in 'em. You can bend 'em all to your will if you know how.

The lesson I'm gonna teach you now is that lesson three don't apply to me.





Eric Coile

THE SPELL'S THE THING

Welcome to the world of *Bloodshadows*! A world where magic and technology blend together. A world where Demons carry .45 caliber pistols and when you call the loan officer at your bank a "bloodsucker," you may be more right than you'd care to admit. Magic fills the world of Marl — nearly every being can do a little magic, but only a very select few ever master the skills and gain the knowledge to throw the really big stuff. In this book you'll find a wide range of spells, from the minor to the magnificent, from the humblest cantrip to spells requiring years of preparation and hundreds of participants.

This book is composed of several parts. The vast majority of the book contains spells. Spells for you to customize or use as is. Spells for every occasion. The spells are organized by the type of magic used to throw them. There is quite a bit of overlap between the schools of magic. Elementalists, conjuration specialists, even photomancers each have their own version of the basic *fireball* spell. If you can come up with a justification why your school of magic would have a spell from another school, then by all means adapt it. The *Bloodshadows* and *MasterBook* rules are nothing if not flexible.

You're also going to find quite a bit of source material here as well. Magicians on Marl tend to form guilds and cults to allow for the exchange of knowledge. Some of these cults are quite ... the phrase "out there" comes to mind. You'll find descriptions of some of the more interesting cults on Marl.

You'll also find details on elementals, as well as a glimpse into the organization of the elemental powers of Marl, in this book. This section contains full stats for elementals in *Bloodshadows*, as well as notes on elemental player characters.

THE BASICS

A working knowledge of the *Bloodshadows* magic system will be a big help to you in reading this book. You might want to take a look at the "Basic Rules Overview" and Chapter Six of *MasterBook*, as well as Chapter Seven of *The World of Bloodshadows*. However, we know you're anxious to get to the wonderment within, so we're presenting here a brief primer on magic to take with you into these chapters. Onward:

CASTING A SPELL

Magic skills in *Bloodshadows* require a focus — your character won't have just a *divination* skill, but he might have a *divination: elemental* or *divination: photomancy* skill, etc. To cast a spell, gen-

erate a spell skill total (just as you would any other skill total). If you beat the difficulty number, you have succeeded in casting the spell.

Of course, that's not all there is to it ... see "Feedback," "Arcane Knowledges" and "Alignment" below.

ARCANE KNOWLEDGES

Schools of magic in *Bloodshadows* have arcane knowledges associated with them (these are listed on pages 95–97 of the *Bloodshadows Worldbook* as well as below). Every spell in this book has a relevant arcane knowledge or two listed with it, but it's important to remember that you don't need to have this knowledge to cast the spell.

If you do have adds in the relevant arcane knowledge, though, you can add them to your spell skill total when you do the cast.

FEEDBACK

Feedback is damage or other ill effects suffered by a spellcaster when he performs a spell. When your character casts a spell, note the feedback value of the spell. Subtract the number of result points by which the character beat the difficulty number from the feedback value, and what's left is the amount of feedback he takes. This can be taken as regular damage, just as if he were in combat, or you can look on the Feedback Chart (see "Appendix B: Charts and Tables") and find the result there. We recommend using the Feedback Chart, as it makes the game a little more colorful.

ALIGNMENT

Many characters in *Bloodshadows* have an alignment — either for Order, Chaos, Oathbreaker-Order or Oathbreaker-Chaos. Not all characters have one, and if your spellcaster doesn't, you can skip this section.

Some of the spells in this book have an alignment listed beside the name (an example would be "O/OB-O," which means "Order/Oathbreaker-Order"). If your character casts a spell that matches his alignment, he can subtract his alignment adds from the amount of feedback he takes. If he casts a spell that is of another alignment (i.e., he's Order, the spell is Chaos), he has to add his alignment adds to the amount of feedback he's taking.

SKILLS AND SCHOOLS

Here's a quick rundown of the various magic skills and schools in *Bloodshadows*:

Alteration: A Confidence skill which governs spells that change things. Spells that transform someone into something else, increase or reduce



attributes or skills, change someone's attitude, etc. would all fall under *alteration*. This is the most common type of spell known to be in use on Marl.

Apportation: An Intellect skill, *apportation* governs spells involving movement. This might be levitating a table or making yourself fly. Note that teleporting a gun from your office to your hand would not be apportation, but summoning.

Conjuration: A Mind skill, *conjuration* involves the creation of things. It might be producing a weapon from nowhere, giving life to your sofa, or creating a homunculus ... after alteration, this is probably the most popular skill.

Divination: An Intellect skill used to discern the past, the present or the future. *Divination* is the magic of seers and can make a person a healthy living, if used correctly. *Divination* spells are those that actually gain you knowledge — merely increasing your *ability* to get knowledge (by heightening your Intellect) would be a function of *alteration*, not *divination*.

Summoning: A Charisma skill, *summoning* involves teleportation or drawing Demons or shades from other dimensions. It is one of the more dangerous types of magic, since you never know what might show up when you start reaching into other planes.

Schools of magic include, but are not limited to:

Alchemy: The traditional "magic potion" is probably a function of alchemy, and alchemists can be found almost everywhere. Pursuing the secret of immortality gets expensive, so alchemists can often be found peddling their potions. While there are a few alchemy spells in this book, a great deal more can be found in the upcoming *Bloodshadows* equipment supplement.

Chronomancy: Magic governing time itself, this is the most powerful form of spellcasting extant on the planet. Although there are chronomancy spells in this book, be careful about allowing players too free access to them — after all, messing with time can clobber a campaign in a hurry.

Elemental: The magic of fire, earth, air and water, this is probably the most common form of magic after vitomancy. For more information on elementals and elementalism, see Chapter Five, "Summoning."

Necromancy: Spells concerning the dead — talking to them, raising them, teaching them to dance, etc. Most necromancers lean toward *divination* or *conjuration* skills, and though they are handy to have in a party, there is a stigma attached to them in many places.

Photomancy: The magic of light and dark, especially useful for conjuring illusions, masking your presence, and plain old divination.

ARCANE KNOWLEDGES

Air
Animal
Aquatic
Avian
Darkness
Death
Dimension
Dreams
Earth
Enchanted
Entity
Fire
Folk
Inanimate Forces
Life
Light
Living Forces
Magic
Metal
Plant
Time
Water

Sorcery: The magic of dimension, these are the spells that open and close gates. An adept at this can pretty much name his price — it's living long enough to become an adept that poses a problem.

Technomancy: The magic of metal and machinery, virtually the sole province of Oathbreaker-Chaos mages. That doesn't mean, however, that for a price they won't teach it to others.

Vitomancy: The most common form of magic on Marl and the one best represented in this book. This magic governs all living things, so anything you want to do to that guy across the way (providing he's alive) is going to require vitomancy. Anything he does to try and heal himself after is going to require vitomancy too.

Wizardry: The magic of magic, and one of the first schools to come into being. Exorcists, cult leaders and other such powerful figures can virtually be assured of having some knowledge of wizardry.

THE ELEMENTS OF A SPELL

Spell listings include the following:

Name and Alignment (see above)

Most Applicable Arcane Knowledge: Taken from the list above, this is the arcane knowledge or knowledges best suited for use in the spell. That doesn't mean these are the only knowledges that can be used — if a player can make a good case for another one, gamemasters should feel free to allow its use.

Difficulty Number: The number the caster must beat with his spell skill total to cast the spell.

Feedback: The potential damage the caster may take from the spell. Result points are subtracted from this and the remainder is read as damage or on the Feedback Chart.

Effect Value: How powerful the spell is and how much it can affect its target. In a combat spell, the effect value is the damage value of the attack.

Range: The maximum distance that can exist between the caster and the target for the spell to be effective.

Speed: The amount of time it will take for the spell to reach its target. This is ordinarily equal to the range value.

Duration: How long the spell's effects will last.

Cast Time: How long it takes the caster to perform the spell.

Modifiers: Optional elements used to lower the difficulty number and/or feedback value of the spell. These can include components, gestures, incantations, community, concentration, gestures, related skill totals, and unreal effects. These are explained in more detail on pages 151–157 of the *MasterBook*.

ABUSING THE SYSTEM

There hasn't been a rules system invented that's 100 percent proof from enterprising players. It seems that no matter how many checks and balances are put into a system, there's always going to be a loophole or two for players. That's not necessarily a problem, unless people use the rules to justify things which cut down on the long-term enjoyment of the game. An abusive spell which is perfectly justifiable by the rules system is a *fireball* spell that dishes out damage value 50 to whomever it hits. It's possible by the rules, but is a spell that has the potential to destroy any enemy encountered in one shot something you want in your campaign? When it comes down to it, the game is the thing.

What this section will do is to clue you in to potential problems with spells in *Bloodshadows* and give you some ways to stop them before they start. There is also a section of *Optional Rules*.

Notice that those words were in *italics*? This is to remind you that when we say optional, we *mean* optional. If you're a *Bloodshadows* player and you find some rules you think will help you abuse the system back there, you can't just whip out this book and quote the "New, Official" rules to your gamemaster. Whether any or all of these rules will be used is up to your gamemaster. He has final say over everything in your *Bloodshadows* game, including anything we've published.

BEGINNING AT THE BEGINNING

There is very little to be said about the beginning portion of spell creation. What does the player want the spell to do and how is it going to do it? Can you, as gamemaster, live with the effect the player has just described? Will the introduction of this spell upset the balance of the game? Will the introduction of this spell add to the players' enjoyment of your game? Once these questions are answered, the rest of this step is easy.

The choice of the SFX skill, spell class and most applicable arcane knowledge should be a joint process between the player and the gamemaster. The player should attempt to explain what he'd like his spell to do and how it goes about doing it. The gamemaster's job is to listen to his player and help him select an SFX skill and spell class that most closely reflects the effect the character is going for, and fits comfortably with the gamemaster's world and the player character's conception.

This, as with all other steps, is a process of give and take.

SPELL CHARACTERISTICS

After the SFX skill, class, and arcane knowledge are settled upon, it's time to get down to the nuts and bolts of spell creation. Time now to decide the effect value, range, speed, duration and cast time.

EFFECT VALUE

The effect value bears close scrutiny. A high effect value doesn't automatically mean the spell is abusive. It all depends on what the spell does. A spell which acts as a locator, keyed to a single object, with an effect value of 75 is much less potentially dangerous than a *fireball* with an effect value of 50.

How do we fix this? The best way is to be aware of the ultimate effect the player has in mind and help him to pick an effect value which will achieve it, in most cases. If the player is looking to create a powerful damage spell, then an effect value of 20 will almost always do 2 Wounds to the average Joe.



OPTIONAL RULES 1: MAXIMUM EFFECT VALUE

A spellcaster may not create or cast a spell with an effect value greater than twice the value of the applicable skill for casting that spell. If the effect value is greater, it is reduced to twice the skill value.

For example: Herman has a *conjunction: elemental* skill value of 12 (Mind of 10 and two adds in *conjunction: elemental*.) Herman wants to cast a *conjured fireball* with an effect value of 30. But, sorry, the best he can do is a *conjured fireball* with an effect value of 24 (*conjunction: elemental* skill value times two.) Maybe with some experience, Herman will be able to get the effect value he wants. In the meantime he'll have to settle for a lesser effect.

This rule allows player characters to try to cast nearly any spell out there, just at a reduced effect value.

A 25 effect value does 3 Wounds and a 30 does somewhere around 6 Wounds. Which is appropriate for your game? Do many people run around with potentially killer spells? Are the player characters likely to have something as powerful thrown at them? If not, don't allow them to create something that nasty.

RANGE

The next potential problem is the range. The range, of course, determines the maximum distance of the effect. At first glance, the range might not seem to be a problem area — you'll think that until a player character hits your favorite game-master character with a *turn to stone* spell from across the continent. Short ranges mean that encounters will be up close and personal, just the way most gamemasters like them. Long ranges turn combats into artillery fights, where it's all a matter of locking onto your opponent and having the longest ranged weapon.

The best way to deal with potential range problems is to listen very carefully when the player describes the spell. If the spell is described as having a target, then the spell may only be cast if the mage can see or somehow perceive the target.

If the spell is described as affecting an area, then the area can either be one that the mage can see or somehow perceive within the range or one within range out of his perception.

For example: A *fireball* spell with an area of effect of 10 meters in diameter and a range of one kilometer can either be targeted at any group, area, or item that the caster can perceive within one kilometer or he could merely cast it 500 meters west.

SPEED

The speed of a spell isn't subject to any abuses that we've seen. There is no good reason to give a spell a speed greater than its range, and a speed less than its range is a disadvantage. The latter allows for the possibility that the target of the spell could get out of range before the spell hits. If this doesn't bother the spellcaster, then a low speed is a good place to save points when creating a spell.

DURATION

A spell's duration determines how long the spell's effect hangs around. There are two potential trouble spots here, the zero duration and the permanent duration. The biggest question on people's minds is, which do I need? If I want to cause damage, and it has a duration less than permanent, does the damage go away? The answer is a resounding no, yes or maybe, depending on how you look at it and who you ask.

If a spell causes damage by summoning, creating, conjuring, or altering a substance which then does damage to the target, the duration can be zero. This is because the spell isn't directly causing the damage. All the spell is doing is "moving the mountain to Mohammed" by bringing a damaging agent to a person, so the damage is real and lasts until healed.

If a spell is designed and cast which alters a person, so that they are less healthy than normal, the effect lasts only as long as the duration of the spell (a good example of this is the alteration spell *drain Toughness*).

As you can see, duration can be confusing. The best way to determine if a spell needs to have a duration greater than zero is to look at the spell's intent and how it goes about creating the effect. Once this is nailed down, common sense should dictate how much of a duration is needed.

CAST TIME

If you're a gamemaster, you probably hate spells which can be charged and have long cast times. I do. Don't let them annoy you. So what if a character has a *destroy all life on Marl* spell that takes three months to cast and yields 10 charges. Look at these sorts of spells as opportunities to make the character's life utter hell.

Imagine if you will, the character has spent the last five months and twenty eight days working in his lab, chanting, sacrificing chickens and tying their entrails in square knots. He's almost done casting his most abusive spell yet when a bunch of Vinnie Tattaglia's boys burst in "to teach him some manners." The spell is ruined and he has to start at square one. With luck, this character will be out of play for another several months of real time.

Don't let long cast times bother you. They're one of the things which you should have no trouble controlling in your game.

OPTIONAL ELEMENTS

Area of Effect: The optional element *area of effect* has a potential problem: it's too expensive. This isn't a bad thing if the area of effect is being used for a damaging or other offensive spell, but it tends to make it impossible to do large area scrying. Here's an example:

A *fireball* spell with a damage value of 40, range of 10, speed of 10, duration of 0 and cast time of 4 costs a base of 56 (40+10+10+0-4). We now add an area of effect of five meters in all directions at a cost of 25 points, for a total of 81. This total can be reduced through Optional Modifiers by about half. This is a *very* nasty spell and will probably kill anything in that five-meter diameter. This is how the area of effect modifier works — it keeps those nasty spells in a small area, so the psycho with the wand can't take out the whole city.

The problem comes in when we want to design a more benign spell. I'm an idiot and lost my checkbook. I need to design a spell to find it. I know it's somewhere in the city of Galitia. I design my spell to have an effect value of 10 (this will be the Intellect or *perception* total the spell uses to hunt down my lost item); the range is 0, since I'm throwing it on myself; the speed is also a 0; the duration is 18 (or 1 hour); and the cast time is 14 (10 minutes, because I need to find it soon and can't afford to wait). The total of the spell is 14 (10+0+0+18-14). This works just fine so far, but according to the rules, unless I make the spell an area of effect, I won't be able to search more than one square meter every round.

Okay, since I have a lot of ground to cover I'd better give the spell a good area of effect. If I wanted to search one square kilometer each round it would cost 2,000 points. Ouch! If I thought it might not be on ground level and needed to make the area three dimensional, the same kilometer would cost 5,000 points. Even if I give this spell every Optional Modifier in the book twice, I'm not going to ever be able to cast a spell this costly in my lifetime. That's where Optional Rule #2 comes into play:

OPTIONAL RULE 2: AREA OF EFFECT

Any spell can be designed to affect a large area by paying a cost equal to the diameter of the effect in points on the Value Chart, double for three dimensional. However, no spell with an area of effect can affect more than one primary target without paying the normal area of effect cost in addition.

For example: In the above description, a spell to find a specific checkbook with an area of effect of one kilometer would cost 15 points in this system, 30 points for a one-kilometer sphere.

In the *fireball* example, the five-meter sphere cost 25 points. Under this Optional Rule, the sphere would cost 4 (the value of five meters on the Value Chart). It's a sphere, so it's doubled (another 4). Because this *fireball* is going to potentially damage multiple targets, the normal area of effect rules apply as well and we add another 25 points to the total. It went from 25 to 33 under this system. Not a big jump, but every increased chance at feedback is worth its weight in gold.

You're no doubt saying, "Wait a minute, that means if I didn't pay the extra 25 points, I could have had a *fireball* with a five-meter diameter that didn't do damage to anyone but the primary target in that space?" You bet. It may seem strange, but that's magic. The area of effect is still useful, you still get the +1 to hit for every two meters of diameter of a two dimensional area, +1 for every point on the Value Chart of a three dimensional effect. It just means that unless you pay the extra, you can't do damage to entire rooms full of people.

This optional rule works well with *divination* magic. It should only be used with game-master approval.

Charges: Another area subject to abuse is *charges*. Since this tends to go hand in hand with long cast times, you can refer back to that section. The main thing to remember is not to let your group of players run roughshod over you. Try to keep a limit on charged spells characters have and the number of charged items they carry.



OPTIONAL MODIFIERS, USE AND ABUSE

Optional Modifiers allow characters to lower the difficulty numbers and feedback values of the spells they create ... as such, they bear watching. As the totals for all but the most rudimentary spells are going to be pretty high, almost every spell is going to use one or two optional modifiers. Your job is to make certain that they fit with the conception of the spell and work within your view of the game world.

In my personal *Bloodshadows* game, I don't let people use the *community* modifiers often, mainly because it doesn't fit with my view of how most magic works on Marl. Most spells that I design use *components*, *gestures* and *incantations*. I like the feel of sympathetic magic (where whatever you do to a small bit of something can be transferred to the main part of it). This is in my game, it doesn't have to be that way in your game.

We'll take each of the Optional Modifiers one at a time.

COMMUNITY

This one is subject to more abuse by the game-master than the players. The idea of a gamemaster character getting together with a thousand of his closest friends to enchant an item or two is kind of funny, but not something you want your players finding out about.

This modifier is most appropriate for an alchemist working in a lab with a couple of assistants or a cult leader drawing on the spiritual power of the masses. For the average player or gamemaster character, no community greater than three or four should be acceptable without a really good story idea behind it.

COMPONENTS

Through use of this modifier, a clever character can greatly reduce the cost of his spell. This isn't a bad thing, replenishing one's components can be the start of an adventure of its own. I actively encourage players to take this modifier, especially if their component is destroyed in the casting. This modifier gives characters something to spend money on and adventure for.

One word of caution though: don't let people create spells with more than three components. Instead of a spell, it starts to look like someone's shopping list. Also, if people are using multiple components, make sure they take the time to find all their components before they try to cast the spell. That can add anywhere from seconds to minutes to the cast time of spells.

OPTIONAL RULE 3: COMPONENTS

Any component for a spell past the second is only worth 1/2 (round down) the normal number of points. Any component past the sixth is worth nothing.

Example: Bob creates a spell called *Mad Bob's Big Bopper*. He's listed the following components:

A hammer (very common, destroyed)	4 points
A cream pie (common, destroyed)	6 points
A figurine of a man (uncommon)	4 points
A firecracker (common)	3 points
Total	17 points

I don't know how he's going to be using all this weird junk, but under this optional rule the total is different:

A hammer (very common, destroyed)	4 points
A cream pie (common, destroyed)	6 points
A figurine of a man (uncommon)	2 points
A firecracker (common)	1 points
Total	13 points

This will help prevent people from making every spell look like something from a French cookbook. It's not a bad idea to place this restriction on all the Optional Modifiers that can be taken more than once. Variety is the spice of life they say, it should be that way with magic as well.

CONCENTRATION

This modifier is especially common in magic spells. What must be remembered is that the character concentrating must concentrate *completely*. Any distraction, no matter how slight, will cause the spell to fail automatically. The *willpower* difficulty number is for a character concentrating without any extraordinary distractions. The gamemaster should assign any modifiers he feels appropriate for abnormal distractions (like someone shooting at you, casting spells at you, trying to eat your leg, etc.).

Concentration does not count as a multi-action. No other actions are possible while concentrating, not even defensive actions.

GESTURES

Another modifier especially suited for use with magic spells, gestures are found in most *Bloodshadows* spells. Keep in mind it is vitally important for the character creating the spell to give you a complete description of the gesture necessary for the SFX to work. Pointing a finger may still be possible with hands tied, but tracing a target's outline with that same finger may not be.

Also keep in mind that if a character has to dance around a circle, chanting, to throw a spell, it's probably not going to be easy for him to do things like *dodge* without blowing the cast.

INCANTATIONS

This is perhaps, the most common modifier for magical SFX. Bad rhyming poetry has been a cornerstone of magic in literature since before Shakespeare's time and it can be fun to invent. Make sure that whenever players cast their spells you make them say any incantation that may be associated with it.

It's tough to be sneaky when you have to cluck like a chicken at the top of your lungs. Keep that in mind when characters are sneaking about and throwing spells. That's why so many *Bloodshadows* spells have incantations that could pass for normal conversation. By the time you're in the second stanza of your spell's chant, your target has probably pulled a gun and shot you. Short and simple are the keywords.

You may want to reward particularly clever incantations with a bonus of +1 to the modifier.

RELATED SKILL TOTALS

While this modifier can be appropriate in some cases, try not to let it get out of hand. The conjuration of a burning spear and its subsequent throwing fits well under the *thrown weapon* skill. The summoning of a magical winged horse probably doesn't fit under *scholar: animal handling*. Again, this is common sense stuff, don't be bullied by the rules. If you don't see the connection between a spell's effect and a skill, ask the player to explain it once again. If you *still* don't see it, don't allow it.

OTHER OPTIONAL MODIFIERS

This category, more than any of the others is the gamemaster's call. As long as you look not only at

the spell in question, but the big picture as well before making rulings and assigning modifiers, you'll be all right.

Try to rate these modifiers by how much they inconvenience the caster. Which do you feel is more troublesome, a spell which can only be cast at night or one which does 2 Shock to the caster? It's really a judgment call that you have to make based on your style of play and sense of balance.

UNREAL EFFECTS

Warning: do not overuse this modifier. Once your players are clued into what you're doing, you'll never get another illusionary spell through on them. The best way to use this is to have your nasty gamemaster character mage research a number of spells two ways, as both "real" effect and "unreal." He then casts the illusionary versions (with the lower difficulty number and feedback value) until someone figures out they're not real. Then, just for fun, he switches.

Imagine the look on your player's faces when their characters charge through the "illusionary" *wall of fiery death* and find out it's a bit more substantial than they first thought. It'll drive them nuts.

There are a few things to remember when casting unreal effects. The spell will never affect the caster. He knows it's illusionary. So you can't make an unreal bridge over a ravine and walk across it. Using the same example, if someone other than the caster believed in the bridge, they could walk across it, maybe. They would unconsciously use any means at their disposal to cross the chasm without realizing it. If there was no way for them to cross the chasm, they would find some reason that they could not cross the bridge. An illusionary bridge doesn't allow people to walk on air, nor will it cause people to jump off a cliff and die without realizing it.

SUMMING UP

The creation of magical spells *must* be a cooperative effort between gamemaster and player. Players can't be allowed to control the process themselves, as they aren't totally in tune with what the gamemaster has in mind for the campaign or game world in the long term. On the other hand, if the gamemaster creates *all* the spells and doesn't allow the players any input, they're missing out on one of the most enjoyable and creative parts of the *Bloodshadows* game.



CHAPTER
ONE

ALTERATION MAGIC

ALL THAT GLITTERS (OB-C)

Skill: *Alteration: technomancy*

Most Applicable Arcane Knowledge: *Metal*

Difficulty Number: 15

Feedback: 15

Effect Value: 5

Range: 0

Speed: 0

Duration: 38 (permanent)

Cast Time: 4 (6 seconds)

Modifiers:

Components: Sample of the metal to be faked (rare)

Unreal effects: Disbelief DN: 10

You're wandering around Selastos, a city where gold will get you anything. Only problem is, you ain't got no gold, except a gold tooth you punched out of a Taxim. But if you know this spell, that tooth can net you a fortune. And everything will be fine, as long as nobody looks at your dough too hard ...

(Okay, first the sorcerer needs a little of the metal he's planning on faking — gold, silver, whatever, and never mind how he gets it. He rubs a little on to the lump of lead (or whatever he's using) and casts the spell. If done right, it will convert one kilogram of one metal into an illusion of the precious metal he was shooting for. The effect value, including the bonus number, must be at least 5 to convert the metal. The spell can be cancelled by tapping the fake metal with a bit of real precious metal, and generating an *alteration: elemental* total of zero or greater. The "gold" may also be disbelieved on a Confidence or *willpower* total of 10 or better.)

ALL WET

Skill: *Alteration: elemental*

Most Applicable Arcane Knowledge: *Water*

Difficulty Number: 12

Feedback: 12

Effect Value: 15

Range: 6 (15 meters)

Speed: 6

Duration: 6 (15 seconds)

Cast Time: 4 (6 seconds)

Modifiers:

Components: Liter of water, squeezable container (commonplace, destroyed and uncommon)

Okay, so maybe tossing water in some guy's face ain't going to impress any dames. But neither is getting the tar beat out of you, right? This beauty works especially well if you have a lightning bolt spell up your sleeve. Soak 'em, then smoke 'em, I always say.

(The watermage needs a liter of water in a container that he can squeeze to produce a spray. As she casts the spell, the mage squirts the water onto her hand, letting it run off in the direction of her target. The volume and force behind the water spray increases dramatically. The mage can control the direction of the spray with movements of her hand. The spray lasts for two rounds of combat. The alteration: *elemental* skill roll must exceed the *dodge* or *Agility* of the target in order to hit, and the effect value of the spell is used to determine damage.)

ANGER (O/OB-O)

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Living forces*

Difficulty Number: 25

Feedback: 27

Effect Value: 15

Range: 10 (100 yards)

Speed: 10

Duration: 15 (15 minutes)

Cast Time: 5 (10 seconds)

Modifiers:

Components: Needle or a tack (very common)

Concentration: 10 seconds (DN: 8)

Gestures: Simple (Pointing finger)

Other: Caster takes two (2) points of shock damage

The perfect spell to spice up a party. Friends become enemies; enemies wind up on adjoining slabs. Even better than flashing those old conjurevids of the host's wife, back when she was "poor and struggling ..."

(This spell causes the target to become violently angry at any individual who has even slightly irritated her (i.e., bumped into her, spilled some ale on her skirt, disagreed with her in a discussion, etc.).

Compare the spell's effect to the target's *Mind* or *willpower*, reading the result points on the General Success column of the Success Chart. If the result is *Good* or better, the target will become enraged and attack the object of his rage.

Anger is used to start barroom brawls. Up to five separate people can be targeted with this spell at one time. To cast *anger*, the mage pricks himself with a needle or tack in the buttocks, while pointing at his target(s). Summoning the proper emotions to throw this spell can be difficult and draining — whenever the spell is cast, the mage takes two (2) shock points.)

ARMS OF EARTH (OB-O)

Skill: *Alteration: elemental*

Most Applicable Arcane Knowledge: *Earth*

Difficulty Number: 23

Feedback: 25

Effect Value: 30

Range: 10 (100 meters)

Speed: 5 (10 meters/round)

Duration: 9 (1 minute)

Cast Time: 4 (6 seconds)

Modifiers:

Other: May only be cast on a patch of ground that is primarily earth.

Really great spell ... except when it rains.

(This spell must be cast on a patch of ground that is primarily dirt — no fair doing it on the sidewalk. It makes a pair of large arms sprout up from the ground and grab at anything the earthmage directs. The arms can come into being anywhere within the range of the spell. The arms can move up to 10 meters per round, up to their full range of 100 meters. The arms have an *Agility* of 11.

Use the Push Column of the Success Chart to determine the Strength and Toughness of the arms (STR=EV-2, TOU=EV-4). To grasp a foe or object, an arm's *Agility* total must exceed the *Agility* or *dodge* of the target.)

BRAIN CLOUD

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Folk*

Difficulty Number: 12

Feedback Value: 13

Effect Value: 20

Range: 0 (touch)

Speed: 0

Duration: 18 (1 Hour)





Cast Time: 9 (1 minute)

Modifiers:

Gestures: Simple (Rub hands over caster's head in non-repetitive swirling motions.)

Incantations: A complete sentence ("I'm casting to forget.")

A silly but necessary spell for those who know too much or have too much to lose. Bet you think you can knock over any bank in the city if you can read the combinations and protections off the bank president's brain ... well, maybe it ain't goin' to be that easy.

I've run into a few breeds in my time who fight by reading your moves in your mind before you make 'em. This little baby frustrates the hell out of 'em, let me tell you.

(The caster warps the resident magical energies to form a cloud over his mind. He himself is not affected by the spell, but a barrier is formed to stop outside spells. If the effect value of the hostile spell is less than the effect value of the brain cloud, the hostile spell has no effect.

This spell only protects against spells which target the Intellect or Mind of the target, it in no way protects against any other types of spells.)

CLUMSINESS

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Folk*

Difficulty Number: 20

Feedback Value: 20

Effect Value: 20

Range: 10 (100 meters)

Speed: 10

Duration: 9 (1 minute)

Cast Time: 4 (6 seconds)

Modifiers:

Gesture: Fairly simple (Caster tries to pick things up, but drops them after fumbling around with them.)

Incantation: Complete sentence ("Stumble, stammer, fumble and fall.")

Components: Whale muscles (rare)

Simple, sweet and pretty godsdamned funny, if you ask me. Toss this on somebody holding a rod on you and watch him drop it, slip putting slugs in the cylinder, and come near blowing his foot off. Sometimes I forget I ought to run before the spell wears off.

(A not too complicated spell, this makes the most agile person over into a total klutz. The spell's effect value is measured against first the Agility of the target, then the Dexterity on the Push column of the Success Chart (the first at -2, the second at -4). The result of the push is subtracted from the target's stats until the end of the spell's duration.)

CONTROL SHIFT

Skill: *Alteration: vitomancy*
Most Applicable Arcane Knowledge: *Folk*
Difficulty Number: 15
Feedback: 17
Effect Value: 20
Range: 4 (6 meters)
Speed: 4
Duration: 18 (1 hour)
Cast Time: 4 (6 seconds)
Modifiers:

Components: Two magnets (uncommon, destroyed)
Gestures: Fairly simple (sticks the two magnets together, then flips them and sticks the opposite poles together.)

I once had a pal with a problem. He'd crossed a sorcerer, see, and gotten cursed — everytime he had eyes for a dame, he'd turn into two meter high, eight-legged spider. That's murder on your social life, needless to say. So I whipped this one up for him and cast it whenever he started sprouting legs ... unless, of course, I had eyes for the same dame. In that case, let 'im eat flies, I say.

(*Control shift* forces a Shapeshifter to change from one form to another. The effect value of the spell is compared to the *shapeshifting* skill of the 'Shifter. The 'Shifter is allowed to actively resist the change as part of his action for the round. If the spell's effect value is higher than the 'Shifter's skill total, he shifts to his alternate form. If a 'Shifter has more than one form, he changes to the form of his choice.

The spell lasts for one full hour, during which time the 'Shifter cannot change from the form he's been forced into unless he first gets the rite dispelled.)

COWARDICE

Skill: *Alteration: vitomancy*
Most Applicable Arcane Knowledge: *Folk*
Difficulty Number: 10
Feedback Value: 12
Effect Value: 15
Range: 5 (10 meters)
Speed: 5
Duration: 18 (1 Hour)
Cast Time: 4 (6 seconds)
Modifiers:

Incantation: Complete sentence ("You're nothing but a yellow rat.")
Components: Chicken livers, feathers and yellow dye (all common, destroyed)

One sure way to get past a Joe is to make him wish he wasn't there. Maybe they'll lam and maybe they'll freeze and maybe they'll lean into your left

hook. Whichever, they're out of your hair, right? Just don't try interrogating 'em when they're like this, pal: they'll be too scared to think straight.

(This spell causes the target to become deathly afraid of everything. The character knows that this is not normal, but can do nothing about it or take any actions other than retreating, unless they beat the effect value of the spell with a Confidence or *willpower* roll.)

DEAFEN (O/OB-O)

Skill: *Alteration: vitomancy*
Most Applicable Arcane Knowledge: *Living forces*
Difficulty Number: 11
Feedback Value: 13
Effect Value: 20
Range: 10 (100 meters)
Speed: 10
Duration: 0
Cast Time: 4 (6 seconds)
Modifiers:

Component: Small drum which is pushed on until the skin bursts (uncommon, destroyed)

Gestures: Fairly Simple (Break drum and point at target.)

Nasty little trick. A shot to the ear, deafen the fool and give him a headache to remember. I find this handy when dealing with bouncers and hardcases.

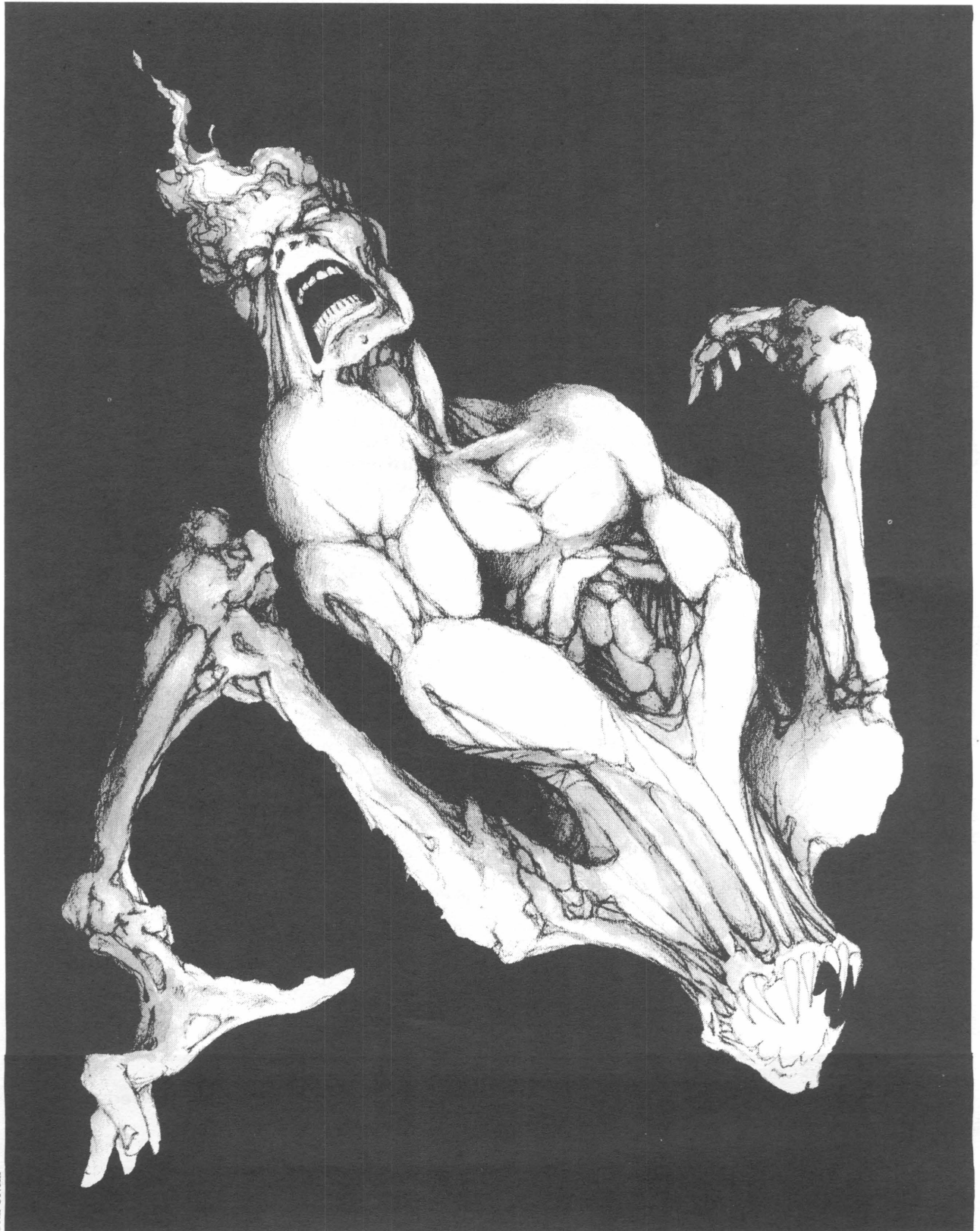
(The caster causes an intense burst of auditory might — in other words, a big noise — to be focused in the ears of a single target. The sound is loud enough to be treated as a club attack to the head. Damage is physical, although results other than stymied, K, O are ignored. Should the result be KO, the target's ears start bleeding as he falls unconscious. If at least 1 Wound is caused by this attack, the character's eardrums are destroyed and he is permanently deafened (at least until healing magic is employed).

Even though the sound is enough to render a person unconscious, it can only be heard by that individual. Even someone standing a meter away will be unable to determine the cause of his pal's pain.)

DELUSION (O/OB-O)

Skill: *Alteration: vitomancy*
Most Applicable Arcane Knowledge: *Living forces*
Difficulty Number: 15
Feedback Value: 17
Effect Value: 25
Range: 5 (10 Meters)





Tom O'Neill



Eric Coile

Speed: 5

Duration: 18 (1 hour)

Cast Time: 9 (1 minute)

Modifiers:

Gesture: Fairly Simple (Caster mimics imbibing some potion while chewing the root and then going into a drunken frenzy.)

Component: Anda root (Rare, Destroyed)

A fun one to slip to someone you don't get along with too well. Get 'em to let their hair down and party for a while. Ever wonder what terrors lurk in the darkest corner of someone's soul? Throw this and they'll be forced right to the surface. Great at parties.

(This spell affects any sort of food or drink. Once the spell is cast, the first person eating or drinking the object of the spell's effect is subjected to an attack by the spell. The effect value of the spell is compared to the target's Confidence on the General Success Chart. If the result is Superior or higher, the character is driven temporarily insane for the duration of the spell. If the result is Superior+, the caster can determine the type of insanity suffered by the target or double the duration. The type of insanity from a Superior result is up to the game-master, but should be tailored to the individual character.)

DOORWAY

Skill: *Alteration: sorcery*

Most Applicable Arcane Knowledge:

Dimension

Difficulty Number: 10

Feedback Value: 11

Effect Value: 20

Range: 0

Speed: 0

Duration: 10 (2 Minutes)

Cast Time: 9 (1 minute)

Modifiers: None

A quick way out of any bad situation is the best way out. And when you can't just kick down the door, then this spell will give you one to open. It's also kind of fun to see what happens when someone is hiding within the material (using some sort of *phase* spell). Boy, will they be surprised.

(The caster harnesses the magical forces around him to cut a doorway into a surface in front of him. The magic makes a temporary doorway. When the spell expires, the magic leaves, and the surfaces are as if they were never affected. The spell will cut an portal into anything with a Toughness less than the EV of the spell.

Magical barriers or enchanted materials will have the ability to push off the sorcery attempting to slice into them. The caster's spell and the barrier

must roll versus each other to see which magical force will win. The doorway will not hurt anything within the wall. For example, if the magical portal cut into a trap mechanism, the trap would not be sprung, unless it were set to go off upon magical intervention. This spell holds the trap's continuity for its duration.)

DRAIN TOUGHNESS

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Folk*

Difficulty Number: 15

Feedback Value: 19

Effect Value: 25

Range: 8 (40 meters)

Speed: 8

Duration: 9 (1 Minute)

Cast Time: 6 (15 seconds)

Modifiers:

Gesture: Simple (Caster picks up items and pulls them closer to himself.)

Incantation: Complete sentence ("This oughtta soften you up.")

Components: Blood of lassiter, funnel (Blood is rare, funnel is common, both are destroyed)

Need an edge in a slugfest? Up against some Hugor with an iron jaw? Try this spell — it'll leave him wide open for a left hook.

(Caster focuses magical energies into a funnel. The open end is faced toward the target. When activated, the funnel pulls energy from the target, and sends it to the source of the spell. The spell itself is not visible, but it can be felt.

The target's Toughness score is compared to the effect value of the spell on the Push Column. The target loses one point from his Toughness for each result point of the push. The caster receives half of this amount added to his Toughness. If the target's Toughness hits zero, he falls unconscious. When he awakes, at least eight hours later, he'll be fully restored.

The caster keeps the enhanced Toughness for one minute, and any armor adds work off that enhanced Toughness. When the spell wears off, the improved Toughness goes with it.)

ELEMENTAL DRAIN

Skill: *Alteration: elemental*

Most Applicable Arcane Knowledge: *Fire, water, earth, air*

Difficulty Number: 13

Feedback Value: 15

Effect Value: 20

Range: 5 (10 meters)

Speed: 5

Duration: 3 (20 Seconds)

Cast Time: 4 (6 seconds)

Modifiers:

Components: A handful of the element used (air, water, earth or fire) (commonplace)

I got a special fondness for this spell. Drain enough fire and the death is from 'natural' causes. Drain enough water and all that's left is dust and a few bone fragments, kinda like someone fireballed him without all the mess. Take enough earth and there'll be nothing left but the wet stuff. Kinda gory, but they won't track it to you. Take enough air and the poor slob dies gasping.

A perfect spell for a triggerman ... not that anybody I was training would stoop so low. It's also pretty good fer wrecking inanimate objects as well. Gotta get out of jail quick? Just weaken the walls and walk out.

And don't forget taking water off the brain — if it don't kill him, it'll at least have him seeing things that ain't there. That's good for a laugh, anyway.

(The caster turns his hands into an irresistible magnet for the element of his focus. Since you can find fire, earth, air and water in most living things and a lot of inanimate ones, you're pretty sure of getting what you want regardless of where you aim this baby. Just point and draw that particular element right out of the target.

The EV of the spell is compared to the target's Toughness. If the EV is lower, the target suffers no effect. If the EV is higher, find the difference on the chart below and apply the effect.)

EXHAUSTION

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Folk, living forces*

Difficulty Number: 15

Feedback Value: 15

Effect Value: 25

Range: 5 (10 meters)

Speed: 5

Duration: 9 (1 Minute)

Cast Time: 0 (1 second)

Modifiers:

Components: Ligament of sloth (rare, destroyed)

Gesture: Fairly Simple (Tear ligament and point at target)

Incantation: One sentence ("Weariness comes to your body and bones.")

Not a very powerful spell, but when used right — like when a stone shifter is about to make you a part of the pavement — it could be the difference between sleeping at home that night, or seeing the streetsweeper.

ELEMENTAL DRAIN RESULT CHART

Result Points	Earth	Fire	Water	Air
1	*	K	K	K
2	*	K	K+DEL1	K
3	1WND	K	K+DEL1	K
4	1WND K	O	K+DEL2	K
5	2WND K	O	1WND +DEL1	O
6	3WND O	O	1WND +DEL2	O
7	4WND O	KO	2WND +DEL2	KO
8	5WND KO	KO	2WND +DEL3	KO
9	6WND KO	COMA	3WND +DEL3	KO
10	DEATH	COMA	4WND +DEL3	1WND KO
11	—	COMA	5WND +DEL3	2WND KO
12	—	COMA	DEATH	3WND KO
13	—	DEATH	DEATH	—

* No effect

DEL 1 is a minor delusion. The target thinks he sees things in the corners of his eyes. Lights, shadows, etc.

DEL2 is a moderate delusion. The target is now seeing all things as if they were distorted. A man standing in front of him would still seem to be a man, but his visage and body would be wavering, or not distinct. Shadows and lights are everywhere, but are attached to something real. A hand movement might also incur a shadow hand flying down the street.

DEL3 is a complete delusion. The target is seeing a complete and utter mirage in all places he looks. He seems to be in a place that would normally comfort him, church, home, guild, etc.

(Amount drained is removed from the structure's integrity, if it applies, i.e., if pulling water from a stone wall, you will get no change, earth would crumble it, air would make it brittle, fire also has no effect.)

(By focusing magic in the right way, a mage can pull life essence from a living or Undead being. The effect of this, in the minor scope of this spell, is to tire them out or temporarily lower their Toughness and Endurance statistics. The spell will only affect these to a small degree unless either the EV is increased or a spell roll results in a Push.

Exhaustion lowers a target's Endurance by -4 and Toughness by -5. Each push increases these numbers. For every effect value increase of +2, the effect increases by +1. If a target's Endurance or Toughness are reduced to zero by this spell, they are rendered unconscious, not dead. This spell is only temporary, only lasting one minute.)

FAKE DEATH

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Living forces*

Difficulty Number: 7

Feedback Value: 8

Effect Value: 15

Range: 0 (touch)

Speed: 0

Duration: 18 (1 Hour)

Cast Time: 3 (4 seconds)

Modifiers:

Gesture: Fairly simple (The caster begins by making wild motions, slowing down and slowing down as the spell continues. Finally he stops and slouches as if dead.)



Incantation: A complete sentence ("If it looks dead, and it smells dead, it's dead.")

Components: Queskworm blood (uncommon, destroyed)

Unreal Effects: Disbelief DN: 10

A good way to play dead, and when you're in a bad neighborhood, a good way to get dead. Then again, you don't have to use it on yourself. Think about it: you hex the guy down the block, and some Demon slips inside him. He wakes up an hour later and finds he's just the tenant now, not the landlord.

(This spell slows all bodily functions to levels far below normal. After a few seconds, the body can pass for a corpse — there's no pulse, no breathing, and his eyes have rolled back into his head. The body doesn't suffer any actual harm from the rite, and will revive just fine in an hour (assuming he hasn't been accidentally embalmed before then). No interaction of any kind is possible while a character is under this spell (and that's one of the tip-offs that it's a fake — necromancy rites are just going to bounce right off, since he's not really dead).

The effect is illusory and the ruse can be detected by generating a successful Intellect total of 10.)

FEAR

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Living forces*

Difficulty Number: 18

Feedback: 19

Effect Value: 25

Range: 10 (100 yards)

Speed: 10

Duration: 18

Cast Time: 9 (one minute)

Modifiers:

Components: Unique (Must have an item owned by the target)

Incantations: One or two words (Anything as long as they're frightening)

Unreal Effects: DN to disbelieve is 10

You're not afraid of anything? Not me; not the dark; not even what might be hiding in the dark. But a quick incantation and ... yeah, that's your watch, buddy ... and you're wetting yourself. That little rat's enough to make you jump. Better stick to the alleys on the way back home, pal — oh, but I forgot, you're afraid of the shadows now, aren't you?

(*Fear* is a pretty powerful spell. First, the mage needs something belonging to his target — his comb, his watch, a lock of his hair. Mutter a few words of power and point it at the target and watch the fun.

Compare the spell's effect to the target's *Confidence* or *willpower*. Read the result points on the "Intimidation" column of the Success Chart.

Fear is an illusory spell. When the spell's duration runs out, the mage will have one hacked off target on his hands. If you're planning to toss this one around, put lots of adds in your *dodge* skill.

Disbelieving the spell requires a Confidence or *willpower* total of 19.)

FIRE FLOWER (C/OB-C)

Skill: *Alteration: elemental*

Most Applicable Arcane Knowledge: *Fire*

Difficulty Number: 20

Feedback Value: 24

Effect Value: 15

Range: 16 (1 Mile)

Speed: 16

Duration: 14 (10 minutes)

Cast Time: 9 (1 minute)

Modifiers:

Components: A flower (with red, orange or yellow petals) (common, destroyed)

Gestures: Simple (Flower is plucked and held)

Incantations: A complete sentence ("Flower of fire, burn my enemy.")

Other: Must be cast under the sun.

This brings new meaning to the phrase "Say it with flowers." The last thing someone thinks when you're tossin' posies at 'em is duck and cover ... until they get hit with this spell, that is.

(This spell calls upon the elements of earth and fire. The caster takes a flower of any variety that is hued red, orange or yellow and ties it to the geothermic energy of Marl. The magic swells up in the flower to the bursting point. Here it is held until released. Finally, when commanded, it explodes like a fireball.

The range of the spell is the distance the caster can be from the flower and effectively trigger it. He need not yell, merely speak the words clearly and the magic does the rest. The duration of the spell is how long the flower will hold the effect before it goes off by itself.)

FIREWORK (C/OB-C)

Skill: *Alteration: wizardry*

Most Applicable Arcane Knowledge:

Inanimate forces

Difficulty Number: 12

Feedback: 13

Effect Value: 40

Range: 0 (Touch)

Speed: 0

Duration: 9 (1 minute)

Cast Time: 4 (6 seconds)

Modifiers: None

Once you've practiced with this spell a time or two on rocks, bottles, try it on someone you don't like. If nothing else, you'll give him a hotfoot he ain't going to forget ... just don't stand underneath admiring your work, in case he gets airsick.

(This spell transforms the gravitational pull on the target object into heat. The sudden lack of gravity causes the object to shoot skyward — expelling the heat as it goes. The spell will launch the object at a speed equal to its effect value minus the target's mass. The object will continue to travel upwards until the duration ends or the caster wills it to stop.)

FOG (C/OB-C)

Skill: *Alteration: elemental*

Most Applicable Arcane Knowledge: *Water*

Difficulty Number: 25

Feedback: 29

Effect Value: 10

Range: 0

Speed: 0

Duration: 9 (1 minute)

Cast Time: 5 (10 seconds)

Modifiers:

Components: Bucket of water (common)

Unreal Effects: Disbelief DN: 0

A little fog can go a long, long way ... when you want to beat it before things get hot ... sneak in someplace without being spotted ... or you don't really want a good look at who you slept with last night. Get the picture?

(The *fog* spell calls for the caster to hold a liter of water in an open container (no, ale won't work). As the mage casts the spell, he pours the water over on of his hands, splashing the drops into the air. The water turns to vapor and billows forth into a dense fog. This fog will completely fill a 10-meter diameter and rise to a height of 10 meters, centering around the vessel. The fog is dense, but evaporates quickly after the duration expires. The effect value of the spell is used as a negative modifier to *perception* rolls in the *fog*.)

FOLD

Skill: *Alteration: sorcery*

Most Applicable Arcane Knowledge:

Dimension

Difficulty Number: 20

Feedback Value: 17

Effect Value: 15

Range: 0 (touch)

Speed: 0

Duration: 18 (1 Hour)

Cast Time: 9 (1 minute)

Modifiers:

Component: Petrified wood (Rare, Destroyed)

The best way to hide something is to put it where it don't exist. This *fold* definitely qualifies. Besides being a good place to dump unwanted garbage (like dead bodies, fer example), it ain't a bad place for you to hide out, if something's looking for you and you don't wanna be found.

(The magic of the spell draws the walls of the dimension around the target. The reference point of the target is that the lights are being extinguished. The target cannot see, hear, smell or feel anything save for themselves while the fold is around them. For the duration of the spell, the target disappears from normal space. There seems to be nothing there and when looked at closely, there is no trace of the target. He cannot be found through any magical means.

The effect value of the spell is the weight of the target which can be hidden by the fold. If the target of the spell is too large, the spell fails to have any effect at all.

Scrying the area will reveal a mutation in the fabric of time-space, a wrinkle as if something has grasped a clump of cloth with his hand. Peering through is another matter entirely.)

FORGET

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Folk*

Difficulty Number: 19

Feedback Value: 23

Effect Value: 30

Range: 5 (10 meters)

Speed: 5

Duration: 38 (permanent)

Cast Time: 25 (1 day)

Modifiers:

Components: Pickled Undead brain (uncommon, destroyed)

Gestures: Complex (Complicated hand and finger movements. DN:8)

Incantation: A complete sentence ("Like the dead, you see nothing, you remember nothing.")

A good trick when someone you don't know or care to know sees or hears something you wish they hadn't. Well, take it away with this one. You could simply take an entire day from them. They'll be confused, but too bad.

(This spell, when cast, yields one charge. The spell is fairly simple, it attacks the target's mind and takes a block of time and erases it, including everything that's happened in that time. You can't be selective about what they forget — making them lose their memory of the crime you committed a

half hour ago will mean they'll forget everything that happened in the last half hour. If the target's combined Intellect and Mind are overcome by the effect value of the spell, a block of time equal to the result points of the attack can be removed.)

GREY BOX

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Living forces*

Difficulty Number: 18

Feedback Value: 20

Effect Value: 30

Range: 0 (touch)

Speed: 0

Duration: 18 (1 Hour)

Cast Time: 9 (1 minute)

Modifiers:

Gesture: Fairly Simple (Caster moves his hands over his eyes, mouth, ears and nose.)

Incantation: A complete sentence ("Senses are swimming, senses are sinking, senses drown.")

Components: Mother of pearl box and a tiny, wood carved figure. (Box: rare, Figure: un common)

Deaf. Dumb. Blind. Can't smell a thing, and he'll lay his hand on a burner without feeling a thing. Sounds like a real loser, don't it? Or maybe it's your pal, after he's been hit with this little beauty. For a lot less time and trouble than it would take you to muzzle all his senses one at a time, you can take them all out at once. Of course, he ain't gonna be good for much when you're done ... he won't notice what you're up to with his wife, either.

(This spell attacks the five senses of a target. The spell affects the target's Intellect. Compare his Intellect value to the effect value of the spell on the Push column of the Success Chart. The first sense dulled is compared at EV-2, the second at EV-4, the third at -6, etc. The relevant result is added to the difficulty of the target's Intellect or *perception* value when attempting to use that sense.

HEAT METAL (OB-C)

Skill: *Alteration: technomancy*

Most Applicable Arcane Knowledge: *Fire, metal*

Difficulty Number: 13

Feedback Value: 17

Effect Value: 16

Range: 10 (100 meters)

Speed: 10

Duration: 5 (40 Seconds)

Cast Time: 4 (6 seconds)

Modifiers:

Components: Fire source (match, lighter, etc.) (common, destroyed)

Concentration: 6 seconds (DN: 8)

I like the look on a bozo's eyes as his hands get seared by a pistol grip. It seems most thugs hate being separated from their pieces — use this spell and they'll be wishing they'd left it at home. (Just hope they don't use non-metallic boom-sticks.)

I once heard of a guy who used this spell to break into a shop. He heated the lock on the door and was able to simply push the door open as the wood around the lock smouldered and bent away. Too bad nobody told him about that *rain of razors* ward...

(Any non-magical metal, chosen by the caster, five pounds or lighter suddenly increases in temperature to 1,000° F. The object gains a slight orange glow as it reaches this temperature. Anything touching it will start to burn immediately, including flesh, leather and wood, taking damage equal to the effect value of the spell each round held.

Guns with wooden stocks will have these stocks start burning. Leather pommel wrappings on hand-held weapons will also burn. In this case, the hand weapons, after they cool, can be used with a DN -3 modifier due to the new awkwardness. Guns with burnt off parts also suffer a penalty, but only a DN-2. Should there be any flammable parts used to hold a metal object together, the objects then become unusable.

If the object targeted by the spell is larger than one meter, the difficulty and feedback of the spell should be increased by +1 for each additional cubic meter to be affected.)

HEIGHTEN DEXTERITY

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Living forces*

Difficulty Number: 19

Feedback: 22

Effect Value: 16

Range: 0

Speed: 0

Duration: 15 (15 minutes)

Cast Time: 9 (One minute)

Modifiers:

Related Skill Total: *prestidigitation* (DN 7)

Makes you shoot straighter and gives you a better chance of hitting. But it'd be cheaper just to buy a shotgun, bud ...

(Compare the effect value of the spell to the target's Dexterity on the Push column of the Success Chart. The push value is added to the target's Dexterity for the duration of the spell.

While casting this spell, the mage must make a successful *prestidigitation* total of 7 to mimic the increased Dexterity the target will soon have.)

INCREASE STRENGTH

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Living forces*

Difficulty Number: 14

Feedback: 16

Effect Value: 20

Range: 0

Speed: 0

Duration: 15 (15 minutes)

Cast Time: 9 (one minute)

Modifiers:

Related Skill Total: *lifting* (DN 7)

When you need a little muscle, and there's none for hire ...

(Compare the effect value of the spell to the target's Agility on the Push column of the Success Chart. The push value is added to the target's Strength for the duration of the spell.

While casting this spell, the mage must make a successful *lifting* total of 7 to mimic the increased Strength the target will soon have.)

JUMP

Skill: *Alteration: chronomancy*

Most Applicable Arcane Knowledge: *Time*

Difficulty Number: 7

Feedback Value: 7

Effect Value: 10

Range: 0 (self)

Speed: 0

Duration: 0

Cast Time: 4 (6 seconds)

Modifiers: None

This spell is a good one to have charged so ya can throw it in an instant to jump outta the way of a bullet or a hungry critter. It's also good if you gonna buy it in a few minutes unless your pals get a doctor. Cast the *jump* and wait.

I also got a warning about this spell. This is one o' them rare spells where ya don't wanna be too successful with the cast. If all you want is to dodge a slug, you don't need to be gone a year. And if you're gone a century, odds are the doc won't be there when you get back.

(Chronal energy whirls around the caster of the spell. When the energy fades seconds later, the mage is no longer there. After the disappearance, he does not reappear for a specific amount of time. The effect value of the spell is subtracted from the weight value of the caster and then applied to the chart below to determine how long the character is



displaced from normal time. When he returns, it is in the exact space he left, in the exact posture.

The spell takes the target out of time and space, causing the person to temporarily cease to exist in this universe. When time is returned, so is the target. To the caster, it is as though no time passes whatsoever. The moment they return feels exactly like the moment they left. Great way to skip that surprise beating the local bookie's planned for you.)

Final EV of the Spell	Time Removed from the Universe
0	1 second
1	1.5 seconds
2	2.5 seconds
3	4 seconds
4	6 seconds
5	10 seconds
6	15 seconds
7	25 seconds
8	40 seconds
9	1 minute
10	1 minute 40 seconds
11	2 minutes 30 seconds
12	4 minutes 10 seconds
13	6 minutes 40 seconds
14	10 minutes

MAGNETIC ATTRACTION (OB-C)

Skill: *Alteration: technomancy*

Most Applicable Arcane Knowledge: *Metal*

Difficulty Number: 20

Feedback: 21

Effect Value: 20

Range: 0

Speed: 0

Duration: 18 (1 hour)

Cast Time: 9 (1 minute)

Modifiers:

Components: Iron filings (common, destroyed)

Gestures: Spiral out from center of the area, sprinkling filings (Complex DN: 8)

Incantations: Loud humming sound

If you're expecting guests — and you're pretty sure they're packing — then you want this on your doorstep. It'll make 'em grow roots ... but don't venture too close, or you will, too. And when the spell wears out, it'll come down to who draws first...

(This magical ward will protect a circular area 10 meters in diameter. The technomancer walks

backward in a spiral pattern, sprinkling iron filings on the floor while chanting arcane words of binding. The mage points to the center of the area of effect.

The ward becomes active when stepped on by any folk. The area magnetically attracts metal objects with a Strength equal to the effect value of the spell. Any character stepping on the floor while carrying or wearing metal objects will be held fast to the spot. Once triggered in this fashion, the spell will remain in effect for one hour. During this time, any other folk who touch the affected area will also be affected.

A bound victim must generate a Strength total greater than the effect value of the spell to free himself.)

MANIA

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Living forces*

Difficulty Number: 19

Feedback: 20

Effect Value: 25

Range: 5 (10 meters)

Speed: 5

Duration: 9 (1 minute)

Cast Time: 0 (1 second)

Modifiers:

Gestures: Simple (pointing)

Unreal Effects: Disbelief DN: 10

Just your standard, handy-dandy "drive some poor slob nuts" spell. They're a dime a dozen in the Seers' Quarter of Galitia ... and the results are wandering all over "Frenzy," pal.

(Just think insane thoughts — not too hard, right? — and point at your target. It's that simple. Compare the effect value of the spell to the victim's Mind. Read the result through the Power Push Column. Find the final result points on the General Success Column. *Minimal* success results in the victim becoming unskilled. *Solid* success causes him to be stymied. *Good* success causes him to stand confused taking no action. A *Superior* result causes the victim to attack the nearest being in range. *Spectacular* success knocks the victim unconscious. Results last for each round that the spell is in effect. *Mania* is illusory and can be disbelieved by generating a Confidence or *willpower* total of 10 or more.)

MOLD

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Plant*

Difficulty Number: 12

Feedback Value: 12

Effect Value: 10

Range: 0 (touch)

Speed: 0

Duration: 38 (permanent)

Cast Time: 14 (10 minutes)

Modifiers:

Components: Lichen (common, destroyed)

Unreal Effects: Disbelief DN: 6

A slick spell to keep people away from your business. Set up your hideaway to look old and abandoned and people will think twice about ransacking it. Then again, I've heard of slick grifters using this spell to make grimoires look like antiques, even though they're last week's vintage.

(A spell geared to making the targets look outwardly old. Thus a book hit with this spell will have its cover wrinkle and crease. A layer of dust and even mold might grow on the exterior of the pages. The inside, the actual pages and binding are still in prime shape. A spell that is basically deceitful, without any actual physical effects.)

One single, non-living, object can be affected. The size of the object is limited to half the effect value of the spell. Increasing the effect value increases the size of what may be outwardly aged. Other items commonly targeted by this spell are jewelry, which tarnishes, and furniture, which cakes with dust and mold.)

MUSCLE RIP

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Living forces*

Difficulty Number: 18

Feedback Value: 18

Effect Value: 30

Range: 5 (10 meters)

Speed: 5

Duration: 13 (5 minutes)

Cast Time: 9 (1 minute)

Modifiers:

Components: Corpse muscle candle
(uncommon, destroyed)

Messy, but effective. This one is excellent to show your troops and minions what can happen to them should they step outta line. It's kind of gruesome and for the most part of deadly. I like the popping sound the stomach and bladder makes when the body is crushed. Sometimes you get to see what they had for lunch, too.

(The target of this powerful spell will start convulsing as the muscles in his body start tearing themselves free from the bones, tendons and ligaments. The EV of the spell is compared to the target's *Toughness*, the difference is done as damage. Damage is applied to the target each round (no



Eric Conle

armor counts). The muscles, now with a life of their own, rip through the skin and start wrapping themselves around the target's body. As each muscle fully extends itself around the body, it will start contorting and squeezing.

The body will be crushed in upon itself. The spell lasts for about five minutes, as long as it takes to fully kill the target. Blood, organs and other fixtures of the internal recesses of the body will be either crushed or forced out of the body as the muscles crush the frame. Should the spell be countered or otherwise stopped before the target dies, the muscles will stop contorting and go limp. It is only then that the target can be helped, with magical healing only.)

NEON SIGN (O/OB-O)

Skill: *Alteration: photomancy*

Most Applicable Arcane Knowledge: *Light*

Difficulty Number: 12

Feedback: 15

Effect Value: 10

Range: 7 (25 meters)

Speed: 7

Duration: 18 (1 hour)

Cast Time: 9 (1 minute)

Modifiers:

Unreal Effects: Disbelief DN: 0

One of the more commonly cast spells, usually to spell out something like "Eats."

(The mage casts the spell by quickly reciting the first word she intends to write while spelling it out with movements of her hand. The spell affects a 2.5 meter radius circle. The caster controls the target aspect, effect, duration and form of the spell.

As the mage thinks the words in her mind, the light within the area of effect gathers to form the letters. The rest of the area darkens as the light leaves it, making the letters more legible. The spell's effect may be switched off and on.)

OBEY

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Folk*

Difficulty Number: 16

Feedback: 18

Effect Value: 30

Range: 0

Speed: 0

Duration: 38 (permanent until resisted)

Cast Time: 32 (1 month)

Modifiers:

Components: Ring or collar (uncommon)

Incantations: Fairly easy (see text)

If you haven't got the money to pay off your legbreakers or keep that frail from singing to the

law, you might have to haul this one out of your bag of tricks. Sure, they'll be glassy-eyed, a little slow, and not much for conversation — in other words, not all that much different from before.

(This is a charged spell. To work the spell, the caster must have a metal item, such as a ring or collar, that can be worn by the target. After the spell is impressed in the item, the mage presents the contagion to his target, speaking the words, "I'm the boss," when the target puts on the item. The spell is then released, and the target must make a Confidence or *willpower* roll greater than the effect value of the spell. If he fails, he must obey the caster for the duration, or until the enchanted object is taken off.

If the caster commands the target to commit a self-destructive act or an act totally against his nature, he gets another chance to resist, with a +5 added to his Confidence total. For each such command, allow another resistance roll, with another +1 added to the total.)

PAIN MISSILE (OB-C)

Skill: *Alteration: technomancy*

Most Applicable Arcane Knowledge: *Metal*

Difficulty Number: 9

Feedback Value: 10

Effect Value: 20

Range: 3 (3 meters)

Speed: 3

Duration: 5 (10 seconds)

Cast Time: 10 (2 Minutes)

Modifiers:

Components: Small needle, drop of blood (both commonplace)

I like this one. Simple enough to get off without blowin' your head off and fast enough to be able to throw when in combat. It's definitely the kinda thing you want to have along when you've got some buddies backing you up. You shock him with your nasty little surprise and they heap a bunch more abuse on him while he's howlin'.

(In times of need, when your lead slugs aren't fazing that Unnatural, something more destructive is needed. This spell gives the weapon, usually a slug, less often an arrow or crossbow bolt and sometimes even a dart or needle, the ability to inflict searing pain into the target of the attack.

The effect value of the spell must overcome the target's Toughness to have any effect.

After the bullet strikes a foe, the enruned spell activates, causing the target searing pain (damage value 20). All subsequent attacks the same round have their damage increased by +2. This should usually allow a strike to obtain at least a K or KO, even if physical damage is ignored.)

PHASE

Skill: *Alteration: sorcery*

Most Applicable Arcane Knowledge:

Dimension

Difficulty Number: 13

Feedback Value: 14

Effect Value: 20

Range: 0 (1 Meter)

Speed: 0

Duration: 18 (1 Hour)

Cast Time: 9 (1 minute)

Modifiers:

Gestures: Fairly simple (Begins to shake, slowly at first and then faster and faster.)

Every spy should learn this one. Then again, most assassins do. I guess it pays to be able to sneak through walls like a wraith. Well, this one got me out of a lot of messy situations. When it's time to turn tail and run for cover, it is a whole lot easier to phase through it into a much safer place then duck and pray.

(The magic alters the "aura" of the caster in such a way as to make his body and immediate surroundings (clothes) out of phase with other materials. The caster can force himself through materials that have a Toughness equal to or less than the EV of the spell. The phasing is voluntary, the caster must will it to happen, so he has no worries about casting the spell and dropping into the center of Marl, or other unfortunate problems.

Magical materials may resist the effects of this spell. The caster and the material must roll off against each other. While phasing, nothing made from the material the caster's body is sympathetic to can be touched. Thus when this spell is set for metal, the caster cannot pick up a pistol or sword, unless parts of it are made from materials other than metal.)

POISON (C/OB-C)

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Plant*

Difficulty Number: 14

Feedback Value: 14

Effect Value: 25

Range: 0

Speed: 0

Duration: 25 (1 day)

Cast Time: 9 (1 Minute)

Modifiers:

Gesture: Simple (A finger swirling over a jar or bottle.)

Incantation: A complete sentence ("Water for health, water for wealth. Alter water and obscure wealth, poison water and destroy wealth.")



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Components: Poisonous fig root (rare, destroyed)

A killer's favorite, and many an Elder's as well. Poison's subtle and effective, if that's what lights your fire. I think of it as the first spell to learn when you start workin' for the city or some big company. Never know when you might need it.

(This spell alters any liquid and changes it to a deadly poison. The right spell will detect the change, but the naked eye (and nose) won't. Imbibing the liquid causes the drinker to take damage equal to the effect value of the spell minus the drinker's Strength or Endurance (whichever is higher.)

The caster must know what the liquid is before he can alter it, as this spell has no effect on liquids that are already poisons or acids. If this spell is cast on poisonous liquids, it adds its effect value to the damage value of the poison. It does not, however, do anything to mask the fact that the liquid is poisonous.)

PURIFY

Skill: *Alteration: elemental*

Most Applicable Arcane Knowledge: *Water*

Difficulty Number: 12

Feedback: 11

Effect Value: 20

Range: 0

Speed: 0

Duration: 26 (1.5 days)

Cast Time: 18 (1 hour)

Modifiers:

Components: Water, herb tea (commonplace, destroyed and uncommon, destroyed)

If you can't keep that "glass made of brass has the ale that won't fail, but the cup you drank up has the booze makes you snooze" stuff, you'd better keep this spell handy. If it doesn't save your life, it might at least keep you from getting rolled.

(This spell affects a liter of specially prepared water. The water contains a very small amount of herb tea. When a character drinks the water, the spell works as a countering agent to any poisons present in the body. If the spell's effect value is greater than the strength of the poison, then the poison has no effect at all. Unfortunately, the reverse is also true.

The antidote remains in the target's system for the entire duration and attempts to counter any new poisons that enter the body. The spell remains at full potency unless defeated, in which case its protection is destroyed. The poisons it has already overcome will stay inert, but any subsequent poisons will take full effect.)

PYRE'S FLICKERING FIRE SHIELD (C/OB-C)

Skill: *Alteration: elemental*

Most Applicable Arcane Knowledge: *Fire*

Difficulty Number: 18

Feedback: 18

Effect Value: 30

Range: 0 (touch)

Speed: 0

Duration: 18 (1 hour)

Cast Time: 9 (1 minute)

Modifiers:

Components: *Flame (common)*

Gestures: Simple (See below)

On the face of it, this looks like a good spell: efficient, effective, just flashy enough to impress your dame. One thing to keep in mind, though: it'll give you away faster than a muzzle flash. You can't duck into a dark alley and hide if there's flame flickering all around your mitt, right?

(The caster passes his hand through a flame while casting the spell, touching the hand of the recipient, focusing the spell into that character. That hand now has a barely visible flicker of flame in the shape of a shield. The spell resists the effects of all fire spells with a casting total less than the effect value of the flickering shield. The spell's duration is controlled by the recipient.)

QUICK PHASE

Skill: *Alteration: sorcery*

Most Applicable Arcane Knowledge:

Dimension

Difficulty Number: 11

Feedback Value: 12

Effect Value: 30

Range: 0

Speed: 0

Duration: 5 (30 Seconds)

Cast Time: 0

Modifiers:

Components: Vial of quicksilver (rare, destroyed)

Gesture: Simple (Splash quicksilver on ground.)

Incantation: One word ("Fluid.")

A spell of defense, it's fast and does the job. I don't know too many gumshoes who don't carry a few charges of *quick phase* with them. The average mug only has eyes in the front of his head, so the guy with the rod behind him has an easy time taking him out. That is, unless he's got a *quick phase* to use the moment he hears the shot.

(A spell released at the moment of need. The magical energy comes into the caster's body and causes him to phase for a few seconds. In that time, all material objects will pass right through his



body. Whatever is being held at that time is dropped. Anything with a Toughness less than the effect value of the spell passes through the recipient.

Magic spells and items still affect the phased individual normally.)

RAZOR BLADE

Skill: *Alteration: technomancy*

Most Applicable Arcane Knowledge: *Metal*

Difficulty Number: 12

Feedback Value: 13

Effect Value: 25

Range: 0

Speed: 0

Duration: 18 (1 Hour)

Cast Time: 9 (1 Minute)

Modifiers:

Components: Whetstone and a miniature sword (common and rare)

Gestures: Fairly simple (Sharpens miniature sword with whetstone then touches miniature sword to blade to receive the spell.)

A useful spell for any eventuality, be it a casual knife fight down in the bad side o' town or for sprucing up your blade before you take on a queskworm. Tons o' fun for the whole family as some loudmouth stops laughing at the pocket knife you're carrying and has to pick up his guts.

(This spell temporarily enchants a bladed weapon to razor sharpness. Compare the effect value of the spell to the maximum damage value of the weapon on the "Push" column of the Success chart. The maximum damage value of the weapon and its damage bonus are increased by the result of the "push.")

ROT

Skill: *Alteration: necromancy*

Most Applicable Arcane Knowledge: *Death*

Difficulty Number: 14

Feedback Value: 18

Effect Value: 30

Range: 10 (100 meters)

Speed: 10

Duration: 0

Cast Time: 4 (6 seconds)

Modifiers:

Components: Rancid baby flesh (expensive, destroyed)

Gestures: Point at target (Simple)

Incantation: Complete sentence ("Time's ravages take you!")

A real nasty spell and one way to control the Undead. Don't put holes in them, make them into gelatin. The only potential downside is having to clean the bodies up with a sponge.

By the way, good luck tryin' to find the rancid baby flesh. I once hit every shop in Galitia without so much as gettin' a whiff of any. Now you know why the infant mortality rate's a sorcerer's best friend.

(A spell that only attacks non-living organic material, *rot* has little or no effect on living flesh. Undead really hate this spell and sentinels usually keep a few charges on hand, especially in Selastos with its dense Taxim population. The spell ages the flesh at a surprisingly fast rate of speed. It literally liquefies and puddles on the ground.

The spell attacks like a *fireball*, except it does not burn, it melts. Treat this spell strike as a *fireball* with additional damage (automatic minimum result of Push 3). This spell affects all Undead that still have some sort of tie to a physical body.)

SHADOW MERGE (O/OB-O)

Skill: *Alteration: photomancy*

Most Applicable Arcane Knowledge: *Dark*

Difficulty Number: 10

Feedback Value: 12

Effect Value: 22

Range: 0 (touch)

Speed: 0

Duration: 18 (1 Hour)

Cast Time: 4 (6 seconds)

Modifiers:

Gestures: Caster moves his hands up and down his body, while mimicking passing them through his body by moving them behind and in front of him.

Incantations: "Time to do a fade."

Component: A mirror (uncommon, destroyed)

Other: Must be cast in shadows.

It's kind of a sissy's way of getting around the city. Sure, only things with brains will have a chance to guess you're there — but you're only gonna have spells at your command. Forget bringing your rod with you on this trip.

Still, if you're more interested in a quiet break-in than a smash and grab, this spell is for you. It's also great for scaring kids and old ladies.

(The effect of this spell is to make the caster's corporeal form merge with a shadow. The effect value of the spell takes the place of the character's Toughness for the duration of the spell. No physical attack with a damage value less than the effect value of the spell will harm the character while he is merged with the shadow.

This spell must be cast from within an existing shadow. Keep in mind that the shadow is not simply concealing the caster — he's literally part of it. Even his eyes disappear in the darkness. If he steps out of the shadow, he becomes visible again.



If light dispels the shadow, he suffers damage equal to the effect value of the spell, and it may take him several minutes to recover from having his form dispersed.

While merged with the shadow, the caster can move through any solid object with a Toughness equal to or less than the effect value of the spell. He cannot manipulate any physical objects, but may use spells.)

SHAPE ELEMENT

Skill: *Alteration: elemental*

Most Applicable Arcane Knowledge:

Inanimate forces

Difficulty: 23

Feedback: 23

Effect Value: 30

Range: 5 (10 meters)

Speed: 5

Duration: 38 (permanent)

Casting Time: 9 (1 minute)

Modifiers:

Components: Must have a sample of each element (very common, destroyed)

Must have a wand made of each of the elements (very rare)

Concentration: Time: 9 (1 minute) DN: 9

Gestures: Complex (must direct changes in element with wand, DN: 8)

Incantations: Complex incantation (DN: 8)

"By the power of this wand and with the approval of the Dons of Elementalkind, I call upon these forces of nature to heed my call and do my bidding. By the power of the water I bear, I command Fire to heed my commands. By the power of the air I bear, I command Earth to heed my commands. By the power of the fire I bear, I command Water to heed my commands. By the power of the earth I bear, I command Air to do my bidding."

Well, it looks real impressive. I've never been all that sure what to do with it myself, unless you're just interested in making firemages' lives hell. And watch out — when you're halfway through that incantation, somebody's gonna slug you.

(This spell allows you to change the shape of an element, providing its Toughness doesn't exceed the effect value of the spell. This lets you make a raging fire roar in one place or another to cut off your enemies, or a river grow swollen in one place or another. The mage can control a volume of material in a 10-meter radius. The effect can be moved to another part of the element or switched to another elemental force. He can't, however, change one element to another (fire to water, etc.) with this spell.)

SHATTER WALL

Skill: *Alteration: elemental*

Most Applicable Arcane Knowledge: *Earth*

Difficulty Number: 22

Feedback: 21

Effect Value: 25

Range: 0 (touch)

Speed: 0

Duration: 9 (1 minute)

Cast Time: 4 (6 seconds)

Modifiers:

Components: Piece of glass, piece of stone (commonplace, destroyed)

Gestures: Simple (Touching the stone to be transformed)

Incantations: A complete sentence ("They don't make'em like they used to.")

This spell's good for more than just urban revivification. It can also get you out of a small town cell, if you're unlucky enough to wind up in a jam. But don't pull this in Galitia or one of the big cities — their jails are warded against this sort of thing. More likely your hand will wind up crumbling than the wall.

(The sorcerer places a piece of stone on the ground and smashes a piece of glass upon it. He then lifts the rock and crushes any remaining glass fragments with it.)

After reciting the appropriate incantation, the caster touches the stone he wishes to transmute. An area within a four-meter diameter of his hand then becomes brittle, its Toughness decreased by the effect value of the spell.

A brick has a Toughness of 4, a brick sized piece of granite has a Toughness of 9, while a one meter by one meter by half a meter granite slab would have a Toughness of 24.)

SHORTCUT

Skill: *Alteration: sorcery*

Most Applicable Arcane Knowledge:

Dimension

Difficulty: 12

Feedback: 13

Effect Value: 25

Range: 0

Speed: 0

Duration: 5 (10 seconds)

Casting Time: 5 (10 seconds)

Modifiers: None

This is a dangerous spell, the same way any teleportation spell is. There's some nasty stuff in limbo-land, and I ain't kidding. Even I don't venture in between dimensions if I can help it, and I've got it all over you, right?

(A mage uses this spell to move himself from one



location to another, travelling the distance through an extradimensional "tunnel." The caster disappears upon casting the spell, reappearing at the destination a short time later.

Only the caster can benefit from *shortcut*. The caster must see, or otherwise sense, the location to which he will move. He must know the location of both the starting point and the destination. A mage could *shortcut* beyond his field of vision if he knew the location, perhaps through a divination spell, and the location was in range.

The mage travels from the start point to the destination at a rate of 250 meters per second. No matter how large the bonus number generated, the maximum effective range is 2,500 meters. More than that and the duration expires before the mage arrives at his destination, randomly depositing the mage at (or into) a point near his line of travel.)

SILENT

Skill: *Alteration: wizardry*

Most Applicable Arcane Knowledge:

Inanimate forces

Difficulty Number: 15

Feedback Value: 13

Effect Value: 25

Range: 0 (touch)

Speed: 0

Duration: 18 (1 Hour)

Cast Time: 10 (2 Minutes)

Modifiers:

Gesture: Fairly Simple (Caster moves about on his tiptoes, walking like he is trying not to make any noise.)

Incantation: Complete sentence (Spoken in whispers, "Magic in the air, magic everywhere, come and mask my sounds, make me silent in the night air.")

I kinda like being able to sneak up on some poor sucker. Getting right behind his ear and then whispering some sort of threat when he's completely off-guard. Causing premature heart attacks is always a barrel of laughs, right?

(Magic surrounds the caster's body and dampens the sounds his body makes. Whatever he touches or walks on is also affected during the moment of contact. Thus, he could walk on eggshells and have them break under his feet, without any sound. Should one stick to his foot and then fall to the ground, it would make a splattering sound.

Any involuntary sounds the caster makes while this spell is in effect are muffled by the magic. Spellcasting is still possible, but with normal chances to be heard. The effect value of the spell takes the place of the target's *stealth* value for the duration of the spell.)

STIFF

Skill: *Alteration: necromancy*

Most Applicable Arcane Knowledge:

Living forces

Difficulty Number: 18

Feedback Value: 19

Effect Value: 40

Range: 3 (4 meters)

Speed: 3

Duration: 9 (1 minute)

Cast Time: 4 (6 seconds)

Modifiers:

Components: A finger taken from a body with rigor mortis (rare, destroyed)

Gesture: Fairly simple (The caster makes freeflowing motions and then suddenly freezes up in one locked position.)

Incantation: A complete sentence ("Joints, lock up; muscles, on strike; you ain't moving.")

Ever see a Sketh? They're smelly, annoying little bastards, but they're fast as anything. That's why this spell was built — draw a bead on 'em and you can turn 'em into hairy little statues. If the city wasn't so cheap, the sentinels would have this one.

(The target of this spell finds his muscles, tendons and ligaments locked up. The effect value of the spell is compared to the character's Dexterity (at EV-2) and then Agility (EV-4) on the Push column of the Success Chart. The resulting Pushes are added to the difficulty of the character's Dexterity and Agility skill rolls for the duration of the spell.)

STRONG AS STEEL

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge:

Animal/plant

Difficulty Number: 11

Feedback: 12

Effect Value: 20

Range: 0

Speed: 0

Duration: 25 (One day)

Cast Time: 14 (10 minutes)

Modifiers:

Components: Weapons (uncommon, destroyed)

Gestures: Fairly Easy

Before you go walking down those mean streets, you might want to get that trenchcoat bulletproofed. And this is the spell that'll do it for you — there's nothing like watching some cutpurse's blade snap on your shirtfront. Let him wonder if you know this rite, or if your skin's just a little too tough for what he's got ...



(The caster takes each piece of clothing to be enchanted and holds it before him. With his other hand he takes knives, bullets and other weapons and touches them to the material; then he breaks or destroys them, simulating the way they'll shatter on the garment.)

Compare the effect value of the spell to the garment's normal armor value and read the difference on the Power Push Table. Add the result points to the garment's armor value and max. value.)

SUGGESTION

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Folk*

Difficulty Number: 12

Feedback: 12

Effect Value: 20

Range: 5 (10 meters)

Speed: 5

Duration: 18 (1 hour)

Cast Time: 18 (1 hour)

Modifiers:

Components: Candy coated snake's tongue (uncommon, destroyed)

Gestures: Complex (Must swallow the tongue while speaking the "suggestion," DN: 8)

Incantations: A complete sentence (must speak the "suggestion")

Unreal Effects: Disbelief DN: 10

The only tricky part of this cast is swallowing the tongue. You'd be amazed how many sorcerers have choked to death trying to pull that off.

If you're into subtle (I'm not — Demons hate subtle), you'll get some use out of this cast. Me, I'd rather carry a spell that knocks somebody down, and lets me do whatever needs to get done. But if you wanna be a sap, go ahead ...

(Each cast of this spell creates one charge of the *suggestion* spell. This spell acts as a *persuasion* attempt by the caster, using the results garnered by the spell instead of the caster's *persuasion* value. The character must speak a "suggestion" to the target (in a language the target can understand) while casting the spell. Compare the effect value of the spell to the target's *willpower* or Confidence with the result read on the Taunt/Trick Column of the Success Chart. The target will follow *suggestions* that are not self-destructive and do not go against his basic beliefs on a *setback* result. On a *player's call*, the target will follow any *suggestion*.)

The *suggestion* spell is illusory, and it can be disbelieved by the target (on a result of 10 or higher). After the duration lapses, the suggestion will stay with the target, with disbelief rolls increased by the value of the amount of time since the spell expired.)

SUSTENANCE

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge:

Living forces

Difficulty Number: 14

Feedback Value: 16

Effect Value: 25

Range: 0 (touch)

Speed: 0

Duration: 25 (1 Day)

Cast Time: 15 (40 minutes)

Modifiers:

Incantation: A complete sentence ("There's nothing I can't do without.")

Components: Pearls (rare)

Side Effect (see text)

You could do worse than this spell if you're going out into the Wilderness. You usually don't have time to spend eating and drinking when you're running for your life.

'Course, use this spell too often and you'll never want to stop — but that's your worry, not mine. More than a few alchemists have wound up pushing up headstones because they didn't want to stop studying long enough to eat, and they got hooked on this little trick.

(A spell that weaves magic into the caster's body. The spell eliminates the caster's need for water, food, even air for one full day. Unfortunately, the spell itself can get addictive — the body starts depending on magic and loses interest in real food, etc. For each use of the spell, there is a cumulative 2 percent chance of getting addicted.)

THUG FROM BEYOND

Skill: *Alteration: necromancy*

Most Applicable Arcane Knowledge: *Death*

Difficulty: 28

Feedback: 30

Effect Value: 40

Range: 5 (10 meters)

Speed: 5

Duration: 29 (1 week)

Cast Time: 18 (1 hour)

Modifiers:

Components: Human skull (Fresh) destroyed during casting; 1 pt. Human blood, destroyed during casting

Concentration: One hour (*willpower* DN: 12)

Gestures: Complicated ritual complete with difficult finger gestures (DN: 12)

Incantation: Long summons with information on the person being brought back (DN: 12)

Other: Can only be cast on moonless nights

This spell transforms the skull of a Human into a skeletal thug to act as a bodyguard for the duration of the spell. The mage must stand within a graveyard at night to prepare this spell. The mage then creates the pattern of this spell while holding and staring at the Human skull. During the process, a darkness will be seen forming around the bone. The darkness seems to come from nearby graves, a dark wisp coming from each grave within a six meter radius.

When the mage finishes the casting, he throws the bone onto the ground and says, "Come forth, and do the job I have set for you." The ground rumbles as the skeletal thug emerges from the ground. The warrior is clad in the a ruined trenchcoat and carries a weapon of the caster's choice, usually a submachinegun or the like. The thug will always remain within six meters of the caster, protecting the caster from harm to the best of his abilities.

The thug is intelligent, and uses tactics to protect his summoner.

"AVERAGE" SKELETAL THUG

DEXTERITY 11
AGILITY 12
STRENGTH 13
ENDURANCE 13
TOUGHNESS 12
INTELLECT 11
MIND 10
CONFIDENCE 10
CHARISMA 9

Natural Weaponry: Claws, damage value STR + 3/25

Note: The stats for the Skeletal Thug are determined by checking the effect value of the spell against the "Push" column on the result table. Strength is the primary attribute for the push, followed in order by Endurance, Agility, Dexterity, Intellect, Confidence, Mind, Charisma. The primary stat to be affected is read on the push chart at a value of EV -2, the secondary is EV -4, the third EV -6, etc. The stats for this "Average" Skeletal Thug assume that there is no bonus to be added to the effect value.

The thug has no skills, so it relies on its base stats. Skeletal Thugs never get rerolls of any sort.)

TRUTH

Skill: *Alteration: vitomancy*
Most Applicable Arcane Knowledge: *Living forces*
Difficulty Number: 10
Feedback: 10
Effect Value: 19
Range: 0 (Touch)

Speed: 0

Duration: 17 (30 minutes)

Cast Time: 9 (One minute)

Modifiers:

Concentration: One minute (DN 9)

Incantation: Complex (DN 8)

Gesture: Putting hand on subject's forehead

Just what it sounds like. Hey, would I lie to you?

(This spell allows the caster to ask questions and have them answered truthfully for up to 30 minutes. The spell does not allow for complex questions — basic, "yes or no" questions are the only ones that will work.

The spell is cast by concentrating for a full minute (*willpower* difficulty of 9), and reciting the incantation (Mind difficulty of 8), and placing the palm of the hand on the subject's forehead. Then all the caster has to do is ask a question and the subject will answer as truthfully as possible. The effect value is measured against the target's Confidence or *willpower*.

The subject can generate a *willpower* total against a difficulty number of the effect value of the spell. If successful, the spell has no effect upon him.)

UNDO (OB-C)

Skill: *Alteration: technomancy*

Most Applicable Arcane Knowledge: *Metal*

Difficulty Number: 17

Feedback Value: 16

Effect Value: 36

Range: 15 (1 Kilometer)

Speed: 10

Duration: 9 (1 Minute)

Cast Time: 20 (2 Hours)

Modifiers:

Gesture: Caster breaks something man-made in his hands.

Incantation: "Anything one man makes, another man can break."

Mean trick. Just down and dirty. Do you know how much it costs to get your roadster rebuilt after one of these hits it? Not to mention what a sap you'll look like as your gun falls apart in your hand ...

(Magical forces directed at a single object will attack it and pervade all of its parts. Almost immediately, the magic causes the parts to separate, screws unscrew, nails and pegs are pushed out, etc. In a matter of seconds, the entire object is in pieces. This is done by comparing the effect value of the spell to the Toughness of the item being effected. If the effect value is greater than the Toughness, the machine takes itself apart.

If the object is an engine or anything that houses potentially explosive substances, then there





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will probably be an explosion of sorts. Combustion engines, steam engines and similar items are likely to go boom. Cars moving at high velocities will break down and cause damage to the occupants and anyone or anything in the path of the now-defunct vehicle. In this case, check the speed of the vehicle on the Value Chart as a modifier for an attack roll on each target.)

VEGETATION (OB-O)

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Plant*

Difficulty: 23

Feedback: 28

Effect Value: 20

Range: 8 (40 meters)

Speed: 8

Duration: 18 (one hour)

Casting Time: 5 (10 seconds)

Modifiers:

Components: Fertilizer (common, destroyed)

Concentration: 10 Seconds (DN: 8)

Gestures: Fairly Simple (touch the ground and make sweeping circular motions.)

Incantations: "Grow, grow, touch the sky."

Other: Must have one add in the arcane knowledge *plant*.

This is about more than showing you've got a green thumb. Do it right, and you'll slow down

pursuers, especially if they were expecting pavement, the saps. And if one of 'em's got an allergy to growing things, you really have a party.

(Basically, this spell will give all the plants in a 20-meter diameter a burst of energy and make them grow at an accelerated rate. First, the caster touches the ground, and suddenly all the vines, weeds and grasses in the area shoot up around him. The mage has to keep his wits about him to control the amount of growth or nobody will find him until somebody gets a mower. Sure, you can use this spell for simple gardening, but it's more likely you'll use it to frustrate sentinels.

Let enough growth happen and it'll be hell trying to walk through the spot. You'll need a machete or a few good necromantic spells to wipe out the plant life. Unfortunately for those people relying on the former, the plants have a Toughness equal to the effect value of the spell.

The Agility value of the plants is zero. Score a wound and you can move one meter — damage to the plants can be found on the *Damage Chart* on page 13 of *MasterBook*.

Even downing a plant isn't always enough. As long as the spell is in effect, the plants will regrow in about four rounds. Get out quick or they'll be back again.

Once the spell expires, the plants will stay as big as they are, but won't reappear when they're killed. Their enhanced Toughness vanishes, too.)

VIGOR

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge:

Living forces

Difficulty Number: 13

Feedback: 15

Effect Value: 30

Range: 0

Speed: 0

Duration: 9 (1 minute)

Cast Time: 4 (6 seconds)

Modifiers:

Components: 2.5 centimeter square patch of hide from a queskworm (rare)

Gestures: Fairly simple (caster pants quickly, then stops)

Before you get in the backseat with that Succubus, you might want to take a hit of this. You're going to need it.

(This spell will increase the Endurance of any living creature. The caster need only gesture at the target and flex his arm to cast the spell.

The effect value is compared to the Endurance of the target. If the effect value is greater, then the difference is read as result points on the Push Column. The target's Endurance is increased by the result points of the Push.

If a person affected by this spell sustains shock damage exceeding his original Endurance, he will remain conscious until the duration of the spell expires. If he has not recovered from the shock before this time, then he will go down.)

WINDING

Skill: *Alteration: vitomancy*

Most Applicable Arcane Knowledge: *Folk*

Difficulty Number: 13

Feedback Value: 18

Effect Value: 20

Range: 4 (6 Meters)

Speed: 4

Duration: 13 (20 Minutes)

Cast Time: 5 (30 Seconds)

Modifiers:

Other: If the spell is not successful, the target becomes enraged at the caster.

So you're runnin' with one of those calm, cool, collected types, and he's crossed you on a deal. Yeah, he's got a new set of pals and they're goin' to rub you out. 'Course, if your ex-buddy were to have a winding — start screamin', cryin', all that — maybe they wouldn't be so quick to want to side with him. And you might buy a minute to get off the spot.

(The caster gathers emotional energies from all over the neighborhood and slaps them on his tar-



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get. The target has to compare his Confidence value to the effect value of the spell on the General Success Column of the Success Chart. If the result is Superior or better, the target will suffer from an emotional overload. In other words, the target will be overwhelmed by one emotional extreme after another, with no way of controlling them.

On less than a Superior result, the target becomes enraged at the caster, with the obvious side effects.

On a successful cast, the target could start crying and a few moments later break out laughing, followed by a murderous rage. How long each

emotion stays in force and what succeeds it is determined by the gamemaster. The following chart lists a few possible emotions that the target could experience, but this is by no means a complete list: hate, jealousy, rage, joy, boredom, apathy, enthusiasm, contentment, fear, grief, resentment, lust.

This spell leaves the target drained, both physically and emotionally. When the spell's duration runs out, they need rest, at least an hour's worth. Failure to grab some sleep leaves them with a +4 to the difficulty of all actions until they get some.)

WITHER

Skill: *Alteration: necromancy*

Most Applicable Arcane Knowledge: *Death*

Difficulty Number: 18

Feedback: 22

Effect Value: 40

Range: 0

Speed: 0

Duration: 9 (1 minute)

Cast Time: 9 (1 minute)

Modifiers:

Gestures: Simple (Place hand in cloud of darkness)

Incantations: Complex Incantation ("Forces of foul darkness, come forth and do my bidding. Ensheathe my hand in a glove of darkness and blacken and befoul the flesh of the living." DN: 8)

It withers; it weakens; it pretty much guarantees you won't be invited back. Frighteningly easy to cast, when you come right down to it, but watch out ... there are some neighborhoods where any use of necromancy will get you mobbed.

(The mage casting this spell speaks words of sickness and decay in a raspy voice. A cloud of darkness forms in front of the mage, into which he places his hand. The dark cloud vanishes and the mage has a glove of darkness on his hand.

The caster has ten combat rounds to hit one of the opponent's appendages by generating an *unarmed combat* total greater than his target's *dodge* or *Agility*. Compare the effect value to the target's *Toughness*. Read the result points through the *Power Push Column* of the *Success Chart*. The target's appendage withers and loses the final result points worth of *Strength* and *Endurance*. If any attribute is reduced to zero or less, the appendage is useless and hangs limp.

The victim's head can be withered if the effect total is greater than the target's combined *Endurance*, *Intellect* and *Mind*. Subtract the spell's final result points from the target's *Toughness* and *Mind* value. There are no *Dexterity* or *Strength* adjustments. A successful hit on an opponent fully discharges the spell; a spell would only reach its full duration if the caster keeps missing his target.)



CHAPTER TWO

APPORTATION MAGIC

BACK AGAIN

Skill: *Apportation: sorcery*

Most Applicable Arcane Knowledge: *Dimension*

Difficulty Number: 26

Feedback Value: 30

Effect Value: 15

Range: 25 (100 kilometers)

Speed: 25

Duration: 0

Cast Time: 25 (1 week)

Modifiers:

Gesture: Fairly simple (Caster makes body motions in a specific pattern. He then retraces each action back to the start.)

Incantation: A complete sentence ("Wherever I am, take me home.")

Component: A ribbon which is knotted (commonplace, destroyed)

This can be a surprisingly effective attack spell. I know one sick puppy of a mage who charged a bunch o' ribbons while hovering over the lair of a queskworm. Then he took the ribbons and used 'em to wrap presents for everybody who'd pissed him off over the past year or two. All I can say is that was one happy and well-fed queskworm.

(For each casting of this spell, the caster gets one charge, which is tied to the spot where the casting took place. When the ribbon is untied, the caster and all creatures in a five-meter radius are whisked back to the location where the spell was first thrown. If there is too much mass for the effect value of the spell to move, those closest to the center will be moved first.)

CARRYING WIND

Skill: *Apportation: elemental*

Most Applicable Arcane Knowledge: *Air*

Difficulty Number: 9

Feedback: 9

Effect Value: 12



Range: 0
Speed: 0
Duration: 18 (1 hour)
Cast Time: 18 (1 hour)
Modifiers:

Gestures: Fairly easy (must mimic flight)
Other: May only be cast outdoors, in a clear area.

Won't catch me doing this. I've got a rep to keep up. (This is a charged spell. To cast it, the airmage goes outside and starts running, jumping, mimicking flight and generally making an ass of himself. The mage should be wearing something loose that can catch the wind. One cast garners the mage five charges of the spell.)

When released, the spell causes a wind to rise and lifts the mage into the air. The airmage can control the direction of the wind and its speed (up to 25 meters a turn). The effect value of the spell is equal to the total amount of weight the wind can carry.

The wind forms a three-meter sphere around the mage's body, and nothing can be carried that won't fit in that sphere.)

DEADLY DARTS

Skill: *Apportation: photomancy*
Most Applicable Arcane Knowledge:

Darkness

Difficulty Number: 12

Feedback Value: 13

Effect Value: 20

Range: 10 (100 yards)

Speed: 10

Duration: 8 (40 seconds)

Cast Time: 18 (1 hour)

Modifiers:

Components: Black obsidian (uncommon, destroyed)

Gestures: Simple (Rubbing the tip of the dart on the stone)

Incantations: A few words ("Darkness of death.")

If you're out of ammo and you need a weapon in a hurry ... don't use this one, unless you've thought to charge it. It ain't likely your enemy's gonna wait an hour for you to cast it. But if you have the spell on hand, it can be a nasty surprise for somebody closing in for the kill. Might not do enough damage to off 'em, but it'll give you a breather.

(This spell requires a piece of black obsidian and a dart of some sort. The mage utters dark arcane words while touching the tip of the dart to the stone. The darkness travels into the dart, draining the stone of its pigment.)

To release the spell, the caster throws the dart at his target. The mage must generate an *apportation: photomancy* total, adding + 2 bonus for the increased accuracy of the spell. The target uses Agility or *dodge* to avoid the attack. The target takes damage equal to the effect value of the spell in the round the dart hits and for the next three rounds. The spell ends if the target moves beyond the spell's range.

The dart can't be removed before the spell ends other than by casting *destroy magic*, which does not heal damage already taken from the dart. Casting this spell creates one charged dart which can be used at any time.)

DIMENSIONAL PATHWAY

Skill: *Apportation: sorcery*

Most Applicable Arcane Knowledge:

Dimension

Difficulty Number: 30

Feedback Value: 32

Effect Value: 15

Range: 33 (4,000 kilometers)

Speed: 33

Duration: 0 (instant)

Cast Time: 9 (1 minute)

Modifiers:

Components: Diamond dust (rare, destroyed)

Gesture: Fairly Simple (Caster spins in place, then lets his arms go out as he moves back and forth while in vertigo.)

Incantation: A complete sentence ("Back and forth, free motion, go as I please.")

First thing you gotta remember is that this spell won't take you to some other world ... just someplace else on this one. And even that's not a promise — you still have to get through the gate. Sure, you created it out of thin air, but that don't mean nothing's waiting inside ...

(This spell bends the dimensions, causing a gate to open in front of the caster which will lead to the spot of his choice (within 4,000 kilometers). The gate can transport no more than 1000 kilos in weight. Any bonus from the casting is split evenly between the Range and the Speed of the spell.)

RETRIEVE

Skill: *Apportation: sorcery*

Most Applicable Arcane Knowledge:

Dimension

Difficulty Number: 13

Feedback Value: 12

Effect Value: 5

Range: 15 (1 kilometer)

Speed: 15

Duration: 0



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Cast Time: 4 (6 seconds)

Modifiers:

Gesture: Fairly Simple (Standing on tip-toes, caster points out to imaginary objects and then goes over and pick them up.)

Incantation: A complete sentence ("I want to reach out beyond the boundaries of the time and space. I want that object to return with me.")

Other: May only be cast in conjunction with *view* or *improved view*

Ordinarily, when it comes to magic, the rule is, "You can look, but you better not touch." But if you absolutely have to have something you've seen, here's the way to get it ...

(Through use of this spell, the caster can target something he's seen through a *view* or *improved view* to bring to his current location. The object can weigh no more than the effect value of the spell on the Value Chart. Any bonus to the casting is applied to the effect value of the spell.)

RETURNING

Skill: *Apportation: sorcery*

Most Applicable Arcane Knowledge: *Dimension*

Difficulty Number: 16

Feedback Value: 18

Effect Value: 21

Range: 15 (1 kilometer)

Speed: 15

Duration: 0

Cast Time: 4 (6 seconds)

Modifiers:

Components: Magnet and piece of steel (Common)

Gestures: Simple (Hold magnet and steel apart and allow them to be draw to one another.)

Incantations: A complete sentence ("As the steel is drawn to the magnet, so shall I be drawn to my home ... I hope.")

Other: The returning point must be predetermined and arranged before throwing the spell. Only one site can be set up at a time.

You gotta have balls to use this spell. You never know what's out there and you might pop in on someone who's messing with your property. I hope you got firepower just in case. Then again, if you got something real important to protect, you might as well use everything you have.

(A relatively powerful spell, the caster can use it to transport himself to a specific, predetermined location. *Returning* is usually used in conjunction with *alarm*, where the caster is alerted to something wrong with a location or item. The magic



takes the caster from his current location and places him back near the set site. If there is something that might block the body, like another body or vehicle, the caster is moved to the nearest "safe" spot to reappear.)

SHADOW JUMPING (C/OB-C)

Skill: *Apportation: photomancy*
Most Applicable Arcane Knowledge: *Dark*
Difficulty Number: 8
Feedback Value: 7
Effect Value: 20
Range: 0 (touch)
Speed: 0
Duration: 18 (1 Hour)
Cast Time: 9 (1 minute)
Modifiers:

Gesture: Fairly Simple (Caster's hands move up and down his body, then reach out away. When his hands and arms are fully extended, he jumps in that direction.)

Incantation: A complete sentence ("From shadow to shadow do the dim lights flow, from shadow to shadow now I will go.")

Component: 15-year-old cobwebs (uncommon, destroyed)

Other: Must be cast in shadows.

A must for all criminal types, and those who just want to disappear. "You can't catch what you can't see." Just remember, there are a few things that call the shadows home. And just because you can jump into them doesn't mean they can't have you for dinner. Also, *shadow jumping* is only as effective as there are shadows to jump into. Remember where you are and where you intend to go. A smart mage could travel at noon, and an idiot would have trouble even in twilight.

(The caster or target must already be in some shadowlike form before starting this spell. Then he must enter an existing shadow large enough to cover his entire body. From there he can "jump" from one shadow to another. This is a minor form of teleportation with a very limited range. The traveler can only make "line of sight jumps" which means that they must be able to see where they will be going to. Also, no solid objects can be in the way of the jump.

The effect value of the spell is split between the weight of the target to teleport and the distance to be jumped. For example: with a normal effect value of 20, the caster can 'port 100 kilos of weight (10 value) 100 meters (10 value) or 10 kilos (5 value) 1,000 meters (15 value) or any combination. The target or caster is still very much corporeal, and vulnerable to attack while the spell is active.

The effect value is the total amount of weight and distance that can be moved during the dura-

tion of the spell. Once cast, it can be activated as a simple action at any time during the duration, as long as shadows are present.)

SHIELD OF EARTH

Skill: *Apportation: elemental*
Most Applicable Arcane Knowledge: *Earth*
Difficulty Number: 8
Feedback: 8
Effect Value: 15
Range: 0 (touch)
Speed: 0
Duration: 7 (25 minutes)
Cast Time: 5 (10 seconds)
Modifiers:

Components: Clump of dirt (commonplace)

Whatever happened to making mudpies?

(The mage takes a little dirt in his hand and squeezes it hard in his palm. Then he drops it back on the ground. Where it lands there rises a shield of earth two meters high and one meter wide. The shield has an armor value of 25, and will remain standing until somebody hits it with a *destroy magic* or it takes shock points equal to the spell's effect value.)

SIDESTEP

Skill: *Apportation: chronomancy*
Most Applicable Arcane Knowledge: *Time*
Difficulty Number: 10
Feedback Value: 19
Effect Value: 20
Range: 5 (10 Meters)
Speed: 5
Duration: 10 (2 Minutes)
Cast Time: 15 (40 Minutes)
Modifiers:

Components: Ash of sea turtle (rare, destroyed)

Hey, wouldn't you like an instant doorway to a better haven when you're jumped by some 'Shifters in a less than pleasant part o' town? Well this one is fairly quick, easy and totally safe. Safe except for some of them gate monsters. They seem to have a knack with that portal stuff. You got a lotta choices with a spell like this — you can go in and soup up like hell and come out loaded for bear or just hop in for some chicken soup and a quick rubdown.

(The spell allows the caster to step away from the universe for a brief moment. When the caster returns, it is to the same spot. When using this spell, one simply is removed from space and time as we know it. They may not see what happens in the normal universe while they are sidestepped. On the other hand, nothing may affect them while they are gone, save for something that is already outside of time itself.



No time passes from when the mage engages the spell to when he returns. While he is gone, he may prepare a spell, read a scroll, or otherwise perform normal actions. All the belongings on their person before the casting of the spell are brought to the extradimensional space with them.)

TIME SKIP

Skill: *Apportation: chronomancy*

Most Applicable Arcane Knowledge: *Time*

Difficulty Number: 12

Feedback Value: 12

Effect Value: 19

Range: 0

Speed: 0

Duration: 18 (1 Hour)

Cast Time: 13 (5 minutes)

Modifiers:

Components: Finger nail clippings from a man who was never born (very rare, destroyed)

Well, it may sound like fun, go sneak in on Mom and Dad back in the bad old days, but you gotta watch your ass. It ain't that simple, bud. There's always the real chance that you'll end up off course and lost in a time where they burn schmucks like you that practice magic, or worse yet, smack dab in the middle of the first Godwar. What's even worse is the possibility of getting so lost in time, you ain't gotta hope in hell of finding your way home.

I can't think of a single reason to risk jumping around in time — maybe you can, but I for one think you're nuts to even think about it.

(Time traveling is a the most powerful art known to the chronomancers, and the main reason they're hunted down and killed like dogs (well, in some places). This spell rests right along with the most powerful and even some archaic spells of the Godwar. The caster or target of the spell simply steps off this place in time and moves to another. The distance of the move is determined by the effect value of the spell. The more powerful, the greater the jump, but also the greater the randomness of the destination.

It is easy to definitively categorize the actions of one hour ago in ten-minute intervals. Since most of us have been living for the last ten minutes, it's simple. Now try to be that in depth with a time frame of 1,000 years ago. Even research tomes, if they existed, were never that accurate. Thus pinpointing a location in time anytime over a year ago is almost impossible.

Time is like a river, it takes the path of least resistance and going against the current is tough. What this means is it is almost impossible to actually do anything which changes history. Extraordinary mages have been able to make small changes in history ... usually at the expense of their lives. Time doesn't like to budge once it's done something. Generally, time will bend over back-

wards to prevent history from changing in any but minor ways.

For example: a mage jumps back in time to try to prevent the death of a party member at the hands of a hungry queskworm. He convinces his friend to stay in town for the day. He jumps back to the present and finds that his friend didn't die from fighting a queskworm, but did get run down by a railrunner.

The mage jumps back again and warns his friend not to leave the house. After jumping back, he finds that his friend was killed by neither the queskworm nor the railrunner, but instead fell in the shower and was killed.

You can bet, too, that the queskworm that the party had killed originally met a similar fate without the group there to kill it.

Check the effect of the spell on the Value Chart to determine how far the mage travelled.

TIME SKIP VALUE CHART

Effect Value	Time Traveled	Chance of going randomly*
18	1 hour	—
25	1 day	—
29	1 week	—
32	1 month	10%
38	1 year	15%
43	10 years	25%
48	100 years	40%
53	1,000 years	60%
58	10,000 years	90%

* No modifiers or bonuses, magical or otherwise can offset this penalty. Gamemasters who allow this should be very careful of game unbalance.

WALK

Skill: *Apportation: sorcery*

Most Applicable Arcane Knowledge:

Dimension

Difficulty Number: 16

Feedback Value: 16

Effect Value: 15

Range: 20 (10 kilometers)

Speed: 20

Duration: 0 (Instant)

Cast Time: 9 (1 minute)

Modifiers:

Gestures: Fairly Simple (Caster extends his right foot and takes a long step, then repeats with his left. Suddenly he jumps forward.)

Incantation: A complete sentence ("Let's take a walk through the veil.")

Other: This spell can only be used once *view* or *improved view* has been cast.

Ouch.

You don't really want to know about this one, do you?

First off, *view* tunnels are kinda like walking blindfolded through a cutlery convention. There's all sorts of beasties hiding in them, drawn by the magic. Second, try and go farther than you're supposed to, and you're going to wind up with a legion of aches and pains.

Don't say I didn't warn you.

(The *view* tunnel can be used as an instant means of transport with this spell. The caster and his equipment and companions (up to 1,000 kilos) can be instantly transported along the tunnel. Any additional bonus from the casting of the spell can be applied as the caster wishes, either to the effect value (so that more weight can be carried), or split between the Range and Speed.

If the caster is foolish enough to cast the spell on a *viewed* area which is out of the range of the *walk* spell, the caster and equipment and friends traveling with him are dropped into a random dimension. Everyone being transported takes the difference in the range of the *view* and the range of the *walk* in damage on the Damage Chart without the benefit of their Toughness or armor.)

CHAPTER THREE

CONJURATION MAGIC

AIR BARRIER

Skill: *Conjuration: elemental*
Most Applicable Arcane Knowledge: *Air*
Difficulty Number: 13
Feedback: 17
Effect Value: 20
Range: 5 (10 meters)
Speed: 5
Duration: 14 (10 minutes)
Cast Time: 18 (1 hour)
Modifiers:

Gestures: Fairly simple (see text)

If you're up against an average mug, an invisible wall will slow him down for a little while. If you're up against a Hugor, you'll be retired by the time he figures it out ...

(The caster mimes shaping a wall out of the air for one hour. This cast gives the airmage one charge of the spell. By thrusting both hands forward, he releases the spell, causing the air to thicken into a square wall 10 meters high, 10 meters wide and a meter thick.

The wall's Toughness is equal to the effect value of the spell. Like a normal wall, an attacker has to do damage equal to or exceeding its Toughness to punch a hole in it. The caster can, if he chooses, take the wall down himself before the spell's duration has elapsed.)

BANISHMENT

Skill: *Conjuration: wizardry*
Most Applicable Arcane Knowledge: *Entity*
Difficulty: 19
Feedback: 30
Effect Value: 35
Range: 10 (100 meters)
Speed: 10



Duration: 5 (10 seconds)
Casting Time: 5 (10 seconds)
Modifiers:

Gestures: Pushing creature through gate, closing gate (Fairly simple)
Incantations: "Begone from Marl, back from whence you were spawned! Beat it!"
Other: Mage must know the type of creature being banished.

A less powerful — and easier — version of the *expel* spell, for those Demons that are more annoying than really dangerous (and don't even think of trying this on me, buddy).

(The mage casts this spell to force a creature from other dimensions back whence it came. The mage speaks the incantations while pantomiming pushing something through a portal, and then closing it up. A portal to the home dimension of the entity appears in front of the entity to be dispelled.

Compare the effect value of this spell to the entity's greatest physical attribute. If the result points are equal to or greater than twice the entity's highest attribute, the caster forces the entity back to its home dimension.

The greatest danger associated with this spell is its relatively high feedback number. It's all part of dealing with creatures from the infernal planes. It's easy to open a gate to one of the hells, but difficult to close it again without getting a little burned.)

BLIGHT

Skill: *Conjuration: photomancy*
Most Applicable Arcane Knowledge: *Darkness*

Difficulty Number: 21

Feedback: 36

Effect Value: 20

Range: 0

Speed: 0

Duration: 38 (one year)

Cast Time: 23 (10 hours)

Modifiers:

Components: Salt (very common)

Concentration: Four hours (DN: 13)

Gestures: Very Complex (DN: 12 See below)

Got an earthmage you don't like? Drop this little gem on his plot of land. That'll really hack him off.

(This spell conjures a disk of darkness 100 meters in diameter and 25 meters in height. This disk effectively blocks all light, natural and man-made, from the ground, but air, objects and people can pass in and out without a problem. Light sources brought inside will be unable to pierce the darkness (add +10 to sight-based skill rolls for anyone trying to see inside). The effect of this darkness is

to kill any and all plant life in the zone that is dependent on sunlight. Although it will not kill animals, those not bright enough to move on will die of starvation.

This spell can only be cast at night. The photomancer walks the circumference of the area he wishes to affect, sprinkling salt as he goes. He then walks to the center of the area and lifts his arms, as if drawing down the darkness.

The effect value of the spell is the difficulty *light* spells must overcome to dispel the darkness.)

BOOK

Skill: *Conjuration: wizardry*

Most Applicable Arcane Knowledge: *Magic*

Difficulty Number: 16

Feedback Value: 16

Effect Value: 10

Range: 5 (10 Meters)

Speed: 5

Duration: 38 (permanent)

Cast Time: 18 (1 Hour)

Modifiers:

Gesture: Fairly Simple (Caster mimics being a book with his arms being the covers and his face being the pages. He turns his head from one arm to another as if leafing through a book.)

Incantation: A complete sentence ("From my mind to my hand, from my hand to the book.")

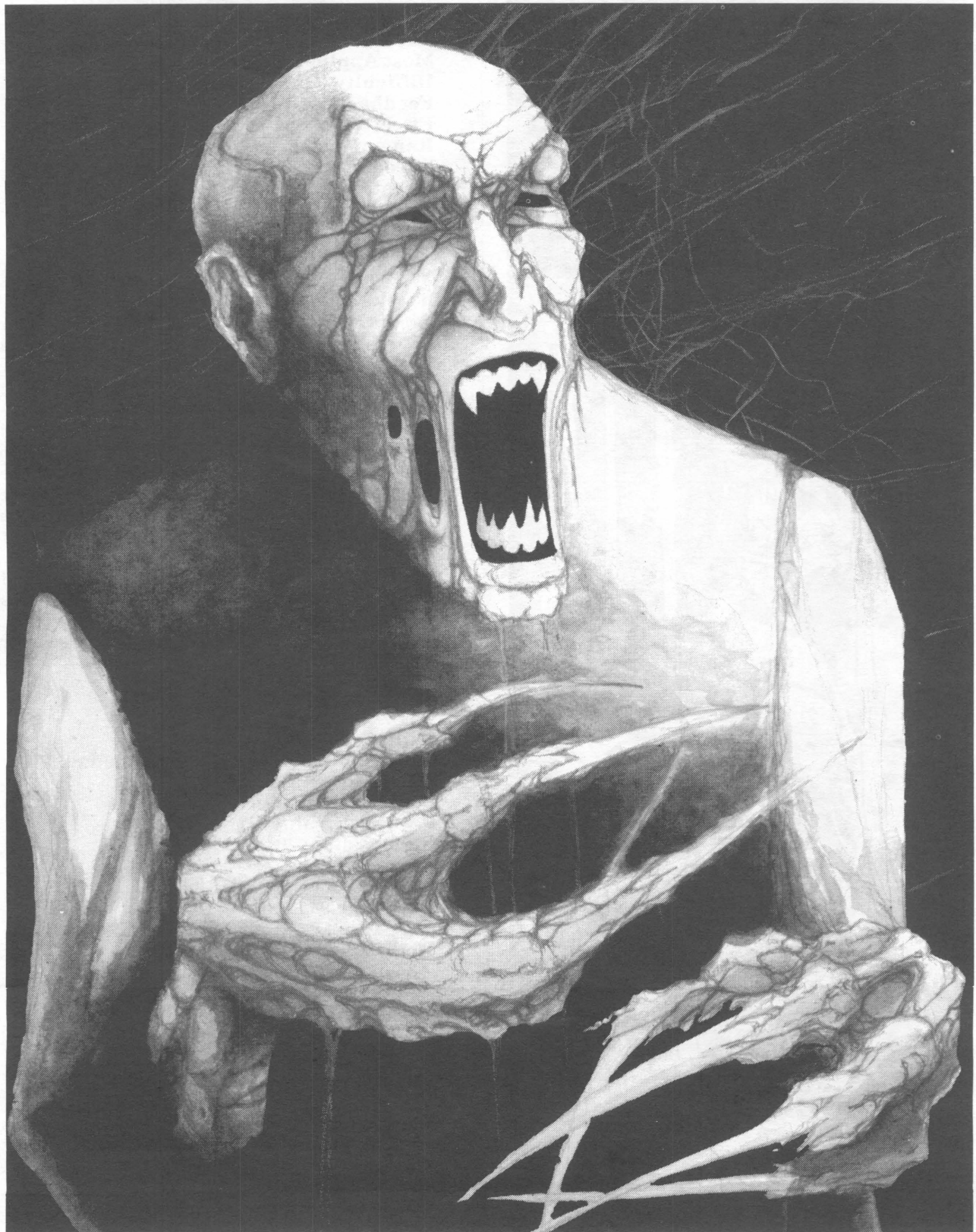
Components: Boar's hide (uncommon, destroyed)

Hey, if this is what casts your spell, pal ...

(This spell enchants a book. The magic fills the tome and acts as servant to the caster. When he wants to turn to a specific page, he merely says it and the book opens to the page. When used in conjunction with the *writing pen* spell, the pen will write on the blank pages, and when it comes to the end of a page, the book will turn to the next empty page, or wherever directed, to allow the pen to continue.

The effect value of the spell determines the Toughness of the book. Check the effect value on the Push Column of the Success Chart to find the book's Toughness.

When the *book* and *writing pen* spells are working with each other, they complement each other's effect. The book will automatically turn the page when the pen has filled it and the pen never writes commands spoken to the book.)



Tom O'Neill





Eric Coile

CAGE

Skill: *Conjuration: wizardry*
Most Applicable Arcane Knowledge: *Magic*
Difficulty Number: 23
Feedback: 25
Effect Value: 25
Range: 7 (25 meters)
Speed: 7
Duration: 18 (1 hour)
Cast Time: 9 (1 minute)
Modifiers:
Gestures: Complex (DN: 8)
Unreal Effects: Disbelief DN: 10

If you can't beat 'em, cage 'em. Works for me. 'Course, anybody who knows their ass from their elbow is going to figure out the bars ain't real and bust out ... be far away when that happens. But for the few minutes you've got him, have fun slamming spell after spell into the poor sap.

(*Cage* traps a target in a prison of magical energy. To cast it, the wizard must mimic trying to escape from a cell, then point at his target. If the casting total beats the target's Agility or *dodge*, the quarry is trapped. The cage is circular and five meters in diameter. Creatures larger than that can't be confined by this spell.

The spell's effect value acts as the Toughness of the bars. The character can disbelieve and thus free himself by generating an Intellect total of 10, or he can escape by generating a Confidence or *willpower* total of 25.)

CAUSTIC CLOUD

Skill: *Conjuration: alchemy*
Most Applicable Arcane Knowledge: *Living forces*
Difficulty Number: 27
Feedback Value: 27
Effect Value: 20
Range: 5 (10 meters)
Speed: 5
Duration: 9 (1 minute)
Cast Time: 8 (40 seconds)
Modifiers:
Components: Slime beans (uncommon, destroyed)
Concentration: 25 seconds (DN: 9)
Gestures: Complex (Eat the beans then mimic being overcome by stench. DN: 8)
Other: Can only be cast after a large meal has been consumed

I don't really have to tell you about this one, it's kinda self explanatory. One thing, though, don't stay too long when one is released by or on you. Think about having a Sketh in the bed with you, snuggling on your pillow.

(This spell causes a 10-meter radius to fill with a deadly caustic gas. The gas affects any beings in its radius by doing damage value 20 to all without the benefits of armor. The mist is able to be directed to move at a speed of 10 meters per round by the caster.

The other effect the cloud has is to blind and confuse those caught within. All *perception* or related skill rolls attempted while within the cloud are at a -5.)

CHAIR

Skill: *Conjuration: wizardry*

Most Applicable Arcane Knowledge:

Inanimate forces

Difficulty Number: 8

Feedback Value: 6

Effect Value: 10

Range: 0

Speed: 0

Duration: 18 (1 Hour)

Cast Time: 9 (1 Minute)

Modifiers:

Gesture: Fairly Simple (miming sitting down)

Components: Miniature chair (common)

Boring, but showy for those who have a small ego problem. I've never understood that. Why not just find some warm body to sit on, and if not, make one?

(The caster creates a controlled focus of magical energies that coalesce in the form of an invisible chair. The chair is large enough to fit his body comfortably, and hold his weight at the same time. The chair is stationary, but with an effect value modification of +2, it will slide around at the caster's instruction. An additional modification of +3 gives the chair levitation ability, thus it can go up and down and side to side.)

CHAOS MIST (C/OB-C)

Skill: *Conjuration: wizardry*

Most Applicable Arcane Knowledge: *Magic*

Difficulty Number: 15

Feedback Value: 22

Effect Value: 40

Range: 8 (40 meters)

Speed: 8

Duration: 9 (1 minute)

Cast Time: 9 (1 minute)

Modifiers:

Components: The heart of a being aligned with Chaos (rare, destroyed)

Gestures: Very Complex (series of hand gestures lasting for at least 45 seconds, none can be repeated.) DN: 12

Other: Caster must be aligned with Chaos

Unreal Effects: Disbelief DN: 6

Just run, and run as fast as you can. I've seen too many wild things as the mist came my way. What would it do to me? Well I've never stayed long enough to find that one out. And don't ask me, 'cause if there's one thing I know for sure, it's that magic is powerful and it don't take no prisoners.

(The magic coalesces into a mist and moves in a random direction at a speed of 40 meters per round. The mist starts out faint and grows in both size and intensity. All things touched by the mist are subject to change.

Spell effects are random and the following chart should be used:

Roll	Effect
01-20	Random statistic is reduced by the <i>mist's</i> EV on the Power Push Column of the Success Chart. If reduced to 0 or lower, character becomes helpless until the end of the spell.
21-30	Random statistic is increased by the <i>mist's</i> effect value on the Power Push Column of the Success Chart. If the statistic is doubled from this push, the character also takes damage equal to 1/2 the spell's effect value.
31-40	Size change. Roll randomly for larger or smaller. Check the effect value of the spell against the character's Toughness. Find the result on the Value Chart. This is the percentage of size change.
41-50	Distortion, as size change, but only half of the object or person is affected.
51-60	The character's Toughness (unmodified) is subtracted from the effect value of the spell. This result is read as damage on the Damage chart. On a result of 1 or more Wounds, the character's flesh is changed into a random substance. 20% of the character's body is changed for each Wound. Note: The character is still alive and has all of his normal powers and abilities. There may be additional advantages and disadvantages due to this change, gamemaster's option.
61-70	Aspect change. Objects and persons grow feathers or quills or other similarly different aspect. Any bonus to the casting goes to the duration of this effect.





Eric Coile

- 71-80 Shape Change, object alters to another form, persons form completely changes, either to another race or to some random freakish form.
- 81-90 Explosion, object explodes, persons suffer double strength *fireball* attack, with themselves standing at ground zero.
- 91-100 Creature transported in a random direction the effect value of the spell measured on the Value Chart as distance. The direction can be up and down as well.)

CORPSE ROT

Skill: *Conjuration: necromancy*

Most Applicable Arcane Knowledge: *Death, living forces*

Difficulty Number: 22

Feedback: 27

Effect Value: 20

Range: 10 (100 meters)

Speed: 10

Duration: 29 (1 week)

Cast Time: 5 (10 seconds)

Modifiers:

Components: Grave soil (destroyed);
Human ash (destroyed)

Concentration: 10 Seconds (DN: 8)

Gestures: Fairly Simple (Points at target while holding ash and soil.)

Incantation: "Rot and crumble, you might as well be dead."

Yeah, it's a good attack spell, but it's used for other things, too. Heard of this sentinel once who had this cast on him so he could infiltrate a bunch of Taxim smugglers in Selastos. Worked a little too well, and even the Taxim didn't want to be around him.

Try this on the Joe moving in on your dame sometime ...

(This spell makes the target's flesh rot, complete with stench and disgusting visual effects. It's not illusory — he really is rotting, and there's not much he can do about it.

To cast the spell, the caster mingles grave earth and Human ashes (providing the intended target is Human). He then squeezes them in his hand and thrusts that hand toward the target. The spell will hit if the *conjuration: necromancy* total equals or exceeds the Agility or *dodge* value of the target.

If the spell is successful, the effect value is the damage value. Compare the effect value -2 to the target's Toughness and the effect value -4 to his Charisma on the Push column of the Success Chart.

The first result determines how much damage is done to the target; the second, the number of points to be subtracted from his Charisma (rotting and pecking doesn't do much for your social success).

CREATE SHADOW BEAST (C/OB-C)

Skill: *Conjuration: photomancy*

Most Applicable Arcane Knowledge:



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or improve attributes, no matter what.

An interesting side note to the spell is that the item or person whose shadow was used and destroyed during the casting loses it forever. In many portions of Marl, people without shadows are thought to be Demons or 'Shifters at the very least, so standing too close to a photomancer can be bad for your health.)

DISEASE

Skill: *Conjuration: necromancy*

Most Applicable Arcane Knowledge: *Death*

Difficulty Number: 26

Feedback Value: 25

Effect Value: 15

Range: 10 (100 meters)

Speed: 10

Duration: 38 (permanent)

Cast Time: 14 (10 minutes)

Modifiers:

Gesture: Fairly Simple (Caster must hold an object belonging to the target of the spell and during the process of the ritual, break it and spread out the pieces.)

Incantation: Complete sentence ("You know, you don't look so well.")

Components: Black worm silk (rare)

If you don't mind risking a slow death for your pigeon instead of the quick one most folks favor, you could do worse than this spell. Just don't let him breathe on you after you cast it ...

(*Disease* is a smart spell. It binds a minor entity to the magic and thus to the target. The effect is the entity, with the magic, causes a disease to affect the target. The reason why it is considered a smart spell is that the entity finds a disease that will harm the target. If colds and certain viruses have little effect, they will not be chosen.

The effect value of the spell is compared to the Endurance of the target. The result is checked against the General Success Column of the Success Chart. On a Solid result, the target comes down with a minor disease, like a cold or the flu. On a Good result, it is more serious, something along the lines of pneumonia. On a Superior result or higher, the target will contract a fatal disease, like an advanced cancer.

The disease can be cured normally on a Solid result or less. Diseases resulting from a Superior result can only be cured magically.)

DISPLACEMENT

Skill: *Conjuration: sorcery*

Most Applicable Arcane Knowledge: *Dimension*

Difficulty Number: 11

Feedback Value: 11

Effect Value: 20

Range: 0 (character touched)

Speed: 0

Duration: 10 (2 Minutes)

Cast Time: 4 (6 seconds)

Modifiers:

Gesture: Fairly Simple (Caster stands up, turns around and then starts hopping from one location to another, and looks back at his previous spot before jumping again.)

Incantation: Complete sentence ("Hide my true location from sight.")

A little misdirection tonight? Well, you never know when you just need to be somewhere else. Going to travel down some bad alleys, or not so clean areas of town? Well, I wouldn't want to be found there, there's some pretty tough dudes hiding in the shadows. Be where you aren't, the best way to avoid all problems.

(By bending the light around the spell caster, his image transferred up to three meters away from his actual location. The effect of this is that he becomes invisible to normal sight and his image appears and copies all of his movements and actions until the end of the duration. The effect value of the spell is the difficulty that a character must beat with any Intellect or *perception* totals or location spells to locate the *displaced* caster.

Anyone touching the image recognizes it for what it really is. This does not give them the ability to see where the caster is standing. Any area effect attacks and spells will hit the caster should he be in the radius. Otherwise, only using other spells or items discloses the true location of the caster.)

DUST DEVIL

Skill: *Conjuration: elemental*

Most Applicable Arcane Knowledge: *Air, earth*

Difficulty Number: 18

Feedback Value: 18

Effect Value: 20

Range: 10 (100 meters)

Speed: 10

Duration: 9 (1 Minute)

Cast Time: 9 (1 Minute)

Modifiers:

Components: Bag of dust (commonplace, destroyed)

Gestures: Fairly simple (spin in a circle while blowing)

This is a fun little toy. Just drop it behind you and not only will it trip up those pesky thugs, but it will throw garbage everywhere. Creates a nice mess. I used it once to throw off a pair of Hugors



who wanted me for some bum charge a Gris made after I had his arms broken and whores killed. They followed me into an alley and I dropped the spell. The wind blew scrap metal, wood, and other garbage into them. I heard them stop, curse, scream and run the other way. Not bad at all ...

(The caster summons available winds to come forth and spin, forming a small cone. The wind blinds everyone in a three meter radius, and makes verbal communication impossible. Loose objects will be strewn about. Bodies will be pushed. All within the radius must roll their Strength versus the effect value of the *dust devil* or be *stymied* for a round. Continual failure results in continually being *stymied* by the dust devil.)

ELEMENTAL DAGGER

Skill: *Conjuration: elemental*

Most Applicable Arcane Knowledge: *Fire, water, air, earth*

Difficulty Number: 18

Feedback Value: 18

Effect Value: 15

Range: 10 (250 Feet)

Speed: 10

Duration: 9 (1 minute)

Cast Time: 4 (6 seconds)

Modifiers:

Component: Knife (common, destroyed)

Neat little spell. I always had a weak spot in my heart for spells you can spring on someone in the heat o' the moment. Sure, prepared spells are much more powerful, but when you don't got anything left, then what are you going to do? *Elemental dagger* is the spell for a mage with nothing left up his sleeve.

(The caster pools all available elemental energy of his focus (*earth, air, fire and water*). Once pooled, and pulled from all available sources, the energy shoots out and strikes a single target. The 'dagger' has a range of 16 meters and has the striking attitude of a dagger. Damage is similar to that of a dagger, but is magical in nature. Thus creatures and beings that are not normally affected by standard weapons.

Enhancing this spell allows the caster to improve the range.)

EXPLOSIVE RUNE

Skill: *Conjuration: elemental*

Most Applicable Arcane Knowledge: *Fire*

Difficulty Number: 16

Feedback Value: 18

Effect Value: 20

Range: 0

Speed: 0



Tim Bobko

Duration: 38 (permanent)

Cast Time: 15 (40 minutes)

Modifiers:

Gesture: Fairly Simple (Caster's hands move up and down a page in a book and suddenly he jerks his hands away as if he were shocked. The book is left to drop to the floor.)

Incantation: A complete sentence ("If the wrong eyes see this, burn them out.")

Components: Raw glowstone (rare, destroyed)



Eric Coile

A librarian's dream come true. Naughty little tykes put their nose somewhere they're better off not going and get it burned off. Tsk, tsk. A safety device no mage should be without. You can't always be there to watch over your stuff ... best to have it protected.

(A layer of magic is laid into the text of page in a book or document. This becomes the magical equivalent of a time bomb. The spell is cast as a ward. Should the eyes of an intelligent being, Intellect of 5 or more, touch the page without speaking a special password, the magic releases its fury at the ready in the form of a bright flash and a fiery explosion, doing damage value 20 in a one meter radius. The explosion does not affect the book.

Every page of a book can be similarly enchanted by casting multiple *explosive rune* spells. Such a book should prove invulnerable to theft and perusal by the casual thief.)

FALSE IMAGES

Skill: *Conjuration: photomancy*
Most Applicable Arcane Knowledge: *Light*
Difficulty Number: 17
Feedback: 18
Effect Value: 20
Range: 0
Speed: 0
Duration: 9 (1 minute)
Cast Time: 15 (17 minutes)
Modifiers:
Components: Mirrors (rare and expensive)
Other: Can only be thrown in a specially prepared room.
Unreal Effects: Disbelief DN: 6

As if we need more than one of you ...

(If you need to buy a few minutes to think, this spell is for you. It allows the caster to create unliving images of himself within a 10 meter radius, which can confuse a foe. The spell needs to be charged into something, and cast in a room filled with mirrors. After all, no caster wants to be making elaborate hand gestures at the scene to give the game away to his opponent.

Compare the effect value of the spell to the Push column on the Success Chart to find the number of images created by this spell. These images can come into being anywhere within the radius of the spell and will mimic the caster's every move until the spell wears out or it's disbelieved. Note that they have no real physical mass — bullets fired at them will pass through, etc.)

LEECH

Skill: *Conjuration: necromancy*
Most Applicable Arcane Knowledge: *Death*
Difficulty Number: 12
Feedback: 11
Effect Value: 20
Range: 3 (4 meters)
Speed: 3
Duration: 9 (1 minute)
Cast Time: 4 (6 seconds)
Modifiers:
Components: A living leech (common, destroyed)
Gestures: Fairly Simple (Caster mimes drawing forces from the target to himself and hurls the leech at him.)

This is fighting dirty, and it explains why carrying a leech on your person is a felony in more than a few places. If you can use it and get away with it, more power to you ... literally. Do it in front of witnesses, though, and you might not live long enough to regret it, pal.

(This spell allows you to emulate a Vampire, by drawing energy from your target. The effect value of the spell has to beat the target's Toughness for the spell to go off. Result points are read on the Push column of the Success Chart. The number found in that column equals the number of shock points inflicted on the target. These shock points become part of a pool the caster can draw upon — any shock damage taken by the caster will first come out of this pool, and then any remaining will be suffered by him.)

PROTECTION FROM CHAOS (O/OB-O)

Skill: *Conjuration: sorcery*
Most Applicable Arcane Knowledge: *Magic*
Difficulty Number: 18
Feedback Value: 18
Effect Value: 40
Range: 5 (10 Meters)
Speed: 5
Duration: 18 (1 Hour)
Cast Time: 20 (2 Hours)
Modifiers:
Gesture: Caster makes very structured motions with his entire body, as if he were an automaton.

This might be your one chance if you're facing off against a Chaotic sorcerer (that's if screaming and begging don't work). If you like the number of arms and legs you have and don't want to wind up breathing blood and bleeding bile, it might be worth the time and money to learn this one.



Eric Coile

(The caster focuses the magic to upholding the stability of time and space. All things within the scope of the spell remain as they are. Those things already changed by outside forces are not affected. Chaotic forces entering the area are prevented from altering anything. Thus a *Chaos mist* entering an area with a *protection from Chaos* would have a hard time affecting anything within it. The mist would even thin out within the area of effect.)

REFILL

Skill: *Conjuration: elemental*
Most Applicable Arcane Knowledge: *Magic*
Difficulty Number: 10
Feedback Value: 14
Effect Value: 10
Range: 0 (touch)
Speed: 0
Duration: 38 (1 year)
Cast Time: 20 (2 Hours)
Modifiers:

Gesture: Simple (Caster picks up his hands and raises them above his head. After a moment, they drop to his sides and he repeats the gesture five times.)

Component: A drop of water, a drop of wine and a drop of blood (all commonplace, all destroyed)

I like this spell. Got a few myself. Some sins are very expensive. Get one of these jobs and go to the bar. Have the bartender fill you up and you'll never run out of the stuff. Of course, if he gets wise, he'll smash your fingers flat, but that's your problem ...

(A spell cast onto a drinking vessel or anything that holds fluids. The magic causes the last fluid in the object to be replicated, filling it. Thus if a glass had ale in it, once someone drained it, it would refill itself. The refilling occurs the moment the vessel is placed down on a flat surface. Up to 100 liters a day can be created through this spell.

To clean the vessel, one has to keep it on its side and rinse it. If the glass is cleaned and dried before returning it to the upright position, then it will begin to refill itself with the last fluid to enter it, not including the water or other cleaning materials.)

RELOAD WEAPON

Skill: *Conjuration technomancy*
Most Applicable Arcane Knowledge: *Metal*
Difficulty Number: 12
Feedback Value: 11
Effect Value: 5
Range: 0
Speed: 0
Duration: 38 (1 Year)
Cast Time: 20 (2 Hours)



Eric Coile



Modifiers:

Gesture: Simple (Hand motion of a pistol being fired and manually reloaded over and over again.)

Incantation: A complete sentence ("It's a bad time to empty.")

A neat toy for those who want never-ending firepower. Then again, toss all the lead you want at an Unnatural, it won't make no difference.

(This spell cast upon a weapon magically conjures new ammunition whenever the old is fixed. Thus a revolver which is normally six shots, will fire a chamber and while it moves off to the next round, the first reloads. Thus, by the time the sixth shot is fired, the gun can fire six more and so on and so on.

The spell conjures ammo from up to one meter away, so if you aren't careful to keep your pockets full, you can still run out.

One interesting variation on this spell was created by a private eye in Galitia. In his version of the spell, the ammo is conjured from any gun of the same caliber in a 30-meter radius that's pointing in his direction. It's a more difficult spell, but he seems to like it.)

SHARDS OF ICE

Skill: *Conjuration: elemental*

Most Applicable Arcane Knowledge: *Water*

Difficulty Number: 24

Feedback: 26

Effect Value: 40

Range: 8 (40 meters)

Speed: 8

Duration: 0

Cast Time: 4 (6 seconds)

Modifiers:

Gestures: Fairly Simple

All the fun of this spell is in that moment between when you conjure the sheet of ice and when it shatters. Guaranteed, your target's going to stand there with his mouth hanging open wondering what the hell it is you're up to. And he'll stay that way until you shut it for good.

(The watermage mimics traces a circle in the air. An instant later, a circular sheet of ice appears, one meter in diameter. If the caster hits it, it will shatter and the shards will go flying toward the target.

To hit, the spell skill total has to beat the target's Agility or *dodge*. The spell's effect value acts as the damage value for the ice.)

SUMMON FIRE

Skill: *Conjuration: elemental*
Most Applicable Arcane Knowledge: *Fire*
Difficulty Number: 3
Feedback: 3
Effect Value: 10
Range: 0
Speed: 0
Duration: 2 (2.5 seconds)
Cast Time: 1 (1.5 seconds)
Modifiers:
Components: Flammable item
 (commonplace, destroyed)
Concentration: 1 minute (DN: 9)

One of the few cantrips you'll find scattered around in this book. Personally, I'd like it a lot better if it didn't only work on inanimate objects. Imagine calling this thing up while you're shaking somebody's hand.

(To use this simple spell, the caster holds a flammable inanimate object and wills it to burst into flame. If the spell works, the object will continue to burn until it's consumed or the fire is extinguished. If used as a weapon, the spell does damage equal to its effect total.)

SUMMON PISTOL

Skill: *Conjuration: technomancy*
Most Applicable Arcane Knowledge: *Metal*
Difficulty Number: 7
Feedback Value: 9
Effect Value: 2
Range: 0
Speed: 0
Duration: 14 (10 minutes)
Cast Time: 0 (1 second)
Modifiers: None

Another cantrip. This is a handy spell when the law is nosing around for a murder weapon. Even better if you manage to land in a cell and need to convince a guard to let you out. It don't have any component requirements or gestures or any of that garbage.

(This spell conjures a small pistol or other small metal object into the open hand of the caster. The total weight that may be conjured is equal to the effect value read on the "Push" column of the Success Chart plus two. The gun is not illusory, or unusual in any way, but it does vanish after the duration of the spell.)

UNDEAD REPELLENT

Skill: *Conjuration: wizardry*
Most Applicable Arcane Knowledge: *Magic*
Difficulty Number: 8

Feedback: 16
Effect Value: 25
Range: 0 (touch)
Speed: 0
Duration: 18 (1 hour)
Cast Time: 13 (5 minutes)
Modifiers:

Components: Silver dust and ink (both rare, destroyed)

It says Undead, but that's a little too broad. This thing will work on your reanimates, but a Vampire's just going to laugh at it. But hey, you'll die knowing you made somebody else happy.

(This spell uses magic to protect you from attacks by Undead. Read the effect value on the Push column of the Success Chart and apply the results to your Toughness against Undead attacks (non-Vampire).

The long cast time can be explained by the fact that the caster has to mix silver dust with ink and draw protective symbols on the target for it to work. (Actually, that might not be necessary at all — it might be that the spell's creator just got off on doing that.)

WRITING PEN

Skill: *Conjuration: wizardry*
Most Applicable Arcane Knowledge: *Magic*
Difficulty Number: 12
Feedback Value: 12
Effect Value: 10
Range: 5 (10 Meters)
Speed: 5
Duration: 18 (1 Hour)
Cast Time: 6 (15 seconds)
Modifiers:

Components: Pen made from gold
 (Uncommon)

Gesture: Fairly Simple (Caster's hand acts like he is writing on a piece of paper.)

Incantation: A complete sentence ("From my mind to my hand, from my hand to the pen.")

Hey, if you got the magic and hate writing, then this one's for you. I once saw a guy with a hundred of these pens. He could write his diary and get a hundred handwritten copies whenever he wanted. Watch out for sentinel detectives with these babies, though.

(A spell to enchant a pen to write whatever the caster speaks to it. The magical pen will write on any surface with a Toughness lower than the spell's effect value. When the caster starts talking, the pen starts writing. It's as accurate as the speaker. If the caster does not know how to spell a name or word, the pen will also make the same mistake. The writing is also similar to the way the caster would normally write, only a little neater.)

CHAPTER FOUR

DIVINATION MAGIC

BLUR WORDS

Skill: *Divination: photomancy*

Most Applicable Arcane Knowledge: *Magic*

Difficulty Number: 17

Feedback Value: 15

Effect Value: 25

Range: 0

Speed: 0

Duration: 38 (Permanent)

Cast Time: 18 (1 hour)

Modifiers:

Gesture: Fairly simple (Caster holds a book and rubs his open hand up and down a page, any page.)

Incantation: Complete sentence ("To see is to know and not to see is not to know, or so I've heard.")

Components: Taxim spinal fluid (uncommon, destroyed)

Protection, protection, protection. Some spells are just too valuable to let novices get a hold of, and that's what you need this one for. Or maybe you just want to send a message to one specific person — slip him the incantation to undo the spell and you can be sure nobody but him will get to read it.

(The caster forces magic into the very pages of any text. The effect of this combination is that the magic superimposes itself over the words and obscures them. The caster has a choice, he can make the book seem to be filled with random nonsense or he can change the text to make the tome seem to be a different type of work entirely. To him, however, the text is completely legible and intelligible.)

Anyone else reading the book can roll his Intellect or Mind, whichever is higher, against the effect value of the spell. If successful, the book can be read normally. If this roll is failed, the reader doesn't realize there's anything odd about the book and takes it at face value.)



DETECT THE LIVING

Skill: *Divination: vitomancy*

Most Applicable Arcane Knowledge: *Living forces*

Difficulty Number: 17

Feedback: 22

Effect Value: 16

Range: 0

Speed: 0

Duration: 4 (6 seconds)

Cast Time: 9 (1 minute)

Modifiers:

Components: Piece of the creature being detected (rare, destroyed)

Concentration: Six seconds (DN: 8)

Only problem with this spell is you have to be real careful where and when you use it. If you're on the docks at midnight and want to make sure some Hugor's not stalking you, great. But if you're trying to detect Humans in downtown Selastos at rush hour, you're gonna get more than you bargained for, buddy.

(This spell can be used to locate living beings within range of the caster. Before throwing the spell, the caster should decide what sort of being he's looking for, because he'll need a piece of it for the spell to work (a lock of hair from a Human, fur or fangs from a 'Shifter, etc.)

The caster sets the object on fire and inhales the smoke while concentrating. Once the cast is done, the mage can detect the presence of any such being within a 10-meter radius.)

FIND ITEM

Skill: *Divination: wizardry*

Most Applicable Arcane Knowledge: *Inanimate forces*

Difficulty Number: 19

Feedback: 20

Effect Value: 15

Range: 15 (1,000 meters)

Speed: 15

Duration: 9 (one minute)

Cast Time: 9 (one minute)

Modifiers:

Components: Must have an accurate description of the object (common)

Concentration: Concentrate for one full minute (DN: 9)

Say, you lost your keys ... can't find where you left your rod ... or accidentally mislaid that wad of cash you owe the mob. That's the time you'll be glad you learned this one.

(This spell allows the caster to find lost or hidden objects. All he needs is an accurate description of the item (note that it can't be anything bigger than

the caster). Once the cast is done, the wizard can find the object if it's within range unless it has been concealed through magic. If that's the case, compare the effect value of this spell to that of the spell used to hide the object. Higher effect value wins.)

IMPROVED VIEW

Skill: *Divination: sorcery*

Most Applicable Arcane Knowledge: *Dimension*

Difficulty Number: 20

Feedback Value: 22

Effect Value: 5

Range: 15

Speed: 15

Duration: 14 (10 minutes)

Cast Time: 9 (one minute)

Modifiers:

Gesture: Fairly simple (Caster moves his hands out and in from his ears and nose, as if moving flows of energy to his senses.)

Incantation: A complete sentence ("Senses abound, beyond sight and touch. Reach out and feel the smell and sounds out there.")

The next best thing to being there. Good for peeping toms and gumshoes. The only problem you've got with this spell is if your target's got a way of detecting your spell, an experienced mage can follow it right back to the source: YOU!

One other thing ... considering some of the sleazy dives you're gonna be scoping out, you may wanna get rid of the smell component of the spell.

(Exactly the same as *view* (see below), but this spell also allows the caster to smell and listen to what is on the other end of the tunnel.

MATERIAL SIGHT

Skill: *Divination: wizardry*

Most Applicable Arcane Knowledge: *Magic*

Difficulty Number: 10

Feedback Value: 12

Effect Value: 15

Range: 2 (two meters)

Speed: 2

Duration: 18 (one hour)

Cast Time: 15 (40 minutes)

Modifiers: None

Good for a few peep shows and finding the thug that took your goods and ran down a the alley a little faster than you. I once tracked a poor slob through a sewer using this spell. He thought he was gonna lose me by cutting around corners and hiding in alcoves below the water. He thought wrong. He had such nice teeth ... wanna see 'em?

(Enhancing one's own eyes, the caster can see through a specific type of material as if it were a

light fog, i.e. translucent. Only one material can be seen through with this spell. Although, by adding +3 to the effect value (and either the feedback or the difficulty number), the caster can increase the number of materials by one. With an effect value of 25 or higher, the caster can see through any material.

A partial list of possible materials are wood, stone, metal, flesh, earth, fire, water, night, blizzard, etc. Gamemasters might wish to make this list more extensive by branching each material into sub-categories. For example, metal could be broken down to refined, raw ore, enchanted, etc.)

SCRY

Skill: *Divination: wizardry*

Most Applicable Arcane Knowledge: *Magic*

Difficulty:

Feedback:

Effect Value: 20

Range: 20

Speed: 20

Duration: 18 (one hour)

Casting Time: 14 (10 minutes)

Modifiers:

Community: Two helpers, DN 12 (They must preform the incantation and the gestures while the magician is concentrating.)

Components: Scrying surface of some kind. The item is destroyed at the end of the spell.

Concentration: The mage must concentrate for the full casting time (DN: 11)

Gestures: Fairly simple (helpers must circle the magician while chanting.)

Incantations: "Mirrored pool, reflecting ball, become a window."

Yeah, it'll do the job. But I've never known a scryer yet who liked what he saw.

(First, the mage needs something to scry with — it could be a mirror, a crystal ball, even a puddle, just as long as it reflects. When the mage casts the spell, the scrying item shimmers and plays out the scene the caster wants to see (anyone else looking can see it too). Scrying only produces sights, no sounds, and anyone wanting to see more than the obvious must make *Intellect* or *perception* skill rolls. Their skill totals are capped at 20, which is the effect value of the spell.

The mage can change the view if he wants, moving it by as much as a kilometer per round. *Detect magic* spells can be used to sense this kind of scrying.)

SENSE PAST

Skill: *Divination: chronomancy*

Most Applicable Arcane Knowledge: *Time*

Difficulty: 18

Feedback: 18

Effect Value: 38

Range: 0

Speed: 0

Duration: 18 (one hour)

Casting Time: 9 (one minute)

Modifiers:

Components: Magnifying glass (uncommon)
Pocket watch (expensive)

Doesn't seem like that hard of a spell, does it? But hire someone to do it and you'll pay though the nose, and that's just the labor. Chronomancers cost a bundle.

(By using this spell, the mage can learn about the past of an object he is touching. He'll see visions of events that occurred in a 10-meter radius around the object in the past. The mage can view events that took place in a period of time past whose value is less than or equal to the effect value of the spell. The mage can scan back to that period at a rate of one week's worth of images per minute of spell.)

TONGUES

Skill: *Divination: wizardry*

Most Applicable Arcane Knowledge: *Living forces, Folk*

Difficulty Number: 14

Feedback Value: 13

Effect Value: 20

Range: 0 (centered on caster)

Speed: 0

Duration: 18 (one hour)

Cast Time: 9 (one minute)

Modifiers:

Gesture: Fairly Simple (Caster moves his mouth in strange contorted ways, as if he were speaking some wildly strange language, then swallows the tongue.)

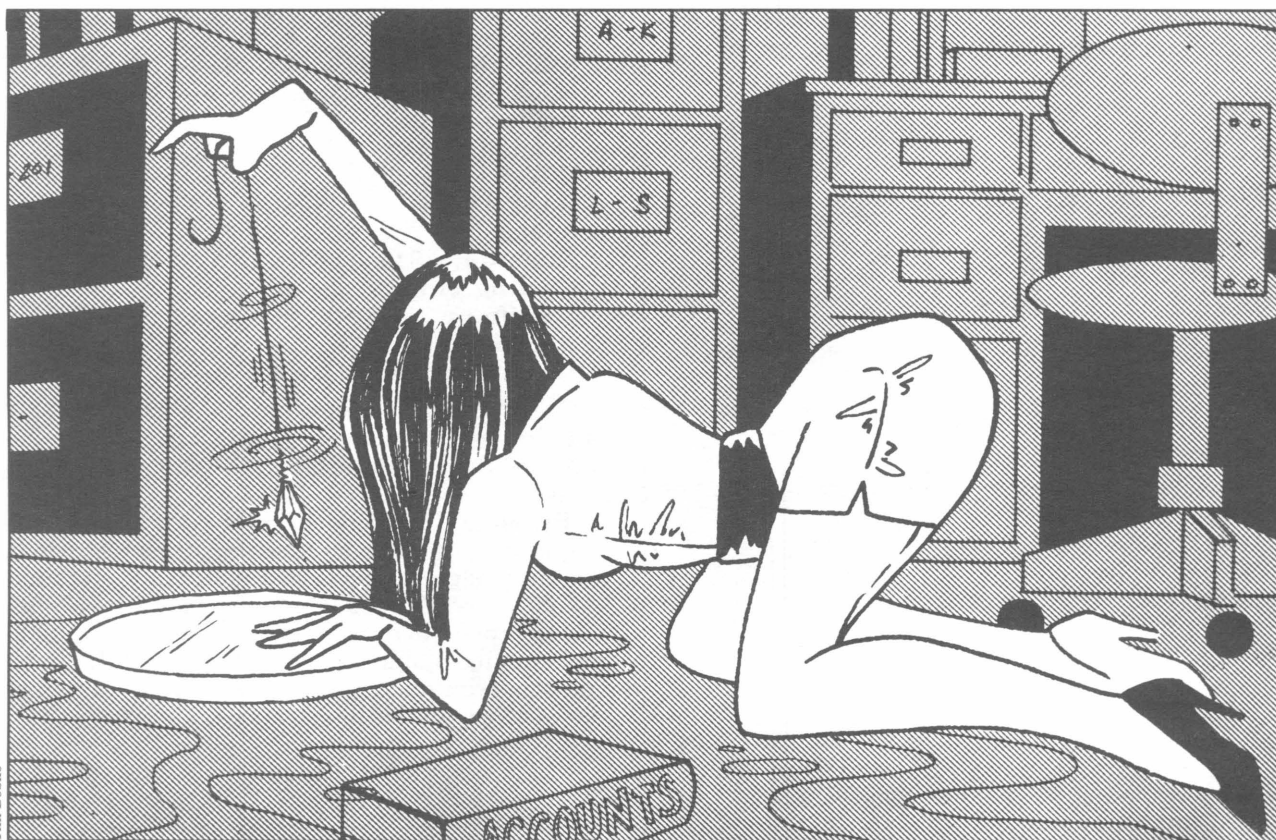
Incantation: A complete sentence ("Tongues of ancients, tongues of present, let me speak.")

Components: A forked tongue (uncommon, destroyed)

Okay, you can speak the language — but have you got anything to say, bub?

(The caster can speak any language native to Marl. He hears himself speaking normally, in his native language, but anyone within a five-meter diameter area of effect hears him speaking in their tongue.)





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TRACER

Skill: *Divination: wizardry*

Most Applicable Arcane Knowledge: *Magic*

Difficulty Number: 18

Feedback Value: 19

Effect Value: 25

Range: 10 (100 meters)

Speed: 10

Duration: 18 (one hour)

Cast Time: 20 (two hours)

Modifiers:

Component: A pip from a pomegranate (common)

Gestures: Fairly simple (Pip is removed from pomegranate and placed into target item.)

Incantations: Complex Incantation

("Separated from your brethren, you long to return home. Leave a trail for us to follow, we shall join you." DN: 8)

A neat spy device, but not very reliable. Remember, it has to be placed on an item and then somehow given to the bum you're following. I think it would be real fun to place the spell on a piece of jerked beef and have some idiot eat it. You'd be able to follow them anywhere, at least for a few hours.

(A spell that must be placed on a target for it to work. It is best to embed it in an item and then give the item to the target. One *tracer* is made each time the spell is cast. Once given, the caster can follow the target. Repeating the incantation while following the target, the caster will see a trace blue line of the path taken. Should the target pass by the same way twice or cross paths, the blue line is darker the nearer it is to him.)

As long as the target doesn't get more than 100 meters away from the caster, the spell will continue to work. The tracker has a base chance to follow the line equal to the effect value of the spell.)

VIEW

Skill: *Divination: sorcery*

Most Applicable Arcane Knowledge:

Dimension

Difficulty Number: 17

Feedback Value: 19

Effect Value: 5

Range: 15

Speed: 15

Duration: 14 (10 minutes)

Cast Time: 9 (one minute)

Modifiers:

Gestures: Fairly simple (Caster makes swimming gestures with his hands)

Incantation: A complete sentence ("Let me see beyond what I know to be.")

A helluva spell for looking in on people. Even better than conjurevids. I got a couple of pals who use it ta keep an eye on a Succubus down the block, if you know what I mean.

(The caster opens a portal in space. This portal is actually a tunnel of sorts. Nothing may pass through it, but the caster may look through it to the other end. The tunnel starts with a range of one kilometer. This range is determined by the range value of the spell, and can be much longer, depending on the success the caster has throwing the spell. Any bonus from casting goes to both range and speed, being split evenly between them.

The effect value of the spell takes the place of the character's *perception* while using the spell, as it is hard to make out minute details.)

WARNING LIGHTS

Skill: *Divination: photomancy*

Most Applicable Arcane Knowledge: *Light*

Difficulty Number: 18

Feedback Value: 18

Effect Value: 5

Range: 15 (one kilometer)

Speed: 15

Duration: 38 (one year, permanent)

Cast Time: 20 (two hours)

Modifiers:

Components: 1,000 lightning bugs
(uncommon, Destroyed) Clear gem,
polished, cut to 100 facets (rare, destroyed)

Other: May only be cast under the sun.

Cute, and effective. I'd like to know if someone was messing around with my home or valuables (that is, if I had a home, or any valuables). Then again, seeing what's out there, you might be better off not knowing.

(A simple spell cast on two objects at the same time which acts as a ward. The first item is usually what is considered the stationary or that which is to be protected, like a door or chest. The other is the alarm. When someone or something touches or otherwise molests the stationary, the alarm object begins to flash. The base range of the spell is one kilometer.

Any bonus on the casting goes to the spell's range and speed.)



CHAPTER
FIVE

SUMMONING MAGIC

EXORCISM BALL

Skill: *Summoning: vitomancy***Most Applicable Arcane Knowledge:** *Life***Difficulty Number:** 26**Feedback:** 25**Effect Value:** 30**Range:** 8 (40 meters)**Speed:** 8**Duration:** 0**Cast Time:** 4 (6 seconds)**Modifiers:****Components:** Silver sphere (rare, destroyed)**Gestures:** Fairly Simple (Ball is breathed upon and then hurled)**Incantation:** A complete sentence ("Sphere of silver, explode with the force of life")**Related Skill Modifiers:** Must make a *thrown weapons* attack at a DN: 9 to center the spell correctly.**Other:** Must have one add in the arcane knowledge, *Life*

The name of this spell is probably someone's idea of a joke ...

(The spell summons a five meter diameter ball of life energy which does damage to any Undead creature in the area of effect. Living creatures are not affected by the spell in any way whatsoever, with the exception of living beings possessing the arcane knowledge *Death*. People with that knowledge take 1/2 damage from the spell.)

INCINERATOR

Skill: *Summoning: elemental***Most Applicable Arcane Knowledge:** *Fire, dimension***Difficulty Number:** 17**Feedback Value:** 16**Effect Value:** 40**Range:** 0

Speed: 0

Duration: 10 (1.5 minutes)

Cast Time: 15 (40 Minutes)

Modifiers:

Components: Ash and hot coals (common, destroyed)

A cleanup project of the rich and underhanded. Ever have the need to just get rid of some document or another? Ever need to lose some evidence fast when there's a knock on the door? Well, the *incinerator* spell is just that, fast. Some people use it to get rid of their trash, and others use it to get rid of *their* trash.

(The firemage opens a doorway to a plane of pure flame. The portal acts as a heat source and anything thrust through the doorway (a weapon, an arm, etc.) takes the full damage value.)

POSSESSION

Skill: *Summoning; technomancy*

Most Applicable Arcane Knowledge: *Entity*

Difficulty Number: 16

Feedback Value: 16

Effect Value: 25

Range: 10 (100 yards)

Speed: 10

Duration: 12 (20 Minutes)

Cast Time: 15 (40 Minutes)

Modifiers:

Components: Demon seed root (rare, destroyed)

This is a neat spell to temporarily throw off a scumbag. They can run, they can ignore the pain, but this is going to get their attention. Shove a demon up someone's ass and they're bound to notice. Once the possession takes effect, the last thing it wants to do is hang around with the guy that trapped it in a bullet. They usually just take off in a direction away from you. I'll admit that every once in a while, the demon decides to try and extract some revenge, in the form of perforating your hide, but hell, you ain't no worse off'n you was before.

(A bullet with attitude. Each of these enchanted weapons has a trapped demonic presence within them. The Demon is trapped within until the spell that binds them is removed. This happens when the bullet or other weapon actually pierces the body of another. The caster is lucky in that the spell comes from his magic. He can't trigger it, even if blasted with one of his own slugs.

When fired, the protective spell of binding drops as soon as the bullet touches someone and the Demon is released into their body. The moment the



Demon is out, it tries to gain control of its host's body. If he can muster a control or banishment spell immediately, then the Demon will have little ability to effectively possess him.

The Demon is normally a minor entity, with little or no real power. They're the ones who'd fall for a low-powered spell like this one. A *willpower* contest between the victim and the Demon can also prevent the possession, but this can take several rounds to accomplish. The Demon's possession total is equal to the effect value of the spell (25).

DURATION OF THE TIME OVERLAP

Effect Value	Time Overlap	# of Doubles
25–26	1–5 seconds	1
27	6–10 seconds	2
28	11–30 seconds	3
30	31 seconds–1 minute	4
33	1–5 minutes	5
37	6–10 minutes	6
42	11–30 minutes	7
48	31 minutes–1 hour	8
55	1–6 hours	9
65	6–24 hours	10

REVERB

Skill: Summoning: *chronomancy*

Most Applicable Arcane Knowledge: *Time*

Difficulty Number: 18

Feedback Value: 18

Effect Value: 25

Range: 10 (76 meters)

Speed: 0

Duration: 9 (one minute)

Cast Time: 20 (two hours)

Modifiers: None

This is a great spell, especially if you need a couple'a guys for stickball. But, if you ain't a gambling man, I wouldn't try this one — not unless you tote a death wish in your back pocket. Aw, hell, what's the big deal, worst case is you get a past self killed and the real you dies at the end of the spell duration. Maybe you'll get lucky and only lose a future self, then you'll have the joy of waitin' for your number to be called.

(This spell yields one charge. Similar to *jump*, this spell causes the target to move slightly both forward and backwards in time. The movements are so slight and fast that the universe does not have time to react to it. The result is the target exists a various number of times at one moment, or series of moments. The caster must cast the spell and determine when the reverberation will occur (e.g., the spell goes off at 10 pm on Thursday). Due to the nature of the spell, the caster does not have to be standing where the spell was cast.

All other selves from the past and future and pulled back and forth, only overlapping at this one instance, where many will seem to be. The duration of the temporal overlap is dependent on the effect value of the spell. (Any bonus to the spell is applied to the effect value.) Should any of the other selves

be harmed, or killed, it does adversely affect the caster (i.e., if a self from the past is harmed). Depending on how the gamemaster handles time, this may or may not affect the rest of the campaign.

One suggestion is that if a past self is harmed or killed, the result be played out on the current self. Assume that since the the universe could not keep up with the swiftness of personal time movement, all results occur at the time of the spell's usage, when it takes effect.)

SUMMON ELEMENTAL

Skill: Summoning: *elemental*

Most Applicable Arcane Knowledge: *Fire, water, earth, air*

Difficulty Number: 9

Feedback Value: 14

Effect Value: 30

Range: 0

Speed: 0

Duration: 15 (16 minutes)

Cast Time: 18 (one hour)

Modifiers:

Component: A handful of the element used (air, water, earth or fire) and things which are of value to the elemental type being summoned (common, destroyed)

(This is the most important spell for budding elemental mages to learn. It allows the caster to put the grab on an elemental spirit and keep it still for a while. When you combine this with some of the other spells in this book, like *elemental dagger* and such, you can get almost anything you want outta one of 'em.

The caster of the spell must inscribe a thematurgical triangle using an element which is diametrically opposed to the elemental type being

summoned. Once this is done, a bowl or brazier is placed in the center of the summoning area and filled with either fire, water, earth or in the case of air, boiling water. While chanting promises of greater gifts, the mage casts small items into the receptacle. At the end of the chant, a *trick* total is generated with a starting value equal to the effect value of the spell, plus one for every success over the difficulty number of the spell. If this number beats the *willpower* total of the elemental being summoned, it is transported to the center of the triangle and trapped there until the end of the spell's duration.

This spell only transports the elemental to the mage. It does nothing to ensure the elemental's cooperation. The mage must use other means at his disposal to enlist the elemental's aid or bend it to his will.)

ELEMENTAL MATTERS

On Marl, like on most other worlds, the forces of nature are not unthinking elements, but thinking beings capable of conscious decisionmaking and more importantly, being controlled. Elementalists not only learn to use the stuff of the elements, but learn to deal with and control the elemental masters themselves.

Before we get into a long dissertation on the hows of elemental magic, it's important to describe the elemental beings themselves and their organization:

The elemental powers are broken up into four families, being Fire, Water, Earth and Air. Each family is ruled by an elemental Kingpin or Boss (either term is acceptable, as are the terms Don, Lord, etc.) The Kingpin is generally the largest and most powerful of all the elementals, although this is not always true. The Boss controls his realm and is responsible for the day to day operation of his realm. He is the final arbiter in all matters concerning his element. For example, Don Pyro, the Boss of Bosses for the realm of Fire, decides where fires will burn, how long they will burn, etc. Towns failing to show the Don proper respect may find that their fire sticks don't light. Imagine the problems involved with an elemental force going on strike, or perhaps worse an elemental force extracting revenge. Now you have the idea of the power of these beings.

The Elemental Boss is followed in power by his lieutenants. They control the comings and goings of the lesser elemental riffraff, the enforcers, the torpedoes, the hit men, etc. They often will make decisions for their element that don't warrant the attention of the Don. A Don's lieutenants will often meet with city leaders to ensure cooperation be-

tween the elementals and the city's inhabitants and to determine the price of continued operation.

The elemental lords generally extract fair prices for their services. A city the size of Galitia, for example, might be required to burn 1000 cords of hardwood per year as an offering to Don Pyro to ensure the continued operation of fire for a year. Of course, if Don Pyro has reason to be annoyed with the inhabitants of the city, he may raise the price to something less reasonable, cut off his services altogether, or even send in some of his "boys" to make things hot for the citizens.

Because of the way elementals are organized on Marl, it is fairly easy to arrange service from them. A mage merely draws and empowers a protective thamaturgical triangle. The lines of the triangle are composed of materials that are anathema to the elemental type being summoned. For fire elementals, one uses water in the ink mixture. For water elementals, sulfur and ash are used. Earth elementals require feathers or something similar, while air elementals can be warded off by common dust.

Once the triangle is drawn and empowered, the caster has two choices. He can use summoning rituals to invoke the attention of the current Boss or one of his underlings and barter for the services of an elemental. Or, if he chooses, he can abduct an elemental from its home and attempt to compel it to serve.

There are drawbacks to each. The barter method is seen by most to be the safest method to gain an elemental for a minor mission. Most often, the Boss elemental will provide "muscle" to any, in return for the promise of an unspecified "favor" to be delivered sometime in the future. The size of this favor varies, but will usually be about equivalent to the size of the task the elemental muscle is sent to do. Many magicians prefer this form of the summoning ritual to the other, because although they promise to do a favor for the Don, more often than not, that day never comes and the magician never has to repay his debt.

The other method of summoning is the more dangerous of the two. It's dangerous but sometimes necessary if the mage is on the wrong side of the current elemental Boss, or if the task the mage has in mind is contrary to the interests of the Don. The mage casts a summoning spell and rips a minor elemental off his home plane and imprisons him in the thamaturgical circle. The mage then uses his knowledge of elemental magics to "rough up" the elemental until it swears an oath to perform the task the mage has for it. These tortures can take days and some elementals will never submit, preferring death to submission.

Elementals are the masters of magic having to do with the stuff from which they are made. For a





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budding elemental, there is no better teacher. Elementals can be coaxed into teaching their magics to sorcerers through a combination of bribery and flattery, although force can be applied if necessary. The elemental sets his price for the knowledge to be granted, which depends on the knowledge sought. When the price is met, usually by either burning, burying, sinking in the ocean, or scattering to the winds the price requested, the elemental will serve the mage and teach the spell. Elemental magics do not have to be learned from elementals, but the difficulty number of any spells they teach are reduced by -1.

Elemental magicians are some of the most powerful and most welcome on the face of Marl. Often being asked to act as a mediator during talks with the Dons. Their knowledge and power is acknowledged and respected in every corner of Marl. It is important to note that elemental lords will expect a human to ally himself with one primary elemental force. Those trying to garner favor from too many elementals will find himself being snubbed by all.

STANDARD ELEMENTALS

These are the very least of elementalkind and because of this, the sort most likely to be encountered or bound by mages. It is possible for players to use these templates as player character templates, with the gamemaster's permission.

Note: All elementals are immune to all attacks by magic that are in any way linked to their home element. In general, elementals have no particular alignment, tending to side with whoever's on top.

STANDARD FIRE ELEMENTAL

AGILITY	7
DEXTERITY	10
STRENGTH	10
ENDURANCE	13
TOUGHNESS	12
INTELLECT	8
MIND	8
CONFIDENCE	9
CHARISMA	7

Skill Notes: Fire elementals are destructive and capricious. Their skills should reflect this. They tend to develop their combat skills as highly as possible.

Fire elementals able to use all spells based on the *fire* arcane knowledge with a +3 bonus to the cast total.

BACKGROUND NOTES: FIRE ELEMENTAL

Advantages/Compensations

1CI, 2CIII, 1CIV

Mandatory A/C

Advantages: Special Abilities (CIII): Armor-Defeating Attack (superheated air); Speed; able to use all spells based on the *fire* arcane knowledge with a +3 bonus to the cast total; Special Abilities (CIV): Natural Weaponry (HTH) extreme heat, does STR+5 damage in HTH combat; Natural Weaponry (Ranged): Able to produce and direct small flaming blasts which have a range equal to a value of 10 (100 yards) and doing STR+7 damage.

Compensations: Employed (CII): By Don of fire elementals; Prejudice (CII); Achilles' Heel (CIII): Vulnerable to water-based attacks. Takes one additional Wound from any elemental water attacks that do at least a Wound; Cultural Unfamiliarity (CIII)

Recommended A/C

Any

Restricted A/C

None

STANDARD WATER ELEMENTAL

AGILITY 9

DEXTERITY 9

STRENGTH 7

ENDURANCE 13

TOUGHNESS 11 (21)

INTELLECT 10

MIND 10

CONFIDENCE 5

CHARISMA 9

Skill Notes: Water elementals may develop any skills, but tend to be more intelligent than many of their brethren. Water elementals are the sages of their kind and often have many *scholar* skills at high values.

Water elements can cast any spell making use of the *water* arcane knowledge with a +3 bonus to the casting total.

BACKGROUND NOTES: WATER ELEMENTAL

Advantages/Compensations

1CI, 2CIII, 1CIV

Mandatory A/C

Advantages: Special Abilities (CIII): Armor-Defeating Attack (watery fist); Special Abilities (CIV): Natural Weaponry (HTH) watery fist does STR+3 damage in HTH combat; Attack Form Resistance (Non-Enchanted Weapons); Natural Weaponry (Ranged): Able to produce and direct a large wall of water which has a range equal to a value of 10 (100 yards) and does STR+10 damage to creatures on the ground.

Compensations: Employed (CII): By Don of water elementals; Prejudice (CII); Achilles' Heel (CIII): Vulnerable to fire-based attacks. Takes one additional Wound from any elemental fire attacks that do at least a Wound; Cultural Unfamiliarity (CIII)

Recommended A/C

Any

Restricted A/C

None

STANDARD EARTH ELEMENTAL

AGILITY 6

DEXTERITY 6

STRENGTH 13

BACKGROUND NOTES: EARTH ELEMENTAL

Advantages/Compensations

1CI, 2CIII, 1CIV

Mandatory A/C

Advantages: Special Abilities (CIII): Toughened Skin; Special Abilities (CIV): Natural Weaponry (HTH), fists do STR+10 damage in HTH combat; Hardiness II

Compensations: Employed (CII): By Don of earth elementals; Prejudice (CII); Achilles' Heel (CIII): Vulnerable to air-based attacks. Takes one additional Wound from any elemental air attacks that do at least a Wound; Cultural Unfamiliarity (CIII)

Recommended A/C

Any

Restricted A/C

None

ENDURANCE 13

TOUGHNESS 12 (15)

INTELLECT 5

MIND 5

CONFIDENCE 13

CHARISMA 9

Skill Notes: Earth elementals may develop any skills, but tend to take combat skills, Strength-related skills and *willpower*.

Earth elementals can cast spells using the *earth* arcane knowledge at +3 to the casting total.

STANDARD AIR ELEMENTAL

AGILITY 13

DEXTERITY 13

STRENGTH 7

ENDURANCE 10

TOUGHNESS 10

INTELLECT 10

MIND 10

CONFIDENCE 10

CHARISMA 13

Skill Notes: Air elementals may develop any skills, but tend to be more intelligent than many of their brethren, so high magical skill values are encouraged.

Air elementals can cast any spell using the *air* arcane knowledge with a +3 bonus to the casting total.

Keep in mind that these are the very least of elementals. An elemental lieutenant should at the very least have all of his stats doubled and an additional 10 points of Advantages and Compensations.

BACKGROUND NOTES: AIR ELEMENTAL

Advantages/Compensations

1CI, 2CIII, 1CIV

Mandatory A/C

Advantages: Special Abilities (CIII): Blur; Special Abilities (CIV): Flight, Natural Weaponry (Ranged): Able to produce and direct small whirlwinds which have a range equal to a value of 10 (100 yards) and doing STR+5 damage to creatures on the ground and double damage to creatures in the air.

Compensations: Employed (CII): By Don of air elementals; Prejudice (CII); Achilles' Heel (CIII): Vulnerable to earth-based attacks. Takes one additional Wound from any elemental earth attacks that do at least a Wound; Cultural Unfamiliarity (CIII)

Recommended A/C

Any

Restricted A/C

None

CHAPTER SIX

SOMNIOMANCY

Somniomancy's the magic of dreams and sleep. It got its start in the city of Padarr after the discovery of the dreamstones (see the *Padarr Citybook*). While he's snoozing, a somniomancer can heal himself or take a peek at scenes a long way away. When he's awake, he can stick his nose into your dreams and cause all sorts of problems.

Somniomancy is still a pretty rare school of magic — for one thing, if you're going to cast while you're sleeping, you need somebody you can trust to watch out for you. It has its own arcane knowledge, *dreams*, which governs the pictures you see in your head when you're sleeping.

(For convenience, the somniomancy spells listed in *Padarr* have been repeated here.)

ALTER DREAM

Skill: *Alteration: somniomancy*

Most Applicable Arcane Knowledge: *Dreams*

Difficulty Number: 16

Feedback Value: 17

Effect Value: 20

Range: 5 (10 meters)

Speed: 5

Duration: 3 (10 Seconds)

Cast Time: 9 (one minute)

Modifiers:

Component: Ragweed, burned (common, destroyed)

This can be a fun spell to play with. You can use it over the course of several nights to slowly change a person's likes and dislikes, hopes and fears. I once used it to convince a Taxim he was an Elder in Galitia. It requires patience and skill and even then it don't always work, but it can be a lotta fun trying.

(The dream of the target is tweaked by the caster, but only minor aspects are altered. The intensity of the dream remains unchanged, a nightmare's still a nightmare, but instead of the focus of the dream being spiders, you could change it to worms.





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Somniomancers use this spell to coax information from a sleeping mind. The effect value of the spell is used like the skill value of a *hypnotism* roll.)

BECOME DREAM

Skill: *Alteration: somniomancy*
Most Applicable Arcane Knowledge: *Dreams*
Difficulty Number: 23
Feedback Value: 23
Effect Value: 20
Range: 3 (4 meters)
Speed: 3
Duration: 18 (one hour)
Cast Time: 10 (2 minutes)
Modifiers:

Components: Pillow hair (uncommon, destroyed)

Here's a spell for you, if you like getting inside people's heads, literally. This can be a helluva way to squeeze information outta somebody too. Just talk to the right part of their subconscious and the answer is yours — just beware of waking their id monster or some other such thing.

(The mage loses his physical form and enters the dreamworld. As he is a sapient being in the realm of dreamers, he can interact with the denizens there. He can actively enter and leave the dreams of others within range of the spell, as long

as the spell's effect value is higher than the Mind of the person whose dream he wishes to enter. He may actively participate in the target's dreams, using his skill to manipulate them along paths of his choosing.

The effect value of the spell can be used as persuasion skill total to get information from the target's sleeping mind.)

DREAMTRAP (O/OB-O)

Skill: *Alteration: somniomancy*
Most Applicable Arcane Knowledge: *Dreams*
Difficulty Number: 11
Feedback: 12
Effect Value: 20
Range: 0
Speed: 0
Duration: 21 (4 hours)
Cast Time: 18 (one hour)
Modifiers:

Charges: 5

Components: Dreamstone (very rare, destroyed)

Conditional Modifiers: Subject must be asleep

Gestures: Move dreamstone in a large circle

Incantation: "Dreams are but doors to the mind."

If you're one of those packsk'rats who likes to save everything ...

(This spell traps dreams that a slumberer has during a four-hour span of time. The spell is completed when the caster waves the dreamstone in a circle over the dreamer. This spell can be used to store five dreams per dreamstone. Because of the special nature of the dreamstone, the dream can be stored for as long as the dreamstone has its potency. To release the dream (and thus the charge), speak the incantation while holding the dreamstone and then go to sleep.

The effect value of the spell should be compared to the original dreamer's Confidence. Read the result points on the "General Success" column of the Success Chart. A Minimal, Solid or Good success allows the dream to be trapped. Anything better than a Good success means that the dream that is trapped is an extraordinarily vivid dream.)

MAKE PHYSICAL

Skill: *Conjuration: somniomancy*

Most Applicable Arcane Knowledge: *Magic, entity*

Difficulty Number: 26

Feedback Value: 27

Effect Value: 25

Range: 5 (10 Meters)

Speed: 5

Duration: 18 (one hour)

Cast Time: 15 (40 minutes)

Modifiers:

Components: Corpse candle (common, destroyed)

Incantation: Complete sentence ("Creature of dream, come into our world.")

This entire list of spells has almost no combat value, with the possible exception of this one. If your pal's been having nightmares, why not jump in his head and set it up so's you can pull it out later, when you really need it. Odds are, he'll wet himself when he sees it in the flesh, but it'll be another target and some of the things I've seen in peoples dreams could give *me* a run for my money.

(As the spell's name indicates, it gives physical aspects to a creature from someone's nightmare. The creature comes into our world where it can be affected as though it were a living and breathing thing. Creatures of nightmare called forth and destroyed will never bother that person again. Also in this manner can a person's fondest dreams and most personal thoughts be manifested to the general public and destroyed at a whim. This spell can cause grievous harm to an individual with its misuse.

The gamemaster should come up with physical stats for the Nightmare being called forth. This

should always be a dangerous spell for the mage to cast and should only be done as a last chance gambit. Just the fact that this spell is around should be enough to give the more vicious game-master some ideas for scenarios.)

NIGHTMARE (C/OB-C)

Skill: *Alteration: somniomancy*

Most Applicable Arcane Knowledge: *Dreams*

Difficulty Number: 17

Feedback: 11

Effect Value: 18

Range: 15 (1 kilometer)

Speed: 15

Duration: 25 (one day)

Cast Time: 18 (one hour)

Modifiers:

Components: Dreamstone (very rare, destroyed), beeswax candle (common, destroyed), glass bell (uncommon, destroyed)

Concentration: 18 (one hour)

Conditional Modifiers: Subject must be asleep; caster must be inside

Incantation: Litany (DN 12) — the litany can be a prepared reading of what the caster wishes the nightmare to be about.

A nasty little spell that fills a sleeping target's mind with night terrors. He wakes up sweating and shaken.

(Compare the spell's effect value to the target's Confidence on the Push column of the Success Chart. Subtract the push value from the target's Confidence for the duration of the spell.)

OPEN WINDOW

Skill: *Divination: somniomancy*

Most Applicable Arcane Knowledge: *Dreams*

Difficulty Number: 20

Feedback Value: 20

Effect Value: 15

Range: 12 (250 meters)

Speed: 12

Duration: 18 (one hour)

Cast Time: 9 (one minute)

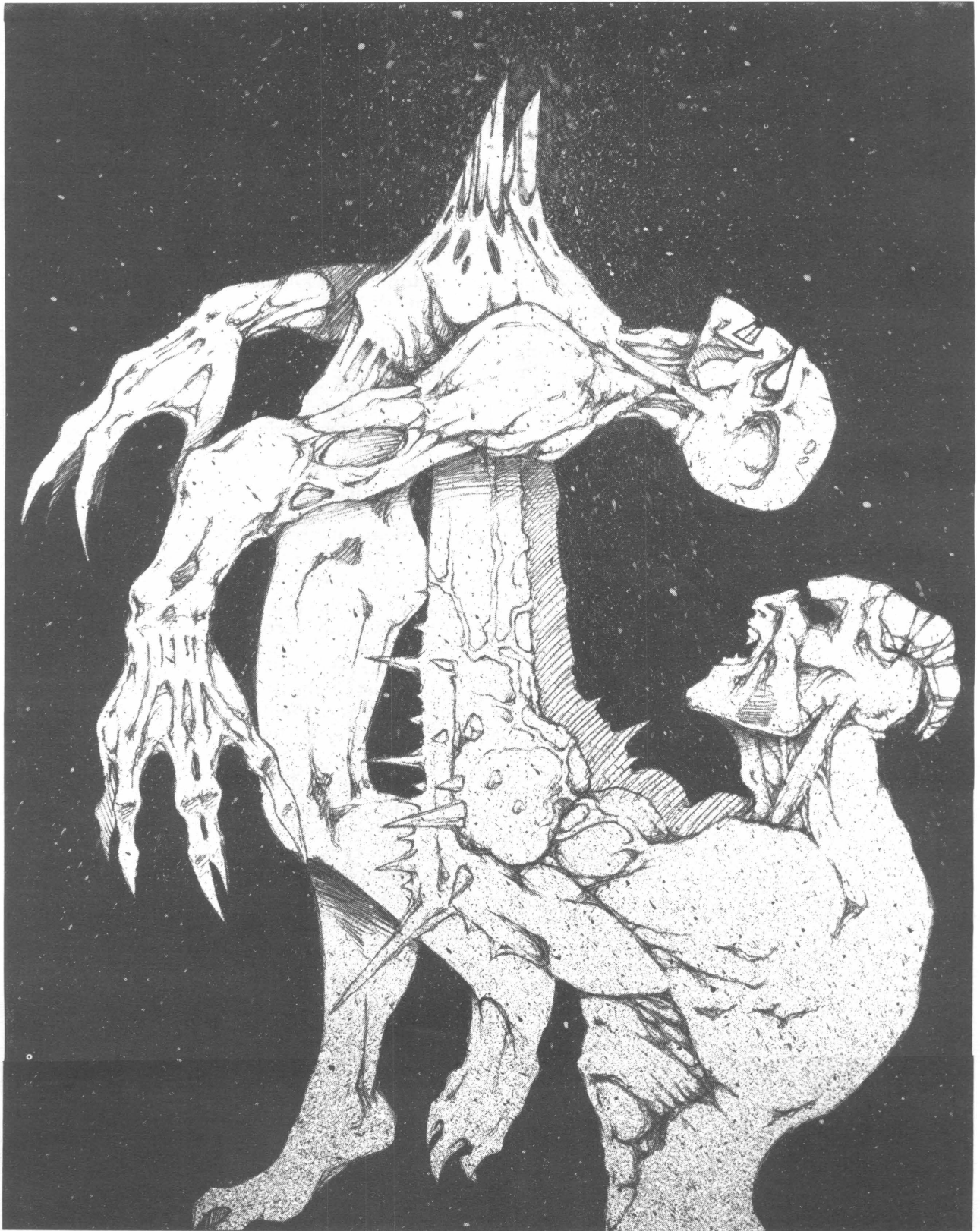
Modifiers:

Component: Taxim nail clipping (uncommon, destroyed)

A neat little spell. Kinda like home theater. You can find a lot out about a person this way. Even if you ain't a dreamancer, this is a good spell to learn if you wanna find out what strings ta pull to get someone to do what you want. Barring that, it's a good way to find out what scares the hell outta some people.

(If the effect value of the spell is greater than the





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target's *willpower* or Mind score, this spell allows the mage to look into the target's mind and see the dream currently playing there. The effect is similar to that of a theater patron in a balcony seat. Although all facets of the dream are seen, nothing can be done to them or with them without the use of another spell. At the same time, the participants in the dream cannot see the caster, and if they could (like Demons and other casters already inside) they would need spells to have any effect on him.)

ROUSE (O/OB-O)

Skill: *Alteration: somniomancy*

Most Applicable Arcane Knowledge: *Dreams*

Difficulty Number: 13

Feedback Value: 14

Effect Value: 16

Range: 5 (10 meters)

Speed: 5

Duration: 5 (10 Seconds)

Cast Time: 3 (4 Seconds)

Modifiers:

Gestures: Simple (Flicking the water)

Component: Drop of water (commonplace, destroyed)

This spell is a good one if you gotta wake a pal without somebody else noticin'. You even get to give him a short message like, "We're surrounded by queskworms!" or "I think we're dead!" Of course, both of those messages amount to the same thing.

(This spell lets the caster introduce a "dream message" of up to four words into the mind of a sleeping subject. The subject immediately wakes, "hearing" the message of a sleeping subject. The caster flicks a drop of water in the direction of the subject (it doesn't have to reach him, however). (Like the more common spell *awaken*, the effect value of the spell is used as a *first aid* total but, since the duration is so short, only K's O's, shock damage, and bleeders are affected.)

SHUT DOWN

Skill: *Alteration: somniomancy*

Most Applicable Arcane Knowledge: *Dreams*

Difficulty Number: 15

Feedback Value: 16

Effect Value: 20

Range: 10 (100 meters)

Speed: 10

Duration: 4 (15 Seconds)

Cast Time: 9 (1 minute)

Modifiers:

Component: Shattered carbon glass (uncommon)

More dreamancer stuff. If the job paid better, I might pick more of this stuff up. This is "good



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witch" stuff and nothing I'm really interested in. Now if you could somehow make somebody's nightmares worse ...

(Caster may end the dream currently being seen by the target. The magic enters the target's mind and acts to relax it. His thoughts weaken and fade as if they too were falling asleep. For a short while, the brain activity is reduced to almost nothing. This causes whatever dream is active to fade as well.

If the target is being vexed by a Nightmare Spirit or other supernatural creature that lives in the dream world, the spell does damage to the creature equal to the effect value of the spell.)

SLEEP BALM (O/OB-O)

Skill: *Alteration: somniomancy*

Most Applicable Arcane Knowledge: *Living forces*

Difficulty Number: 14

Feedback Value: 15

Effect Value: 20

Range: 0 (self)

Speed: 0

Duration: 38 (permanent)

Cast Time: 21 (6 hours)

Modifiers:

Components: Cloth-of-gold sheets (rare, destroyed), wine (common, destroyed), ivory wand (rare, destroyed)

If you got the time to waste throwing it, this is a great spell. Not much use to your average “adventuring wizard,” but it’s real healing, it’s permanent, unlike most other healing spells.

(This spell uses the power of the caster’s dreams over his own body to heal wounds he’s suffered. The caster wraps himself in cloth-of-gold sheets, drinks a goblet of wine, then lays a small ivory wand across his eyes as he settles back and falls into a sleep that lasts six hours. If he’s woken in the interim (reflected by the concentration modifier), the spell fails. If the spell succeeds, the effect value is used as a *first aid* total applied to the caster. (Note that, unlike the standard *first aid* spell, the duration is permanent.) A time-consuming and “fiddly” spell ... but a potential life-saver!)

SLEEPING CLAIRVOYANCE (O/OB-O)

Skill: *Divination: somniomancy*

Most Applicable Arcane Knowledge: *Dimension*

Difficulty Number: 17

Feedback Value: 18

Effect Value: 14

Range: 18 (4 kilometers)

Speed: 5

Duration: 14 (10 minutes)

Cast Time: 14 (10 Minutes)

Modifiers:

Component: Beeswax candle (common, destroyed)

This is a nice spell to use to scout an area. You got ten minutes to take a peek about and take your mind for a stroll. You can’t hear anything — maybe someday, somebody’ll work on *sleeping clairaudiance*.

(To use this spell, the caster must make all appropriate mental preparations — this is represented by the casting time — then must fall asleep (by whatever means come to mind). While he’s asleep, the caster’s “mind’s eye” travels to the desired location and can look around. The effect value of the spell is used as the character’s *perception* total during the spell’s duration. When the duration is up, the character immediately awakes.

Physical barriers *can* block the spell’s effect. The spell basically moves the character’s “mind’s eye” to a certain location. What he can see from that location is what he’d be able to see is he were standing there “in the flesh.” While the spell lasts, the caster can apport his “mind’s eye” around.)



CHAPTER SEVEN

MAGIC AND THE CULTS

Since the beginning of time, men and women on Marl have gathered together to form groups to exchange knowledge of magic. These magical orders and cults have played a large part in shaping the practice of magic on Marl. These groups serve as a forum for the advancement of new ideas for the use of magic — they also provide a measure of protection for members from outside forces.

At one time, before the advent of the first Godwar, these orders boasted thousands of members, with outposts in nearly every city on Marl. With the isolation brought about after the war these once great orders have splintered into thousands of smaller groups. Many have expired over the years, more have been incorporated into cults of Order or Chaos, and a few live on more or less intact. (These last are the ones we will examine in this chapter.)

These cults and magician's orders can play an important part in a *Bloodshadows* campaign. They can be used as springboards to adventure by providing characters a source for constant quests undertaken in the name of their cult, or can be used as an ongoing force of opposition by the gamemaster. The gamemaster should keep in mind that the cults presented here are only the smallest fraction of those that exist on Marl. The groups presented here can be used as models for the creation of additional groups or altered to suit the particular taste of the gamemaster.

CULT OF THE REVERED ELDERS

The Cult of the Revered Elders has a long history on Marl. Started before the first Godwar, the Cult once had temples in most major cities. During this golden age, the group had thousands of members, both practitioners of the magical arts and less enlightened followers. The Cult has many practices which are notable, not the least of which is their method of preserving the knowledge of their greatest members for future generations. If not for the Cult of the Revered Elders, much of the knowledge of pre-Godwar magic and society would have been lost.

When a member achieves a high enough ranking in the order, his head is removed from his body and preserved while still living, through a secret alchemical process. The disembodied head is encased in a glass sphere, filled with nutrient chemicals. The newly created Revered Elder is freed from the needs of his body and all of the





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annoyance that goes along with it. No longer needing food or sleep or the "baser" distractions, like sex, the Elder is able to concentrate on magical research. The Revered Elders are housed in gigantic vaults where they communicate with one another and work towards perfect understanding of magic on Marl.

Each Elder is assigned three junior cult members whose sole function is to serve him or her in all ways. They provide information, transportation and occasionally simple distraction. It is a great honor to be assigned to an Elder, one which the junior cultists strive towards.

The Elders are masters of quick, verbal spells. As they cannot perform gestures, they are never a part of their spells. Members of the Cult of the Revered Elder have an automatic advantage when casting spells with verbal components. The difficulty number of any verbal component is reduced by -2, while spells requiring gestures have their difficulty number increased by +4.

BELIEFS

The Cult of the Revered Elders believes that the Godwar and most strife in general is caused by weaknesses of the flesh. The members strive to deny the flesh and work towards a spiritual existence. The first step of this process is to remove the body and become a being of pure mentality. As disembodied heads, the cultists work toward separating themselves from the little flesh that remains, through study and meditation. Few Elders have ever achieved this lofty goal.

Standard Cult beliefs and doctrines are:

1. The distractions of the flesh prevent beings from achieving total mastery of magic and self.
2. Neither pleasure nor pain are conducive to mastery of magic. Both are lures and must be resisted.
3. Magic forces can be controlled and mastered without the use of crutches like gestures and material components, concentration and focusing chants are the best tools until total mastery is gained.
4. Once the chains of the flesh are thrown off and a state of pure logic is reached, only then will the spirit move on to a higher plane of existence.

USING THE REVERED ELDERS

The Cult of the Revered Elders is one of the single largest depositories of knowledge on Marl. Their monasteries contain the living heads of beings who walked the planet before the time of the first Godwar. There is no better place on Marl to get information.

Information can be gained from the order in several ways. The headmen of the order will trade information for information. They particularly value new or unknown spells, information on Wilderness creatures, and gate locations. For gifts of particular import, a character may even be able to question one of the Elders in person.

Another way of getting information is to join the cult. Although the cult was once popular, its power and influence has waned in recent years and they are always looking for new recruits. To be considered for membership, a hopeful must have at least one add in five different arcane knowledges and be able to cast two spells that require nothing more than verbal components. Some orders will sell their knowledge, but these are rare.

STANDARD CULT MEMBER

AGILITY 7

Dodge 9, melee combat 8, unarmed combat 8

DEXTERITY 9

Fire combat 11

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 9

First aid 10, perception 10

MIND 10

Conjuration: alchemy 12

CONFIDENCE 10

Alteration: alchemy 13, willpower 11

CHARISMA 7

Charm 8, persuasion 9

Life Points: 3-7

Arcane Knowledges: Light 1, Living Forces 1, Enchanted 1, Life 1, Magic 1

STANDARD REVERED ELDER

AGILITY 0

DEXTERITY 0

ENDURANCE 6

TOUGHNESS 6

INTELLECT 24

Apportation: vitomancy 30, cantrips 25, deduction 30, divination: vitomancy 30, linguistics 28, perception 27, teaching 35, trick 25

MIND 26

Conjuration: vitomancy 32, research 30, scholar: Marl history 30

CONFIDENCE 25

Alteration: vitomancy 30, willpower 40

CHARISMA 20

Persuasion 25, summoning: vitomancy 30

Life Points: 10

Arcane Knowledges: All at five adds

CREATE CULT ELDER

Skill: *Alteration: alchemy*

Most Applicable Arcane Knowledge: *Folk*

Difficulty Number: 17

Feedback: 17

Effect Value: 30

Range: 0 (touch)

Speed: 0

Duration: 38 (permanent)

Cast Time: 29 (1 week)

Modifiers:

Community: 10 helpers (DN: 14 actions, preparing and removing the head)

Components: Vampire's brain (Rare, Destroyed)

Even I don't know much about this one. And don't even *ask* how I got my claws on it ...

(This ritual requires many steps be accomplished before it can be completed successfully. The first step is to take the vampire's brain and dissolve it in a prepared solution of herbs and chemicals. This liquid is placed in the container to house the Elder.

The next step is to remove the living head of the future Elder. This step takes several days and at least 10 skilled assistants. The head is placed in the container and a final, powerful spell is placed upon the head. If all has been done correctly, the head will have been transformed into a Revered Elder.

For this change to take place, the effect value of the spell must exceed the target's combined Intellect and Mind values.)

BROTHERHOOD OF THE FANG

The Brotherhood of the Fang is one of the most feared and secretive orders on the continent of Eln. The Brotherhood is made up of the most potent magical assassins from all walks of life. When someone wants the services of a member of the Brotherhood, he inscribes the order's rune on a piece of paper and burns it in a censer, mixed with a few drops of blood. He is contacted by a member, usually within 48 hours.

Members of the Brotherhood take pains to ensure that their identity is not known by their potential employer. This takes the form of not only a mundane disguise (a mask or some such), as well as magical disguise techniques. When a price has been agreed upon (which can range from hundreds to thousands in cash or occasionally something even more precious), the assassin carries out the hit.

The Brotherhood operates under a strict code of ethics. The assassin gets one and only one chance at his intended victim. If the target survives, the

money the assassin was paid is returned and the Brotherhood will not make any more attempts against that person. If the identity of a member is ever discovered, that member is honorbound to take his own life rather than risk compromising the group.

Members of the Brotherhood are experts in the arts of disguise, the use of magical poisons and death magic. Members are trained from birth in hidden lairs and placed into society when they've mastered the Brotherhood's arts. Years may pass before a new member is called upon to ply his trade. This first assassination is a member's most important, it is his *Yuhm'k* or "Serpent's Strike." If he fails at this first assassination, he is retired from the Brotherhood, in a very permanent manner.

BELIEFS

The Brotherhood of the Fang believe that their cult was formed during the first Godwar by priests of the now forgotten Chaotic goddess Serti. The temples of Serti were razed by the cataclysmic forces unleashed during the war. All traces of Serti have been wiped from the surface of Marl, and the only evidence of the once-thriving worship of her is the Brotherhood. Members still revere the goddess and practice the old rituals in the hopes of reviving their weakened and forgotten deity. Their basic beliefs are as follows:

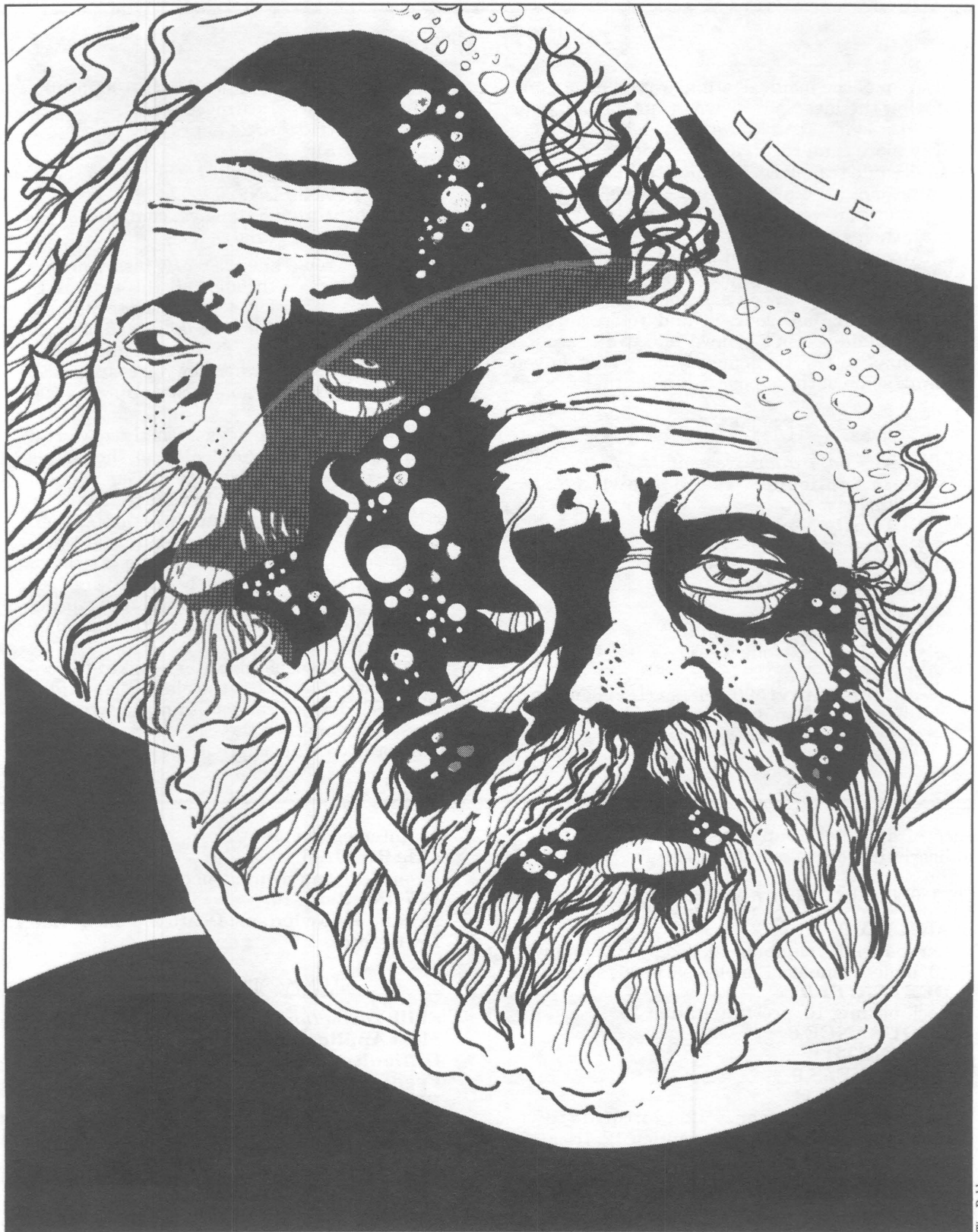
1. Our goddess demands sacrifice — by killing others, we bring ourselves closer to Serti.
2. Like the serpent, a creature held in esteem by Serti, we strike without being troubled by moral concerns.
3. Serti chooses our victims ... any who summon us are acting under Her influence.
4. Riches are of secondary import, most important is the death of the deserving in Her name and the code.

USING THE BROTHERHOOD OF THE FANG

Members of the Brotherhood of the Fang can be found in many places on Eln. A character wishing to arrange for the death of a rival might call on the services of the Brotherhood, or a crime boss might arrange to have a Fang assassin pay a nighttime visit to a player character.

While the Brotherhood of the Fang can't be called popular, most cities find that they have no choice but to tolerate their presence (for one thing, it's damn hard to lay hands on them). However, a campaign could be designed around exposing and destroying a Brotherhood member or cell in a city. Another idea for an adventure would be the exist-





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WILD MAGIC

A lot of the magic floating around before and during the last Godwar was whatcha call your "wild magic": really powerful spells that were way more than their casters could handle. One spell could transform a whole army into nothing but a smoking crater — problem was, you never knew until it went off which army it was going to nail, theirs or yours.

Anyway, the Revered Elders have records of all that sort of stuff, and I copped a few. Get one of these thrown at you and you're in trouble — try to throw one yourself and you're in even more, buddy. Don't believe me? Walk around "Frenzy" in Galitia some night ... how do you think some of those poor rubes got that way?

DIVIDE EARTH

Skill: *Conjuration: elemental*

Most Applicable Arcane Knowledge:

Earth

Difficulty Number: 67

Feedback Value: 93

Effect Value: 75

Range: 15 (one kilometer)

Speed: 10

Duration: 10 (two minutes)

Cast Time: 29 (one week)

Modifiers:

Community: 500 helpers (DN: 8 action +18 DN Mod.) (Circle around main caster, chanting.)

Components: Diamond with 100 facets (Very Rare, Destroyed)

Concentration: 24 hours (*willpower* DN: 15)

Gestures: Downright Hard (One week long ritual) DN: 20

Incantations: Extensive, complex (week long ritual)

You know, you'd have to *really* piss someone off to make 'em go through all the trouble to throw this spell, but I've head it used to happen, way back when. If you ever do cross someone crazy enough to try this, find a gate and beat it for a few thousand years. As for you casting it ... where's a slob like you gonna come up with 500 pals?

(*Divide earth* is a devastatingly powerful spell responsible for the deaths of thousands and the collapse of entire cities. The magical forces brought to bear here are literally earthshaking. The congregation, of no less then five hundred, and leader must endure a small earthquake as they proceed with the casting of the spell. This spell cannot be placed into an item or being, it is just too powerful. Attempting to do so would incur a feedback roll, modified by an additional +25.

The effect of the massive Marl-shaking forces is a gash on the surface of the planet. The width of the newly formed canyon is an average of 50 meters. The depth of the canyon is about 1.6 kilometer deep. The length of the opening is up

ence of a rogue group of assassins slaughtering indiscriminately in an effort to revive Serti.

STANDARD BROTHER OF THE FANG

AGILITY 9

Acrobatics 10, climbing 10, dodge 12, maneuver 10, melee combat 11, melee parry 11, stealth 10

DEXTERITY 9

Lock picking 10, prestidigitation 10

ENDURANCE 8

STRENGTH 8

TOUGHNESS 9

INTELLECT 11

Apportation: necromancy 12, cantrips 12, divination: necromancy 12, perception 12, trick 13

MIND 11

Conjuration: necromancy 12

CONFIDENCE 8

Alteration: necromancy 9, alteration: vitomancy

10, interrogation 9

CHARISMA 6

Disguise 8, summoning: necromancy 8

Life Points: 5–10

Arcane Knowledges: Death 2, Folk 1, Life 1, Living forces 1

SUMMONS OF SERTI

Skill: *Divination: wizardry*

Most Applicable Arcane Knowledge: *Magic*

Difficulty Number: 25

Feedback: 24

Effect Value: 10

Range: 24 (60 kilometers)

Speed: 24

Duration: 0

Cast Time: 9 (1 minute)

Modifiers: None

to 50 meters. Everything on the line is shaken and then left to drop into the earth. It is safe to say that anything that gets tossed like a rag doll and then dropped almost two kilometers into the center of the planet is not going to be doing much of anything for about a millennia or so.

Any creatures or buildings within 200 meters of the center of the effect takes half the damage value. Anything within an additional 400 meters takes a quarter of the damage value.

Effectively, all targets are destroyed, taking damage value 75 at ground zero. Buildings, people, vehicles or whatever, Mother Marl makes no special concessions for anything or anyone. Do not bother rolling for damage, you're dead. Note, if the members of the ritual are too close to the area of effect, they too will be made to suffer ... too bad.)

HEAVENLY FURY

Skill: *Conjuration: wizardry*

Most Applicable Arcane Knowledge:

Magic

Difficulty Number: 42

Feedback Value: 44

Effect Value: 75

Range: 38 (anywhere on Marl)

Speed: 38

Duration: 0

Cast Time: 29 (one week)

Modifiers:

Community: 50 helpers (DN: 8 Actions)

Components: Holy relic of the pantheon being called upon (one of a kind)

Complete history of the target (Very rare)

Gestures: Downright Hard (DN: 20)

Incantation: Extensive complex elements (must repeat target's entire history)
DN: 20

Other: May only be cast on one day per year

Looks pretty easy, don't it? Well, it's legendary, all right — nobody knows for sure if it was ever really used. But the stories say that if you cast it, you'll draw all sorts of attention you don't want from people even Demons shy away from. The wizard who's said to have put this rite together was dead within a week ... the disciples who tried to profit off it didn't last *that* long. Think about it.

(A bolt of energy strikes the target — where this energy comes from is unknown, although the legends say it comes from the gods. The caster and congregation act like a huge magnet for this energy, and when all is in readiness, (i.e., the ritual cannot take any more energy), the leader of the ritual focuses it as one big bolt toward the target.

With this spell, the name of the target is given throughout. The ritual will not allow another name to be used later in the casting. The gods are giving their power to smite a single foe, one they agree should be harmed. Should the ritual send the power elsewhere, then the members of the ritual will take the blast. Be very sure of who you want to wallop.)

Just the Fang boys' way of checking for messages ...

(When this spell is cast it informs the mage who, if any one, within the spell's range properly completed the ritual of summons. If more than one person completed the ritual, the spell will tell the caster the names of all the summoners.)

ORDER OF MANDA

The membership of the Order of Manda is made up almost entirely of 'Shifters. This order is one of the newest to emerge, being less than a decade old. It came about as a direct result of the 'Shifter's Rights movement in Gimm. The movement was started almost as a whim by the wife of a well-to-do politician with too much time on her hands. She began an organized effort to establish laws to guarantee equal protection for 'Shifters under the

law, as well as providing affordable housing and job opportunities (she might not have been so quick to stick her nose into this issue had she known her husband already had an ... affinity for certain types of 'Shifters).

Naturally, when news of this movement got out, 'Shifters of all sorts started drifting into Gimm. Humans and others were less than thrilled about this, seeing it as bringing property values down. Riots and lynchings became popular sports, and even though the laws protected the Shapeshifters, no sentinel was going to get bloodied to save a 'Shifter's hide. The Order of Manda, named for a female 'Shifter killed in one of the riots, was formed in response to this violence and gained followers rapidly over the years. The Order has become increasingly militant since the fires that destroyed Breedtown, and now acts as a vigilante force patrolling areas frequented by 'Shifters and breeds.



BELIEFS

More than anything else, the Order of Manda believes in equal treatment and opportunity for 'Shifterkind. They are willing and able to shed blood to achieve this goal. They have a considerable arsenal of magic they've developed to add to their already considerable powers. They're not a group to be taken lightly.

USING THE ORDER OF MANDA

The situation in Gimm is one which could easily be turned into a complete campaign, with characters working for or against the Order of Manda, or as "guns for hire" playing both sides against one another.

If you're not interested or comfortable with exploring the themes of prejudice and racial hatred that will be a part of a campaign set in Gimm, you can use the Order as a part of your normal campaign. A violent splinter group of the Order can make a fine opponent for player characters.

The spells developed by the Order of Manda concern the warping of the flesh. 'Shifters are already masters of changing their forms, but these spells add to their already impressive abilities, warping their limbs into weapons of destruction, adding poisonous stings to their tails, wings that allow flight, etc.

MOLD FLESH

Skill: *Alteration: vitomancy*
Most Applicable Arcane Knowledge: *Folk*
Difficulty Number: 20
Feedback: 20
Effect Value: 15
Range: 0 (touch)
Speed: 0
Duration: 38 (permanent)
Cast Time: 9 (1 minute)
Modifiers:

Other: Must have *shapeshifting* skill at one or more adds.

On some people I know, any change is an improvement. Get me?

(This spell allows the 'Shifter to use his *shapeshifting* skill to change the outward appearance of another. If the effect value of the spell exceeds the target's Toughness the caster may then use his *shapeshifting* skill to change his features. The skill role is compared to the target's Charisma on the Push Column of the Success Chart. The number of the push is how much the target's Charisma can be raised or lowered.)

SCORPION'S STING

Skill: *Alteration: vitomancy*
Most Applicable Arcane Knowledge: *Folk*
Difficulty Number: 11
Feedback: 15
Effect Value: 20
Range: 0 (touch)
Speed: 0
Duration: 18 (1 hour)
Cast Time: 4 (6 seconds)
Modifiers:

Components: Scorpion (uncommon, destroyed)

Other: Spell only works on Shapeshifters

I've seen more pairs of trousers ruined this way ...

When this spell is cast, the shapeshifting creature sprouts a scorpion's tail, sized and proportioned for his body. The 'Shifter has it added to any one of his forms for the duration of the spell. The tail does damage equal to its strength (effect value-2) on the Push column of the Success Chart plus poison at (effect value-4) potency.

WINGS OF AN EAGLE

Skill: *Alteration: vitomancy*
Most Applicable Arcane Knowledge: *Folk*
Difficulty Number: 11
Feedback: 15
Effect Value: 20
Range: 0 (touch)
Speed: 0
Duration: 18 (1 hour)
Cast Time: 4 (6 seconds)
Modifiers:

Components: Eagle's wings (Uncommon, Destroyed)

Other: Spell only works on Shapeshifters

Same as above, except now we're talking shirts ...

(This spell is very similar to *scorpion's sting* except that it provides the 'Shifter with a pair of large, powerful wings. The target of the spell can fly at a speed equal to the effect value of the spell minus the target's weight.)

NICOLOSI SOCIETY

This group, named after its founding member, is the most benign of all those presented thus far. Less a cult, more a sort of exclusive men's club, the Nicolosi Society enjoys the membership of some of the most advanced practitioners of the arts in all of Marl. The members of the Nicolosi Society promote magic for magic's sake alone, donating vast sums of money to the advancement of the field.



Tim Bobko

While this group would seem to wield little actual power, it claims the membership of some of pretty important and influential types. Belonging to this group means an instant rise in a character's prestige and social power. Many members have parlayed this power into political posts or other positions of authority. If a player character can obtain membership in the Nicolosi Society, his city can become his playground.

While the group was at one time less exclusive, there are currently only two ways to obtain membership. A prospective candidate must present the Society's ruling body with a new use of magic. This can be anything, as long as it's unique and useful. A spell which enables filing cabinets to fly is certainly new, but probably would not be found to be all that useful. The alternative route is to find a current member who would be willing to sponsor you. Once a sponsor is found, it requires a vote by the ruling body of the Society. It is by these means that some families have maintained membership for more than five generations.

BELIEFS

The beliefs of the Nicolosi Society can be summed up very easily. The study of magic is of the utmost importance, increasing our knowledge of magical forces and spellcasting should be society's number

one goal. Practitioners of the arts are among the most vital members of a society and should be afforded special treatment and respect.

USING THE NICOLOSI SOCIETY

This group can be used to generate an infinite number of rich society snobs that need help or can be used as a stepping stone for a player character looking for political power. It is the embodiment of all those stuffy "jackets required" sorts of men's clubs common in some period movies and books and makes a great setting for an adventure. Imagine sending the characters to a great, brooding, ancient Nicolosi Society mansion standing on a cliff at the outskirts of town. A murder has taken place and the suspects are the most powerful and influential magicians in the city. How would your group handle this potentially explosive situation?

Here is a short list of some of the more offbeat spells which have been accepted as means for inclusion in the Society.

SUMMON INNOCENT BYSTANDER

Skill: *Summoning: wizardry*

Most Applicable Arcane Knowledge: *Folk*

Difficulty Number: 23

Feedback: 23

Effect Value: 20
Range: 15 (10 kilometers)
Speed: 15
Duration: 0
Cast Time: 4 (6 seconds)
Modifiers: None

This one's damn useful, if only for laughs. Try summoning an innocent bystander and having him pop up in front a speeding truck ...

(When cast, this spell summons a random person from within a 10-kilometer radius and transports them to the caster. The innocent bystander summoned by the spell is in no way controlled by the caster or bound to do anything.

When the target of the spell first feels the tug of the summons, he can make a resistance roll based on his *willpower* against the pull of the spell. If his total is higher than the effect value of the spell, he is not transported.

This spell was created by a mage by the name of Kedrin, who enjoyed practical jokes. He used the spell primarily to annoy people, but it has proved useful in the past when somebody needed a witness to clinch an alibi.)

GROMYRE'S INSTANT GROOMING

Skill: *Alteration: vitomancy*
Most Applicable Arcane Knowledge: *Folk*
Difficulty Number: 13
Feedback: 10
Effect Value: 20
Range: 0 (touch)
Speed: 0
Duration: 25 (1 day)
Cast Time: 9 (1 minute)
Modifiers:

Components: Bit of saliva and a cloth
 (Commonplace)

Unreal Effects: Disbelief DN: 0

This spell can save you a bundle on laundry bills. But *you'll* know you still stink to high heaven.

(Through the application of this spell, the person touched appears to be freshly scrubbed from head to toe. His clothing is mended and laundered if dirty or frayed and he is given the soft scent of

expensive aftershave. In all ways, the target appears to be fresh, clean and pleasant to look at.

The spell temporarily raises the target's Charisma value by applying the spell's effect value to the target's Charisma on the Push column of the Success Chart. This effect is illusory and only lasts until the duration of the spell ends or until it is disbelieved. The cleaning and mending effect of the spell is real and lasts until the target gets himself dirty again.

This spell was created by an Undead magician by the name of Eglantine. Eglantine is remarkable not only for this spell, but also because his foppish and dandy nature was only outweighed by his random and destructive binges. Eglantine is sadly no longer with the Society, but lives ... er, exists on through this spell.)

MAKE EDIBLE

Skill: *Alteration: vitomancy*
Most Applicable Arcane Knowledge:
Inanimate forces
Difficulty Number: 24
Feedback: 24
Effect Value: 20
Range: 0 (touch)
Speed: 0
Duration: 38 (permanent)
Cast Time: 9 (1 minute)
Modifiers:
Components: A crumb of food
 (commonplace)

Great, if you're lost in the Wilderness. Sure, you're gonna die anyway, but at least you won't die hungry.

(This spell causes any object less than one cubic meter in size, with a Toughness equal to or less than the effect value of the spell, to soften and become edible. The object will provide a full day's nutrition to any man-sized creature eating it. This does nothing for the taste of the object and give a whole new meaning to the term "living off the land.")



APPENDIX

A

EXPANDED CHARTS AND TABLES

When using powerful spells or “wild magic,” the risks increase exponentially. In addition, the feedback from these spells are also on a higher order. This does not mean that the spell caster receives a greater modification on the feedback table. The chart found in *The World of Bloodshadows* is not appropriate for handling these types of magics. The feedback chart found in this supplement expands to meet the demands of more powerful spells.

The chart is broken down to cover more possible outcomes. It also exceeds the previous upper limits. This chart, though, can be used for all feedback results. When using this feedback chart with normal spells, use the rules from *The World of Bloodshadows* (i.e., there is a maximum of 150 only for these spells).

When using extremely powerful spells, the rules in *The World of Bloodshadows* apply, but an additional +25 is added when determining the feedback result. Powerful spells are those whose effect value is between 50 and 75.

When using “wild magic,” the rules in *The World of Bloodshadows* apply, but an additional +50 is added when determining the feedback result. Legendary spells are those whose effect value is 75 and above.

FEEDBACK ON FEEDBACK

Your number one goal when messing with magic is to avoid having to roll on this chart. Throw spells that you know and don't go trying to invent stuff on the fly, it's a sure way to blow your head off (and that's if you're lucky.)

Plan ahead for the kinda spells you're gonna need on an adventure and buy them precast or learn them well before you leave. Cast as much as you can before the adventure to be triggered to go off later. That way if ya blow it and get turned into a four-meter-tall blue and purple iguana, there's time to fix it and nobody's butts are on the line.

Know your limitations. Always play the odds. If you come up with a spell that requires you to roll at least a 19 on them two 10-siders you got in your hand to get it off without takin' feedback, there's almost no chance in hell you're gonna be able to do it. Spend the Life Point — easier to get another one of them than to get another head.



EXPANDED FEEDBACK CHART

Roll	Result
01-50	Nothing
51-53	The force of will to create the spell results in a headache and a consequent DN of +2 to all rolls for the next 12 hours.
54-56	Mental straining throws out the neck. Awkward posturing is needed for the next week. All physical skills modified by -5.
57-59	Residual energies from the spell course through the caster's body making neat light effects. All body hairs are burnt off and will not regrow, minor scarring over entire body.
60-62	Caster loses his voice for half a day. No spell casting with verbal components possible.
63-65	The mage realizes a flaw in his casting perspective a bit too late. Caster takes 1/2 the effect of the spell in damage.
66-68	The caster's hair is turned stark white.
69-71	Residual magical energy expelled from the caster's body. All within three meters receive a stun. Caster receives third degree burns over much of his body as well as five wounds.
72-74	Spell's effect is centered on a random being within three meters rather than its intended victim.
75-77	Sudden memory loss due to the shock of pulling off the spell leaves the last 10 minutes a blur in the caster's mind, including how he cast the spell.
78-80	Remnant magical currents flow through the body and settle in the nervous system. All K results are treated as KOs for 24 hours.
81-83	Drain on magical reserves leaves the caster open to possession by a disease spirit. He immediately contracts a serious wasting disease and, until cured, acts as though he had two wounds and four shock.

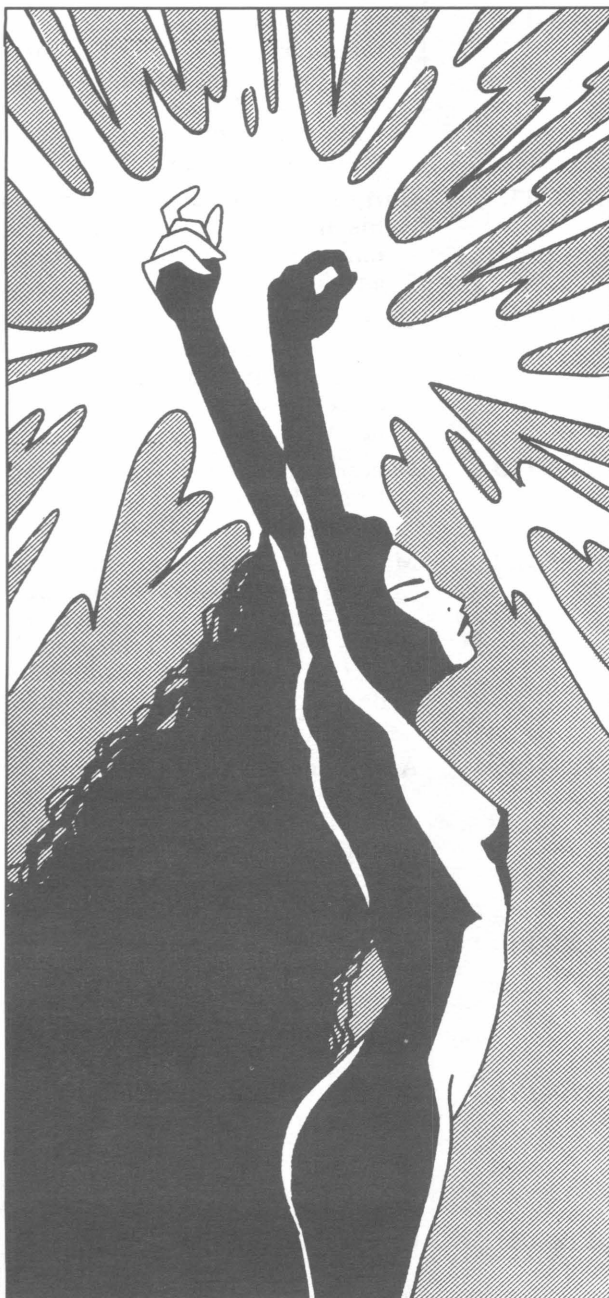


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84-86 Instead of properly breaking or disposing of magical tools and effects, they become fused to the caster's body. Whatever part of the body touched the item, or was near it, melds with it. If this body part is the hands, all manual dexterity efforts are at DN+5. Gamemasters decide other penalties. No "physical" wounds are given.

87-89	One of the caster's limbs implodes. The bones shatter into thousands of pieces, but the skin is not breached. Limb is like gelatin. 5 Wound K6.	108-110	Caster's body undergoes a freakish metamorphosis. Choose the new look for each of his limbs from <i>The World of Bloodshadows</i> , <i>The Unnaturals</i> , or your favorite animals at the zoo.
90-92	The lower half of the mage's body transforms into another form. It is of proportional size to his normal self. Change is permanent until a magical "cure" can be devised.	111-113	Surge in the caster's mind expands his ability with this school of magic; all further spell castings gain a DN-1 modification.
93-95	Caster's eyes bug out. Whenever he attempts to read or otherwise focus on something in front of him, his eyes blur and dilate. He must make a <i>willpower</i> roll with a DN+5 to correct the problem by squinting. Condition is permanent.	114-116	Caster is magically transported 100 meters in a random direction. This may include leaving the caster as part of some object or being.
96-98	The magic of the spell reinforces the caster's body. Character's Toughness increases by +2. Dexterity and Agility are reduced by -3 each as the new skin is thick and less flexible.	117-119	Caster's joints swell up to three times their normal size. -2 to Agility and -3 to Dexterity.
99-101	The mage's skin starts drying out. If not kept lubricated or otherwise moist, it will become brittle. The longer it remains dry, more and more of the body's extremities will crack and fall off. Condition is permanent.	120-122	Magical surge creates an enchanted virus that devours flesh. This virus starts on the inside and eats its way around the caster's body. Death occurs within three days and total consumption within five.
102-104	A last blast of magic sends fire out of the character's mouth, nose and eyes. Eyes are destroyed, and caster has a hard time using either mouth or nose in any action (verbal skills are at DN+8).	123-125	A three-meter-wide sphere of destruction engulfs the caster. Anything it touches explodes as if hit by a disintegration spell. The caster is safe. Duration is 1d10 minutes.
105-107	Caster's carbon-based body changes to another element. Caster is cognizant, but unable to move, speak, breathe, etc. Condition is permanent and must be quickly undone as the caster still needs to breathe, pump blood, etc. Some favorite examples are: glass (fragile), gold (why fix him, he's worth a fortune) or uranium (he blew the spell, but let's make the whole party pay.)	126-128	A hole is ripped open in space, swallowing all loose material and objects, including the caster, into another dimension and or time.
		129-131	A dimensional gate opens, pulling in an entity. Due to the parameters of the feedback, the entity is bound to the caster in a symbiotic relationship.
		132-134	Caster starts reversing in age at an exponential rate. Every minute takes a year off his life. Statistics reduce at one point per five minutes. When reduced to zero years old, the caster disappears.
		135-137	The explosive results sends a ripple into the fabric of existence. Caster's life and history are shifted. Statistics are rerolled, skills picked by gamemaster and spells are re-picked.





Tim Bobko

- 138-140** Caster vaporizes with all the possessions he carried.
- 141-143** Magical feedback surge creates sixteen-meter-wide, six-meter-deep crater in the ground where the caster stood. All buildings and objects within the radius are destroyed.
- 144-146** Caster is removed from existence — he does not die, but he ceases to have ever existed. He never lived and never did anything. Nothing can reverse this situation, as no one remembers that the character ever existed.
- 147-149** All magical energies within a one-mile radius are funnelled into the caster. This new energy allows all further spellcasting to be at DN-10. However, for every spell cast, the character must make a roll at +75 on the Feedback Chart. This condition lasts for one week.
- 150** Reroll twice or gamemaster's choice

EXTENDED PUSH TABLE

This table should be used whenever you have particularly high effect values and are increasing or reducing attributes. This chart is in addition to the Push Column on the Success Chart in *MasterBook*.

Result Points	Push (Shock Taken)	Result Points	Push (Shock Taken)
22	8 (9)	49	17 (18)
23	8 (8)	50	17 (17)
24	9 (11)	51	18 (20)
25	9 (10)	52	18 (19)
26	9 (9)	53	18 (18)
27	10 (12)	54	19 (21)
28	10 (11)	55	19 (20)
29	10 (10)	56	19 (19)
30	11 (13)	57	20 (22)
31	11 (12)	58	20 (21)
32	11 (11)	59	20 (20)
33	12 (14)	60	21 (23)
34	12 (13)	61	21 (22)
35	12 (12)	62	21 (21)
36	13 (15)	63	22 (24)
37	13 (14)	64	22 (23)
38	13 (13)	65	22 (22)
39	14 (16)	66	23 (25)
40	14 (15)	67	23 (24)
41	14 (14)	68	23 (23)
42	15 (17)	69	24 (26)
43	15 (16)	70	24 (25)
44	15 (15)	71	24 (24)
45	16 (18)	72	25 (27)
46	16 (17)	73	25 (26)
47	16 (16)	74	25 (25)
48	17 (19)	75	26 (28)



APPENDIX

B

INDEX OF SPELLS

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Bloodshadows

CHARACTER SHEET

FAILED MAGE

SPECIES Human	ALIGNMENT Neutral	HEIGHT	MASS	AGE	SEX Female
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ATTRIBUTES	DERIVED ATTRIBUTES		COMBAT BOX	K	O
AGILITY 8 Dodge 9, unarmed combat 9 DEXTERITY 8 ENDURANCE 8 STRENGTH 8 INTELLECT 10 First aid 11, perception 11, trick 11 MIND 7 CONFIDENCE 9 Con 10, intimidation 10, streetwise 10, survival: urban 11, willpower 11 CHARISMA 10 Summoning: elemental 12, summoning: wizardry 15, taunt 11	<input type="checkbox"/> 9 TOUGHNESS <input type="checkbox"/> 9 TOUGHNESS (w/armor) <input type="checkbox"/> 6 MRG (Movement Rate, Ground) <input type="checkbox"/> 4 MRS (Movement Rate, Swimming) <input type="checkbox"/> 2 MRC (Movement Rate, Climbing) <input type="checkbox"/> 2 MRJ (Movement Rate, Jumping)		<input type="radio"/> <i>Light</i> <input type="radio"/> <i>Moderate</i> <input type="radio"/> <i>Heavy</i> <input type="radio"/> <i>Incapacitated</i> <input type="radio"/> <i>Mortal</i>	WOUND LEVEL MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text	
	LIFE POINTS 5	SKILL POINTS	SHOCK CAPACITY		
			SHOCK TAKEN		

BACKGROUND

Advantages: Additional Skill Adds (CI), +1 to *streetwise*; Contacts (CI), you are well known among street people; Cultures (CI), you know the dangers and rewards of life on the streets; Additional Skill Adds (CII), +2 to *summoning*; *wizardry*; Luck (CII); Learning Curve (Positive) (CIII).

Compensations: Advantage Flaw (CI), your rumored skill at summoning makes you coveted by all three sides in the Godwar; Infamy (CI); Poverty (CI); Handicap (CII), you are quite insane — add +3 to the difficulty of all Intellect and Mind skill checks; Prejudice (CII); Quirk (CIII), you occasionally mistake those around you for entities you have summoned, and expect them to serve you.

DESCRIPTION

Well, it seemed like a good idea at the time: summon up a Demon and have him do your bidding. Simple, right? It wasn't your fault some idiot left one of the components off the list. The feedback fried your brain and now you live in the back alleys, scrounging for food and trying to stay a step ahead of sentinel sweeps. Now and again, you get a flash of memory — it seems that you summoned up something horrible at one point and it escaped ... now if only you could remember what it was.

Spells: *Summon Demon*, *summon elemental*.

Arcane Knowledges: *Entity 1*, *water 1*.

EQUIPMENT

Old rags; your "lucky" rock; assorted trash; a billfold containing several hundred selasts, pinned inside your pocket (you've forgotten it's there).



"This will cure you, or kill you, or kill you and bring you back."

BONUS CHART

DIE																	9	11											21	26	31	36	41
ROLL	2	3	4	5	6	7	8	10	12	13	14	15	16	17	18	19	20	25	30	35	40	45	+5										
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	+1										

Bloodshadows

CHARACTER SHEET

NECROMANCER

SPECIES Human	ALIGNMENT Chaos 1	HEIGHT	MASS	AGE	SEX Male
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ATTRIBUTES AGILITY 9 Dodge 10, melee combat 10, melee parry 10 DEXTERITY 8 ENDURANCE 8 STRENGTH 7 INTELLECT 9 Deduction 11, divination: necromancy 10, linguistics 10, perception 11, trick 10 MIND 8 Medicine 9 CONFIDENCE 13 Alteration: necromancy 17, intimidation 15, willpower 17 CHARISMA 7	DERIVED ATTRIBUTES <div> <div>9</div> TOUGHNESS </div> <div> <div>9</div> TOUGHNESS (w/armor) </div> <div> <div>6</div> MRG (Movement Rate, Ground) </div> <div> <div>4</div> MRS (Movement Rate, Swimming) </div> <div> <div>2</div> MRC (Movement Rate, Climbing) </div> <div> <div>2</div> MRJ (Movement Rate, Jumping) </div>		COMBAT BOX	K <input type="radio"/>
	<div> <div>WOUND LEVEL</div> <div> <input type="radio"/> <i>Light</i> <input type="radio"/> <i>Moderate</i> <input type="radio"/> <i>Heavy</i> <input type="radio"/> <i>Incapacitated</i> <input type="radio"/> <i>Mortal</i> </div> </div>		MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text	
	LIFE POINTS 5	SKILL POINTS	SHOCK CAPACITY	
			SHOCK TAKEN	

BACKGROUND

Advantages: Additional Skill Adds (CI), +1 to *willpower*; Equipment (CI), rancid baby flesh; Skill Bonus (CI), +1 to the bonus of *divination: necromancy*, *perception* and *deduction*; Additional Skill Adds (CII), +2 to *alteration: necromancy*; Wealth (CII); Additional Attribute Point (CIII), +1 to Confidence.

Compensations: Advantage Flaw (CI), your skill at necromancy has led to your being ostracized in some circles of society; Cultural Unfamiliarity (CI), you are uncomfortable around the living; Enemy (CI), the relatives of some of the people you have dug up would like to speak with you ... in private; Learning Curve (Negative) (CII); Prejudice (CII); Quirk (CIII), you are convinced that the dead are speaking to you, even when they're not.

DESCRIPTION

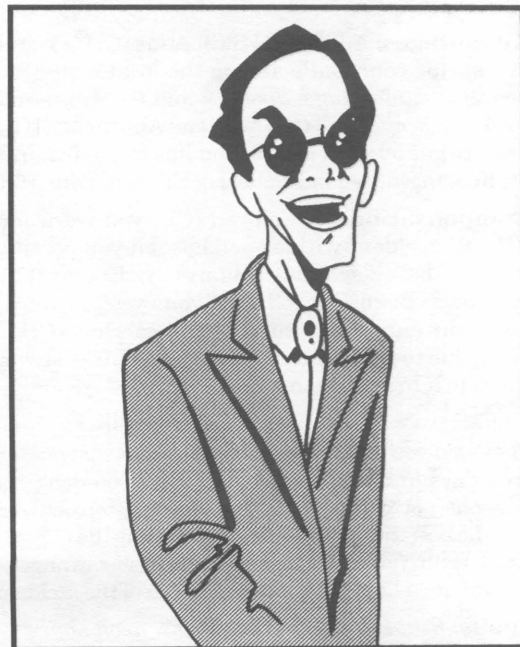
Ever since you were knee-high to an elemental, you've been fascinated by death. As a child, you used to kill small animals just so you could ask them what it felt like to die (sadly, death did not improve their communication skills). As you grew older, you pursued a career in necromancy, but it seems you've been too successful. You managed to get the dead to talk to you, but now they won't shut up. The constant babble makes you short-tempered and you were once arrested for breaking into a cemetery and screaming, "Shut up! Just shut up!" at the headstones.

Spells: *Speak to dead*, *rot*, *stiff*.

Arcane Knowledges: *Death 1*.

EQUIPMENT

Rancid baby flesh; cleaver, damage value STR+5/12.



"I know nothing of the living, It's only the dead ones I know."

BONUS CHART

DIE ROLL	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	26	31	36	41
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	+1

Bloodshadows

CHARACTER SHEET

PHOTOMANCER

SPECIES Human	ALIGNMENT Order 1	HEIGHT	MASS	AGE	SEX Female
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ATTRIBUTES		DERIVED ATTRIBUTES		COMBAT BOX	K	O
AGILITY 8 Dodge 9, stealth 11, unarmed combat 10 DEXTERITY 7 Thrown weapons 8 ENDURANCE 8 STRENGTH 8 INTELLECT 8 Camouflage 9, tracking 11, trick 10 MIND 11 Conjuration: photomancy 14, CONFIDENCE 10 Alteration: photomancy 12, streetwise 11, willpower 12 CHARISMA 8 Disguise 9, taunt 11		<div>9</div> TOUGHNESS		WOUND LEVEL <input type="radio"/> <i>Light</i> <input type="radio"/> <i>Moderate</i> <input type="radio"/> <i>Heavy</i> <input type="radio"/> <i>Incapacitated</i> <input type="radio"/> <i>Mortal</i>		MODIFIERS no modifier -2 to physical skills -4 physical & -2 all other skills -8 to all skills automatic KO; see text
		<div>9</div> TOUGHNESS (w/armor)				
		<div>6</div> MRG (Movement Rate, Ground)				
		<div>4</div> MRS (Movement Rate, Swimming)				
		<div>2</div> MRC (Movement Rate, Climbing)				
		<div>2</div> MRJ (Movement Rate, Jumping)				
		LIFE POINTS 5		SHOCK CAPACITY		
		SKILL POINTS		SHOCK TAKEN		

BACKGROUND

Advantages: Additional Skill Adds (CI), +1 to *stealth*; Fame (CI), you're known for your skills among the local mobs; Skill Bonus (CI), +1 to the bonus of *camouflage*, *disguise* and *tracking*; Additional Skill Adds (CII), +2 to *tracking*; Luck (CII); Special Abilities (CIII), Enhanced Senses — the need to get by with poor vision has caused your hearing to improve, +3 to all hearing-based skill checks; Silence, gain +5 to all *stealth* checks.

Compensations: Employed (CI), you work for a local mob; Handicap (CI), an accident with a spell has left you partially blind (+2 to the DN of all sight-based actions); Infamy (CI); Enemy (CII), you are wanted by the sentinels; Burn-Out (CIII), if you eyesight were to be healed, you would lose your enhanced senses; Achilles' Heel (CIII), vulnerability to bright light, due to the memory of your accident — *stymied* in any round in which there is a bright flash.

DESCRIPTION

They said you were all washed up — that that *blind* spell that backfired meant your days in the mob were done. But you don't need perfect vision to track someone, not when you can hear their footsteps and recognize the cadence. You're still the best there is at tailing and putting the finger on a mark, and though you carry a gun, you've never squeezed off a shot in anger. Only trouble is, everytime you fire up a light spell it reminds you of the accident ...

Spells: *Blind*, *light*, *displacement*, *neon sign*.

Arcane Knowledges: *Light 1*.

EQUIPMENT

.38 Gelvash, damage value 17, ammo 6; *tar pit*, two vials; pack of cigarettes; heatstone.



"I can still see well enough to drop you."

BONUS CHART

DIE											9	11									21	26	31	36	41
ROLL	2	3	4	5	6	7	8	10	12	13	14	15	16	17	18	19	20	25	30	35	40	45	+5		
BONUS #	-10	-8	-7	-6	-5	-3	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	+1		

SORCERER'S CRIB SHEET

by Sanford Berenberg and Bill Olmesdahl

When your old man's grimoire just ain't enough ... when your last spell couldn't beat a rug ... when you're up against a pair of fangs with your name on them ... that's when you need the *Sorcerer's Crib Sheet*. That's where you'll find the spells you need to survive in a tough town.

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