

SAVAGE VANCIAN MAGIC



TABLE OF CONTENTS

INTRODUCTION	2	Nature's Oath	14	Spell List	27
The Goal	2	Spellcaster Edges	15	SPHERES	28
Design Overview	2	Spell List	16	NEW EDGES	33
Magic	3	SPELLMARKED	18	Professional Edges	33
Psionics	3	Spellcaster Edges	18	Combat Edges	34
MAGE	4	Spell List	18	Enchantment Edges	34
Wizard	4	SPELLSINGER	19	Magic Edges	36
Sorcerer	4	Prepared	19	Metamagic Edges	39
Familiar	4	Spontaneous	19	NEW RULES	40
Specialization	5	Spellcaster Edges	19	Animated Minions	40
Arcane Spell Failure	5	Spell List	20	Casting	41
Spellcaster Edges	5	SPELLWRIGHT	22	Concentration	41
Spell List	6	Artificer	22	Conditions	42
PRIEST	10	Alchemist	22	Extraplanar Minions	42
Cleric	10	Elixirs	22	Eye Spies	43
Oracle	10	Spellcaster Edges	23	Familiars	43
Channel Divine Energy	10	Spell List	23	Magic Resistance	45
Spheres of Influence	10	CHAMPION	24	Magic Arms and Armor	46
Priestly Vows	10	Spellcaster Edges	24	Minor Undead	49
Spellcaster Edges	11	Holy Spell List	24	Money	50
Spell List	12	Unholy Spell List	25	Ranks	50
SHAMAN	14	NIGHTBLADE	26	Trappings	50
Druid	14	Spellcaster Edges	26	Wind Scale	51
Animist	14	Spell List	26	SPELLS	53
Master of Animals	14	WARDEN	27	CONE TEMPLATES	159
Wild Shape	14	Spellcaster Edges	27		

Written by **ZADMAR**.

This game references the **SAVAGE WORLDS** game system, available from Pinnacle Entertainment Group at www.peginc.com. Savage Worlds and all associated logos and trademarks are copyrights of Pinnacle Entertainment Group. Used with permission. Pinnacle makes no representation or warranty as to the quality, viability, or suitability for purpose of this product.

Artwork is by **STORN COOK**, licensed under the Creative Commons Attribution–NonCommercial–ShareAlike 2.5 Generic License. Check out his amazing work on his website at www.stornart.com

SAVAGE VANCIAN MAGIC version 2 © 2015 Richard Woolcock.

Licensed under the [Creative Commons Attribution–NonCommercial–ShareAlike 2.5 Generic](http://creativecommons.org/licenses/by-nc-sa/2.5/).

INTRODUCTION

Vancian magic (aka "fire and forget") seems to be one of those things that some people love and others hate. Although freeform magic is still probably my favorite approach in general, I was introduced to the Dragonlance novels at a young age, and Raistlin made a lasting impression on me.

More recently I've been interested in converting **3.x** material to **Savage Worlds**, particularly the excellent War of the Burning Sky adventure path. I originally came up with a simple "Fast, Furious and Fun" solution for handling wizards, and used trappings to cover their spells, but as the campaign progressed and the PCs advanced (and the wizard's player wanted to use the same sort of spells that had been available in our former **3.x** campaign) my solution felt increasingly like trying to fit a square peg into a round hole. It just didn't capture the feel, the *flavor*, of the magic system. So I tried again, and this is the result.

THE GOAL

The goal of **Savage Vancian Magic** is to capture the flavor of the **3.x** magic system in a way that still feels like **Savage Worlds**. It is specifically aimed at people who want to play **Savage Worlds** with **3.x**-style spellcasters. Despite its name, this supplement covers both Vancian (i.e., "prepared") and non-Vancian (i.e., "spontaneous") spellcasters.

If you hate the **3.x** magic system, you probably won't find **Savage Vancian Magic** useful – except perhaps as proof of concept, to demonstrate the versatility of **Savage Worlds**, and prove to the naysayers that even their sacred cow can be savaged.

If you hate long spell lists then you definitely won't like this, but you might instead like my guidelines in **Savage Abilities**, where I took the opposite approach and reduced the total number of powers to five – those five can then be customized with modifiers and trappings to create a huge range of different powers.

It should also be noted that this magic system differs from the magic in Jack Vance's work, as it's inspired by the **3.x** approach rather than Vance's novels; however the commonly used term for both is still "Vancian magic".

DESIGN OVERVIEW

Savage Vancian Magic is designed to be a completely separate magic system. Instead of taking an Arcane Background and Power Edges, then choosing some powers and applying trappings, characters can take up to one Spellcaster Edge per rank and choose from a predefined spell list. The Spellcaster Edges are designed as building blocks that can be stacked on top of each other (for those who want to become more powerful at one type of magic) or side-by-side (for those who want access to multiple types of magic).

In **3.x**, spellcasters grow exponentially more powerful, strongly encouraging specialization. **Savage Worlds** spellcasters usually get a big boost at the start from their Arcane Background, and then progress quite slowly, and I find that actually encourages *dabbling*. In **Savage Vancian Magic** I've attempted to keep the advancement more linear, hopefully making both specialization and dabbling equally viable choices.

Spell Design

The spells are designed to have **3.x** parallels to make adventure conversions as easy as possible, however they retain the **Savage Worlds** ranking system (with the addition of Cantrips). They also require a spellcasting roll to cast (rather than being automatically successful like in **3.x**), and many provide an additional bonus on a raise, in the same way as **Savage Worlds** powers.

The power level of the offensive spells is designed to be comparable with the core powers. The Bolt and Blast powers in **Savage Worlds** both inflict 2d6–3d6 damage, and 3d6 provides a similar result to 2d10 (which is also what Burst inflicts). Thus most of my offensive spells inflict either 2d6, 2d8 or 2d10 damage. This also means that low-level spells are always useful, unlike in **3.x**, where the low level offensive spells can rapidly become obsolete.

The utility spells may prove more controversial, particularly among those who favor "niche roles"; although I don't consider the concept of niche roles overly important for a classless system like **Savage Worlds**, I have tried to avoid having spells that overshadow skill specialists.

The spell durations are generally in multiples of 3 (one of the little touches that makes it feel a bit more like **Savage Worlds**), but are more like **3.x** in terms of how long they last. I've also included spell schools (used for various things) and casting requirements (gestures, incantation, etc.), as well as an explicit "trappings" entry that incorporates aspects of **3.x** sub-schools and descriptors.

Spells typically use Smarts for the range, and Spirit for resisting, in the same style as the **Savage Worlds** powers. Combat spells tend to have ranges of 6/12/24, 12/24/48, or 24/48/96, once again in the traditional **Savage Worlds** style.

Skill Terminology

The common **Savage Worlds** term "arcane skill" is instead referred to as "spellcasting skill", to avoid confusion with the "arcane" versus "divine" split among **3.x** spellcasters.



MAGIC

Savage Vancian Magic defines three categories of magic-user, each of which is further divided into three specific types, as follows:

Major Spellcasters (Mage, Priest and Shaman) are the most powerful, but also require the largest investment. They have six Spellcasting Edges and a linked spellcasting skill, and can cast all six ranks of spell (including Cantrips). Each Major Spellcaster also has a behavioral restriction, and separate Edges for the Prepared and Spontaneous variants, allowing characters to mix and match if they wish.

Moderate Spellcasters (Spellmarked, Spellsinger and Spellwright) represent the middle ground. They have four Spellcasting Edges, can cast four ranks of spell (Cantrips to Veteran), and have an unlinked spellcasting skill. They tend to be more specialized in their roles, rather than simply being weaker.

Minor Spellcasters (Champion, Nightblade and Warden) are the budget option. They have two Spellcasting Edges and don't require a separate spellcasting skill. They can only cast Novice and Seasoned spells, and have fairly small spell lists (25 spells of each rank). The Minor Spellcaster Edges aren't available until Seasoned rank, and they each branch from an appropriate Professional Edge.

Most spellcasters use Spirit as their main attribute, but each of the above three categories also includes one Smarts-based spellcaster.

Prepared vs. Spontaneous

Prepared Spellcasters generally have access to their full spell list, but have to choose their spells each day, while Spontaneous Spellcasters have access to a very limited number of spells, but can choose on the fly which ones they want to cast.

PSIONICS

Psionics are beyond the scope of this supplement. If you wish to use them, my suggestion is that you continue using Arcane Background (Psionics) for psions. An added benefit of this solution is that it leaves the option open for players who prefer the **Savage Worlds** magic system – they don't *have* to use **Savage Vancian Magic**, they can simply play a psion instead. In this way you can include both magic systems in the same campaign.

MAGE

Mages are powerful spellcasters who draw upon the greatest of arcane magic. Some dedicate their lives to studying the arcane arts, while others learn to master their own innate gift for magic.

Mages are Major Spellcasters who wield arcane magic. They are divided into Wizards (Prepared) and Sorcerers (Spontaneous).

Wizards use a spellcasting skill called Wizardry which is linked to Smarts, while Sorcerers use the Sorcery skill, which is linked to Spirit.

WIZARD

Before preparing their spells, wizards must be well rested, which typically requires eight hours sleep. They then require another hour to fully prepare their spells (if they only need to prepare a fraction of their total spells, the preparation time is reduced accordingly). Wizards can prepare the Decipher Magic spell from memory, but must study their spellbook to prepare any other spells.

A spellbook initially contains all of the Cantrips, and the wizard gains additional spells from the Wizard Edges. They can also copy spells from other spellbooks and (arcane) scrolls: this requires one hour and a successful Knowledge (Arcana) roll. Specialists gain a +1 bonus to their Knowledge rolls when copying spells from their school, and a -1 penalty for their opposition schools.

SORCERER

Sorcerers do not prepare their spells, and do not use a spellbook, however they still require eight hours sleep to recover their spells.

FAMILIAR

Wizards who have the Familiar Bond Edge gain the ability to convert one prepared spell into any other spell of the same rank, as a free action, as long as they have it in their spellbook. This ability can only be used once per day.

Sorcerers who have the Familiar Bond Edge can cast one additional spell of their choice as if it were one of their known spells. This spell is chosen when the Familiar Bond Edge is taken, but each time the character spends an advance they have the option of exchanging it for a different spell.



JOHN

SPECIALIZATION

Wizards may specialize in one school of magic (other than universal) if they wish. This allows them to prepare and cast one bonus spell per day of each rank up to their caster rank (not including Cantrips), which must be chosen from their specialized school.

However specialists must select two opposition schools which they find difficult to use. Spells from the opposition schools each count as two spells to prepare, and the specialist incurs a -1 penalty to their trait rolls when casting spells or crafting magic items that use spells from one or both opposed schools.

Sorcerers do not have the option of specializing.

ARCANE SPELL FAILURE

Mages have difficulty casting spells while wearing armor. The chance of Arcane Spell Failure is 1, 2 or 3 for light, medium and heavy armor respectively, with +1 if they're using a shield.

When making a spellcasting roll, if the mage's skill die is equal or lower than their chance of Arcane Spell Failure, they become Shaken. This does not cause a wound, and if the Wild Die rolls well it is still possible to successfully cast the spell.

Note that the mage *always* becomes Shaken on a critical failure on the spellcasting roll, regardless of their chance of Arcane Spell Failure.

SPELLCASTER EDGES

Characters cannot take more than one Spellcaster Edge per rank.

Novice Wizard

Requirements: Novice, Smarts d8

You are able to prepare and cast 2 Novice spells and 4 Cantrips per day. Choose 4 Novice spells to add to your spellbook. Your caster rank is Novice when casting wizard spells.

Seasoned Wizard

Requirements: Seasoned, Novice Wizard

You are now able to prepare and cast 2 Seasoned spells and 4 spells of each lower rank per day. Choose 4 more spells of up to Seasoned rank to

add to your spellbook. Your caster rank is now Seasoned when casting wizard spells.

Veteran Wizard

Requirements: Veteran, Smarts d10, Seasoned Wizard

You are now able to prepare and cast 2 Veteran spells and 4 spells of each lower rank per day. Choose 4 more spells of up to Veteran rank to add to your spellbook. Your caster rank is now Veteran when casting wizard spells.

Heroic Wizard

Requirements: Heroic, Veteran Wizard

You are now able to prepare and cast 2 Heroic spells and 4 spells of each lower rank per day. Choose 4 more spells of up to Heroic rank to add to your spellbook. Your caster rank is now Heroic when casting wizard spells.

Legendary Wizard

Requirements: Legendary, Smarts d12, Heroic Wizard

You are now able to prepare and cast 2 Legendary spells and 4 spells of each lower rank per day. Choose 4 more spells of up to Legendary rank to add to your spellbook. Your caster rank is now Legendary when casting wizard spells.

Epic Wizard

Requirements: Epic, Legendary Wizard

You are now able to prepare and cast 4 spells of each rank per day. Choose 4 more spells of any rank to add to your spellbook. Your caster rank is now Epic when casting wizard spells.

Novice Sorcerer

Requirements: Novice, Spirit d8

You know 4 Cantrips and 2 Novice spells, and can cast 6 Cantrips and 3 Novice spells per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is Novice when casting Sorcerer spells.

Seasoned Sorcerer

Requirements: Seasoned, Novice Sorcerer

You now know 2 Seasoned spells and 4 spells of each lower rank, and can cast 3 Seasoned spells and 6 spells of each lower rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is Seasoned when casting Sorcerer spells.



Veteran Sorcerer

Requirements: Veteran, Spirit d10, Seasoned Sorcerer

You now know 2 Veteran spells and 4 spells of each lower rank, and can cast 3 Veteran spells and 6 spells of each lower rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is Veteran when casting Sorcerer spells.

Heroic Sorcerer

Requirements: Heroic, Veteran Sorcerer

You now know 2 Heroic spells and 4 spells of each lower rank, and can cast 3 Heroic spells and 6 spells of each lower rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is Heroic when casting Sorcerer spells.

Legendary Sorcerer

Requirements: Legendary, Spirit d12, Heroic Sorcerer

You now know 2 Legendary spells and 4 spells of each lower rank, and can cast 3 Legendary spells and 6 spells of each lower rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is Legendary when casting Sorcerer spells.

Epic Sorcerer

Requirements: Epic, Legendary Sorcerer

You now know 4 spells of each rank, and can cast 6 spells of each rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is Epic when casting Sorcerer spells.

SPELL LIST

Cantrips

Acid Orb (Conjuration)
 Aegis (Abjuration)
 Arcane Signature (Universal)
 Dazzle (Enchantment)
 Decipher Magic (Divination)
 Flash (Evocation)
 Ghostly Lights (Evocation)
 Ghostly Sound (Illusion)
 Jet of Flame (Evocation)
 Light (Evocation)
 Mend Object (Transmutation)
 Open/Close Portal (Transmutation)
 Prestidigitation (Universal)
 Ray of Cold (Evocation)
 Ray of Light (Necromancy)
 Sense Magic (Divination)
 Sense Poison (Divination)
 Telekinetic Touch (Transmutation)
 Touch of Weariness (Necromancy)
 Whispered Message (Transmutation)

Novice Spells

Acid Bolt (Conjuration)
 Agility of the Leopard (Transmutation)
 Alarm Ward (Abjuration)
 Animate Rope (Transmutation)
 Arrow Resistance (Abjuration)
 Beauty of the Peacock (Transmutation)
 Beguile Person (Enchantment)
 Beguile Undead (Necromancy)
 Blast of Wind (Evocation)

Chilling Touch (Necromancy)
 Conceal Object (Abjuration)
 Cone of Fire (Evocation)
 Cone of Vivid Light (Illusion)
 Darkness (Evocation)
 Darkvision (Transmutation)
 Dazzle, Improved (Enchantment)
 Efface Writing (Transmutation)
 Empathic Comprehension (Divination)
 Enchant Weapon (Transmutation)
 Energy Ward (Abjuration)
 Enlarge Person (Transmutation)
 Environmental Endurance (Abjuration)
 Expeditious Jog (Transmutation)
 Extradimensional Pocket (Transmutation)
 False Aura (Illusion)
 False Life (Necromancy)
 Feather Fall (Transmutation)
 Fiery Sphere (Evocation)
 Find Object (Divination)
 Fireworks (Transmutation)
 Force Bolt (Evocation)
 Fright (Necromancy)
 Ghastly Touch (Necromancy)
 Ghostly Hand (Necromancy)
 Glamour (Illusion)
 Guile of the Snake (Transmutation)
 Hazy Form (Illusion)
 Hovering Disk (Evocation)
 Hypnotism (Enchantment)
 Identify Object (Divination)
 Illusionary Duplicates (Illusion)
 Illusionary Image (Illusion)
 Illusionary Mouth (Illusion)
 Illusionary Trap (Illusion)
 Induce Blindness/Deafness (Necromancy)
 Invisibility (Illusion)
 Invisible Servant (Conjuration)
 Knock (Transmutation)
 Leap (Transmutation)
 Levitation (Transmutation)
 Manic Laughter (Enchantment)
 Mesmeric Pattern (Illusion)
 Mystic Armor (Conjuration)
 Obfuscate Aura (Illusion)
 Obscuring Fog (Conjuration)
 Perpetual Flame (Evocation)
 Project Voice (Illusion)
 Protection from Chaos (Abjuration)
 Protection from Evil (Abjuration)
 Protection from Good (Abjuration)
 Protection from Law (Abjuration)
 Ray of Heat (Evocation)
 Ray of Weakness (Necromancy)
 Seal Portal (Abjuration)
 Secure Lock (Abjuration)
 Sense Hidden Doors (Divination)
 Sense Invisibility (Divination)
 Sense Thoughts (Divination)

Sense Undead (Divination)
 Shapeshift (Transmutation)
 Shatter Glass (Evocation)
 Shield of Force (Abjuration)
 Shimmerdust (Conjuration)
 Shocking Touch (Evocation)
 Shrink Person (Transmutation)
 Sleep (Enchantment)
 Slick (Conjuration)
 Spider Climb (Transmutation)
 Spirit of the Raven (Transmutation)
 Strength of the Ox (Transmutation)
 Summon Creature (Conjuration)
 Summon Steed (Conjuration)
 Summon Vermin (Conjuration)
 Terror (Necromancy)
 Touch of the Fool (Enchantment)
 Unerring Strike (Divination)
 Vigor of the Mule (Transmutation)
 Web (Conjuration)
 Windborn Message (Transmutation)

Seasoned Spells

Arcane Vision (Divination)
 Beguile Creature (Enchantment)
 Break Curse (Abjuration)
 Clairvoyance (Divination)
 Confuse, Improved (Enchantment)
 Create Minor Undead (Necromancy)
 Create Object (Conjuration)
 Despair (Enchantment)
 Detection Ward (Abjuration)
 Dimensional Manacles (Abjuration)
 Dispel Magic (Abjuration)
 Distortion (Illusion)
 Drain Life (Necromancy)
 Draining Touch (Necromancy)
 Empathic Linguist (Divination)
 Enchant Weapon, Improved (Transmutation)
 Energy Armor (Abjuration)
 Enlarge Person, Improved (Transmutation)
 Enrage (Enchantment)
 Explosive Sigil (Abjuration)
 Explosive Trap (Abjuration)
 Find Creature (Divination)
 Fireball (Evocation)
 Flaming Arrows (Transmutation)
 Flaming Aura (Evocation)
 Flicker (Transmutation)
 Flight (Transmutation)
 Geis (Enchantment)
 Ghostly Steed (Conjuration)
 Gift of Gills (Transmutation)
 Grasping Tentacles (Conjuration)
 Hail Storm (Evocation)
 Illusionary Barrier (Illusion)
 Illusionary Image, Improved (Illusion)
 Illusionary Page (Transmutation)
 Illusionary Terrain (Illusion)

Illusionary Writing (Illusion)
 Invisibility Aura (Illusion)
 Invisibility, Combat (Illusion)
 Invisible Eye (Divination)
 Keen Blade (Transmutation)
 Lethargy (Transmutation)
 Light, Improved (Evocation)
 Lightning Bolt (Evocation)
 Malediction (Necromancy)
 Mesmeric Pattern, Improved (Illusion)
 Minor Teleport (Conjuration)
 Mist Form (Transmutation)
 Paralyze Person (Enchantment)
 Paralyze Undead (Necromancy)
 Phantasmal Horror (Illusion)
 Plague Touch (Necromancy)
 Planar Summoning (Conjuration)
 Polymorph (Transmutation)
 Preserve Corpse (Necromancy)
 Prowess (Enchantment)
 Ray of Weariness (Necromancy)
 Rockskin (Abjuration)
 Scry (Divination)
 Secure Lodge (Conjuration)
 Sense Scrying (Divination)
 Serpent Sigil (Conjuration)
 Shape Stone (Transmutation)
 Shielding Hand (Evocation)
 Shrink Object (Transmutation)
 Shrink Person, Improved (Transmutation)
 Sleep, Improved (Enchantment)
 Sleet Storm (Conjuration)
 Sonic Scream (Evocation)
 Sphere of Force (Evocation)
 Sphere of Invulnerability (Abjuration)
 Spherical Shelter (Evocation)
 Stinking Fog (Conjuration)
 Suggestion (Enchantment)
 Summon Creature (Conjuration)
 Swiftess (Transmutation)
 Terror, Improved (Necromancy)
 Thick Fog (Conjuration)
 Wall of Flame (Evocation)
 Wall of Ice (Evocation)
 Wall of Wind (Evocation)
 Ward against Chaos (Abjuration)
 Ward against Evil (Abjuration)
 Ward against Good (Abjuration)
 Ward against Law (Abjuration)

Veteran Spells

Acid Cloud (Conjuration)
 Agility of the Leopard, Improved (Transmutation)
 Analyze Aura (Divination)
 Anti-Magic Aura (Abjuration)
 Banish (Abjuration)
 Battle Mind (Transmutation)
 Beauty of the Peacock, Improved (Transmutation)
 Blighting Touch (Necromancy)

Cone of Frost (Evocation)
 Cone of Weariness (Necromancy)
 Create Corporeal Undead (Necromancy)
 Create Object, Improved (Conjuration)
 Decoy (Illusion)
 Disintegration (Transmutation)
 Dispel Magic, Improved (Abjuration)
 Dominate Person (Enchantment)
 Dream Message (Illusion)
 Enlarge Animals (Transmutation)
 Evil Eye (Necromancy)
 Extinguish Life (Necromancy)
 Extinguish Undeath (Necromancy)
 Eye Spy (Divination)
 Fabricate Object (Transmutation)
 False Image (Illusion)
 Flight, Improved (Transmutation)
 Fool's Fate (Enchantment)
 Frostball (Evocation)
 Geis, Improved (Enchantment)
 Glamour, Improved (Illusion)
 Guile of the Snake, Improved (Transmutation)
 Hidden Chest (Conjuration)
 Illusionary Terrain, Improved (Illusion)
 Lightning Bolt, Improved (Evocation)
 Night Terrors (Illusion)
 Paralyze Creature (Enchantment)
 Passage (Transmutation)
 Perpetual Image (Illusion)
 Perpetual Spell (Universal)
 Petrification (Transmutation)
 Phantom Watchdog (Conjuration)
 Planar Contact (Divination)
 Planar Summoning (Conjuration)
 Polymorph, Malevolent (Transmutation)
 Privacy Ward (Abjuration)
 Protect Stronghold (Abjuration)
 Prowess, Improved (Enchantment)
 Psychic Fog (Enchantment)
 Pushing Hand (Evocation)
 Raise/Lower Water (Transmutation)
 Repulsive Aura (Abjuration)
 Reveal Legends (Divination)
 Reverse Petrification (Transmutation)
 Rune of Fear (Necromancy)
 Rune of Pain (Necromancy)
 Rune of Persuasion (Enchantment)
 Rune of Slumber (Enchantment)
 Scripted Image (Illusion)
 Shadow Conjurer (Illusion)
 Shadow Evoker (Illusion)
 Shadow Step (Illusion)
 Shape Earth (Transmutation)
 Soul Jar (Necromancy)
 Sphere of Invulnerability, Improved (Abjuration)
 Spirit of the Raven, Improved (Transmutation)
 Strength of the Ox, Improved (Transmutation)
 Suggestion, Improved (Enchantment)
 Summon Creature (Conjuration)

Sunder Enchantment (Abjuration)
Telekinesis (Transmutation)
Telepathic Link (Divination)
Telepathic Message (Evocation)
Teleportation (Conjuration)
Toxic Fog (Conjuration)
Transform Mud into Stone (Transmutation)
Transform Stone into Mud (Transmutation)
Triggered Image (Illusion)
Triggered Spell (Evocation)
Truesight (Divination)
Vigor of the Mule, Improved (Transmutation)
Wall of Force (Evocation)
Wall of Iron (Conjuration)
Wall of Stone (Conjuration)

Heroic Spells

Arcane Vision, Improved (Divination)
Attraction (Enchantment)
Banish, Improved (Abjuration)
Beguile Creature, Improved (Enchantment)
Blade of Force (Evocation)
Cage of Force (Evocation)
Cone of Weariness, Improved (Necromancy)
Create Incorporeal Undead (Necromancy)
Dazzling Burst (Illusion)
Death Curse (Necromancy)
Desiccate (Necromancy)
Dimensional Barrier (Abjuration)
Dominate Undead (Necromancy)
Doppelgänger (Necromancy)
Ethereal Shift (Transmutation)
Extradimensional Dwelling (Conjuration)
Eye Spy, Improved (Divination)
False Image, Improved (Illusion)
Fetter (Enchantment)
Find Location (Divination)
Fireball, Improved (Evocation)
Foreknowledge (Divination)
Grabbing Hand (Evocation)
Illusionary Clone (Illusion)
Invert Gravity (Transmutation)
Invisibility, Improved (Illusion)
Irresistible Dance (Enchantment)
Isolation Bubble (Abjuration)
Labyrinth (Conjuration)
Limited Wish (Universal)
Lunacy (Enchantment)
Mental Shield (Abjuration)
Metal Body (Transmutation)
Paralyze Person, Improved (Enchantment)
Passage, Improved (Conjuration)
Planar Summoning (Conjuration)
Planar Travel (Conjuration)
Polymorph, Improved (Transmutation)
Prismatic Barrier (Abjuration)
Prismatic Blast (Evocation)

Ray of Cold, Improved (Evocation)
Recall Object (Conjuration)
Repulsion (Enchantment)
Resist Magic, Improved (Abjuration)
Reveal Legends, Improved (Divination)
Rune of Death (Necromancy)
Rune of Lunacy (Enchantment)
Rune of Stunning (Enchantment)
Rune of Weakness (Necromancy)
Scry, Improved (Divination)
Shadow Conjurer, Improved (Illusion)
Shadow Evoker, Improved (Illusion)
Shadow Simulacrum (Illusion)
Shape Weather (Transmutation)
Smoke Cloud (Conjuration)
Sonic Scream, Improved (Evocation)
Soul Trap (Conjuration)
Spell Reflection (Abjuration)
Sphere of Force, Improved (Evocation)
Stasis (Transmutation)
Stone Form (Transmutation)
Striking Hand (Evocation)
Summon Creature (Conjuration)
Sunburst (Evocation)
Telepathic Message, Improved (Enchantment)
Teleportation, Improved (Conjuration)
Transfer Object (Conjuration)
Word of Blindness (Enchantment)
Word of Stunning (Enchantment)

Legendary Spells

Astral Travel (Necromancy)
Dimensional Gateway (Conjuration)
Disjunct Magic (Abjuration)
Dominate Creature (Enchantment)
Drain Life, Improved (Necromancy)
Ethereal Shift, Improved (Transmutation)
Foresight (Divination)
Freedom (Abjuration)
Imprison Soul (Necromancy)
Meteor Strike (Evocation)
Paralyze Creature, Improved (Enchantment)
Phantasmal Horror, Improved (Illusion)
Planar Summoning (Conjuration)
Prismatic Globe (Abjuration)
Shadow Master (Illusion)
Shapeshift, Improved (Transmutation)
Squeezing Hand (Evocation)
Stasis, Improved (Abjuration)
Summon Creature (Conjuration)
Teleportation Device (Conjuration)
Teleportation Portal (Conjuration)
Time Freeze (Transmutation)
Wail of the Banshee (Necromancy)
Wish (Universal)
Word of Death (Enchantment)

PRIEST

Priests are miracle-workers who usually serve the will of a particular deity, although some instead choose to devote themselves to a more abstract concept, such as a virtue or vice.

Priests are Major Spellcasters who wield divine magic. They are divided into Clerics (Prepared) and Oracles (Spontaneous).

Clerics use a spellcasting skill called Faith, while Oracles use the Prophecy skill, both linked to Spirit.

CLERIC

Clerics must spend an hour in prayer to prepare their spells. This must be done at a specific time each day, depending on their deity, but they do not need to rest beforehand. Clerics can prepare any spell on the Priest spell list.

ORACLE

Oracles do not prepare their spells, instead they automatically recover them at a specific time each day.

CHANNEL DIVINE ENERGY

Clerics who also have the Turn Undead Edge gain the ability to convert any prepared spell into a Treat Wounds spell of the same rank, as a free action. Clerics with the Rebuke Undead Edge can instead convert prepared spells into a Cause Wounds spell of the same rank.

Oracles who have the Turn Undead Edge can cast Treat Wounds spells as if they were known spells. Oracles with the Rebuke Undead Edge can cast Cause Wounds spells as if they were known spells.

SPHERES OF INFLUENCE

Priests always select two Spheres appropriate to their deity.



Clerics may prepare and cast one bonus spell per day of each rank up to their caster rank (not including Cantrips), each of which must be chosen from their Sphere spells.

Oracles must select at least one of their known spells of each rank (other than Cantrips) from one of their Spheres.

PRIESTLY VOWS

Priests have specific vows that dictate their behavior. These are comparable with the Vow Major Hindrance, although the specific nature of the vows depend on the deity the priest worships. Breaking their vows can result in the loss of their powers.

SPELLCASTER EDGES

Characters cannot take more than one Spellcaster Edge per rank.

Novice Cleric

Requirements: Novice, Spirit d8

You are able to prepare and cast 2 Novice spells and 4 Cantrips per day. Your caster rank is Novice when casting Cleric spells.

Seasoned Cleric

Requirements: Seasoned, Novice Cleric

You are now able to prepare and cast 2 Seasoned spells and 4 spells of each lower rank per day. Your caster rank is now Seasoned when casting Cleric spells.

Veteran Cleric

Requirements: Veteran, Spirit d10, Seasoned Cleric

You are now able to prepare and cast 2 Veteran spells and 4 spells of each lower rank per day. Your caster rank is now Veteran when casting Cleric spells.

Heroic Cleric

Requirements: Heroic, Veteran Cleric

You are now able to prepare and cast 2 Heroic spells and 4 spells of each lower rank per day. Your caster rank is now Heroic when casting Cleric spells.

Legendary Cleric

Requirements: Legendary, Spirit d12, Heroic Cleric

You are now able to prepare and cast 2 Legendary spells and 4 spells of each lower rank per day. Your caster rank is now Legendary when casting Cleric spells.

Epic Cleric

Requirements: Epic, Legendary Cleric

You are now able to prepare and cast 4 spells of each rank per day. Your caster rank is now Epic when casting Cleric spells.

Novice Oracle

Requirements: Novice, Spirit d8

You know 4 Cantrips and 2 Novice spells, and can cast 6 Cantrips and 3 Novice spells per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you

wish. Your caster rank is Novice when casting Oracle spells.

Seasoned Oracle

Requirements: Seasoned, Novice Oracle

You now know 2 Seasoned spells and 4 spells of each lower rank, and can cast 3 Seasoned spells and 6 spells of each lower rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is Oracle when casting Oracle spells.

Veteran Oracle

Requirements: Veteran, Spirit d10, Seasoned Oracle

You now know 2 Veteran spells and 4 spells of each lower rank, and can cast 3 Veteran spells and 6 spells of each lower rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is Veteran when casting Oracle spells.

Heroic Oracle

Requirements: Heroic, Veteran Oracle

You now know 2 Heroic spells and 4 spells of each lower rank, and can cast 3 Heroic spells and 6 spells of each lower rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is Heroic when casting Oracle spells.

Legendary Oracle

Requirements: Legendary, Spirit d12, Heroic Oracle

You now know 2 Legendary spells and 4 spells of each lower rank, and can cast 3 Legendary spells and 6 spells of each lower rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is Legendary when casting Oracle spells.

Epic Oracle

Requirements: Epic, Legendary Oracle

You now know 4 spells of each rank, and can cast 6 spells of each rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is Epic when casting Oracle spells.

SPELL LIST

Cantrips

Aegis (Abjuration)
Cause Minor Wounds (Necromancy)
Decipher Magic (Divination)
Divine Guidance (Divination)
Fortitude (Transmutation)
Light (Evocation)
Mend Object (Transmutation)
Produce Water (Conjuration)
Purification (Transmutation)
Sense Magic (Divination)
Sense Poison (Divination)
Treat Minor Wounds (Conjuration)

Novice Spells

Aggression Ward (Abjuration)
Aid Ally (Enchantment)
Attune Weapon (Transmutation)
Beauty of the Peacock (Transmutation)
Blessing (Enchantment)
Captivate (Enchantment)
Cause Moderate Wounds (Necromancy)
Command (Enchantment)
Conceal Allegiance (Abjuration)
Concealment from Undead (Abjuration)
Cure Paralysis (Conjuration)
Damnation (Enchantment)
Darkness (Evocation)
Death Knell (Necromancy)
Deathsight (Necromancy)
Divine Favor (Evocation)
Dread (Necromancy)
Empathic Comprehension (Divination)
Enchant Stones (Transmutation)
Enchant Weapon (Transmutation)
Energy Ward (Abjuration)
Entropy Field (Abjuration)
Environmental Endurance (Abjuration)
Holy Ground (Evocation)
Holy Water (Transmutation)
Mend Object, Improved (Transmutation)
Pacify Emotions (Enchantment)
Paralyze Person (Enchantment)
Portent (Divination)
Preserve Corpse (Necromancy)
Protection from Chaos (Abjuration)
Protection from Evil (Abjuration)
Protection from Good (Abjuration)
Protection from Law (Abjuration)
Resist Fear (Abjuration)
Restore Minor Vitality (Conjuration)
Sense Chaos (Divination)
Sense Evil (Divination)
Sense Good (Divination)
Sense Law (Divination)

Sense Undead (Divination)
Shatter Glass (Evocation)
Shielding Link (Abjuration)
Sonic Burst (Evocation)
Sphere of Silence (Illusion)
Sphere of Truth (Enchantment)
Spirit Shield (Abjuration)
Spirit Weapon (Evocation)
Spirit of the Raven (Transmutation)
Status (Divination)
Strength of the Ox (Transmutation)
Summon Creature (Conjuration)
Suppress Poison (Conjuration)
Terror (Necromancy)
Trap Lore (Divination)
Treat Moderate Wounds (Conjuration)
Unholy Ground (Evocation)
Unholy Water (Necromancy)
Vigor of the Mule (Transmutation)

Seasoned Spells

Anti-Vermin Aura (Abjuration)
Banish (Abjuration)
Block Invisibility (Evocation)
Break Curse (Abjuration)
Cause Major Wounds (Necromancy)
Conceal Object (Abjuration)
Conjure Food and Water (Conjuration)
Create Minor Undead (Necromancy)
Cure Blindness/Deafness (Conjuration)
Cure Disease (Conjuration)
Cure Poison (Conjuration)
Darkness, Improved (Evocation)
Death Ward (Necromancy)
Dimensional Manacles (Abjuration)
Dispel Magic (Abjuration)
Divine Bolt (Evocation)
Divine Power (Evocation)
Empathic Linguist (Divination)
Enchant Armor (Transmutation)
Enchant Weapon, Improved (Transmutation)
Energy Armor (Abjuration)
Enlarge Vermin (Transmutation)
Find Object (Divination)
Gift of Gills (Transmutation)
Guiding Hand (Evocation)
Induce Blindness/Deafness (Necromancy)
Interrogate the Dead (Necromancy)
Light, Improved (Evocation)
Malediction (Necromancy)
Perpetual Flame (Evocation)
Plague Touch (Necromancy)
Planar Ally (Conjuration)
Portent, Improved (Divination)
Prayer (Enchantment)
Raise/Lower Water (Transmutation)
Restore Moderate Vitality (Conjuration)
Sense Lies (Divination)
Shape Stone (Transmutation)

Spell Immunity (Abjuration)
Spirit Shield, Improved (Abjuration)
Stonemeld (Transmutation)
Summon Creature (Conjuration)
Telepathic Message (Evocation)
Transfer Spells (Evocation)
Treat Major Wounds (Conjuration)
Unrestricted Movement (Abjuration)
Venomous Touch (Necromancy)
Walk on Air (Transmutation)
Walk on Water (Transmutation)
Wall of Wind (Evocation)
Ward against Chaos (Abjuration)
Ward against Evil (Abjuration)
Ward against Good (Abjuration)
Ward against Law (Abjuration)
Warding Sigil (Abjuration)

Veteran Spells

Animate Objects (Transmutation)
Anoint Weapon (Transmutation)
Anti-Life Aura (Abjuration)
Banish, Improved (Abjuration)
Beauty of the Peacock, Improved (Transmutation)
Cause Moderate Wounds, Improved (Necromancy)
Command, Improved (Enchantment)
Commune with Deity (Divination)
Create Corporeal Undead (Necromancy)
Deny Chaos (Abjuration)
Deny Evil (Abjuration)
Deny Good (Abjuration)
Deny Law (Abjuration)
Destroy Life (Necromancy)
Dispel Magic, Improved (Abjuration)
Divine Might (Transmutation)
Extinguish Undeath (Necromancy)
Find Route (Divination)
Flame Strike (Evocation)
Geis, Improved (Enchantment)
Harm (Necromancy)
Heal (Conjuration)
Holy Ground, Improved (Evocation)
Instant Recall (Conjuration)
Magnificent Feast (Conjuration)
Planar Ally (Conjuration)
Planar Seal (Abjuration)
Planar Travel (Conjuration)
Raise Dead (Conjuration)
Redemption (Abjuration)
Resist Magic (Abjuration)
Rune of Fear (Necromancy)
Rune of Pain (Necromancy)
Rune of Persuasion (Enchantment)
Rune of Slumber (Enchantment)
Scry (Divination)
Spirit of the Raven, Improved (Transmutation)
Strength of the Ox, Improved (Transmutation)
Summon Creature (Conjuration)

Summon Insects (Conjuration)
Sunder Enchantment (Abjuration)
Symbol of Judgement (Necromancy)
Treat Moderate Wounds, Improved (Conjuration)
Truesight (Divination)
Unholy Ground, Improved (Evocation)
Vigor of the Mule, Improved (Transmutation)
Wall of Blades (Evocation)
Wall of Stone (Conjuration)
Warding Sigil, Improved (Abjuration)
Wind Form (Transmutation)

Heroic Spells

Anti-Magic Aura (Abjuration)
Cause Major Wounds, Improved (Necromancy)
Chaotic Aura (Abjuration)
Create Incorporeal Undead (Necromancy)
Destroy Life, Improved (Necromancy)
Dimensional Barrier (Abjuration)
Divine Word (Evocation)
Earthquake (Evocation)
Ethereal Shift (Transmutation)
Find Location (Divination)
Fire Storm (Evocation)
Holy Aura (Abjuration)
Lawful Aura (Abjuration)
Planar Ally (Conjuration)
Regeneration (Conjuration)
Repulsive Aura (Abjuration)
Restore Major Vitality (Conjuration)
Resurrect (Conjuration)
Rune of Death (Necromancy)
Rune of Lunacy (Enchantment)
Rune of Stunning (Enchantment)
Rune of Weakness (Necromancy)
Scry, Improved (Divination)
Shape Weather (Transmutation)
Spell Immunity, Improved (Abjuration)
Summon Creature (Conjuration)
Teleportation Device (Conjuration)
Treat Major Wounds, Improved (Conjuration)
Unholy Aura (Abjuration)

Legendary Spells

Astral Travel (Necromancy)
Dimensional Gateway (Conjuration)
Drain Life, Improved (Necromancy)
Ethereal Shift, Improved (Transmutation)
Heal, Improved (Conjuration)
Implode (Evocation)
Imprison Soul (Necromancy)
Miracle (Evocation)
Planar Ally (Conjuration)
Resurrect, Improved (Conjuration)
Summon Creature (Conjuration)
Vengeful Storm (Conjuration)

SHAMAN

Shamans are the guardians of the wilderness, and channel the primal magic of mother nature as well as various animal spirits and elemental forces.

Shamans are Major Spellcasters who wield divine magic. They are divided into Druids (Prepared) and Animists (Spontaneous).

Druids use a spellcasting skill called Druidry, while Animists use the Animism skill, and both are linked to Spirit.

DRUID

Druids must spend an hour in meditation to prepare their spells, and can choose from the full list. This must meditate at a specific time each day, but they do not need to rest beforehand.

ANIMIST

Animists do not prepare their spells, instead they automatically recover them at a specific time each day.

MASTER OF ANIMALS

Druids who have the Beast Master Edge gain the ability to convert any prepared spell into a Summon Animals spell of the same rank, as a free action.

Animists who have the Beast Master Edge can cast Summon Animals as if it were a known spell.

WILD SHAPE

Druids may prepare and cast one Wild Shape spell per day of each rank up to their caster rank (not including Cantrips). This is a bonus spell, and does not count towards their normal limit.

Animists can choose Wild Shape as one of their known spells if they wish, but they must take it separately for each spell rank.

NATURE'S OATH

Shamans take an oath to protect nature, and they are also prohibited from using armor or shields made from metal (metal weapons *are* permitted).



SPELLCASTER EDGES

Characters cannot take more than one Spellcaster Edge per rank.

Novice Druid

Requirements: Novice, Spirit d8

You are able to prepare and cast 2 Novice spells and 4 Cantrips per day. Your caster rank is Novice when casting Druid spells.

Seasoned Druid

Requirements: Seasoned, Novice Druid

You are now able to prepare and cast 2 Seasoned spells and 4 spells of each lower rank per day. Your caster rank is now Seasoned when casting Druid spells.

Veteran Druid

Requirements: Veteran, Spirit d10, Seasoned Druid

You are now able to prepare and cast 2 Veteran spells and 4 spells of each lower rank per day. Your caster rank is now Veteran when casting Druid spells.

Heroic Druid

Requirements: Heroic, Veteran Druid

You are now able to prepare and cast 2 Heroic spells and 4 spells of each lower rank per day. Your caster rank is now Heroic when casting Druid spells.

Legendary Druid

Requirements: Legendary, Spirit d12, Heroic Druid

You are now able to prepare and cast 2 Legendary spells and 4 spells of each lower rank per day. Your caster rank is now Legendary when casting Druid spells.

Epic Druid

Requirements: Epic, Legendary Druid

You are now able to prepare and cast 4 spells of each rank per day. Your caster rank is now Epic when casting Druid spells.

Novice Animist

Requirements: Novice, Spirit d8

You know 4 Cantrips and 2 Novice spells, and can cast 6 Cantrips and 3 Novice spells per day. Your caster rank is Novice when casting Animist spells.

Seasoned Animist

Requirements: Seasoned, Novice Animist

You now know 2 Seasoned spells and 4 spells of each lower rank, and can cast 3 Seasoned spells and 6 spells of each lower rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is now Seasoned when casting Animist spells.

Veteran Animist

Requirements: Veteran, Spirit d10, Seasoned Animist

You now know 2 Veteran spells and 4 spells of each lower rank, and can cast 3 Veteran spells and 6 spells of each lower rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is now Veteran when casting Animist spells.

Heroic Animist

Requirements: Heroic, Veteran Animist

You now know 2 Heroic spells and 4 spells of each lower rank, and can cast 3 Heroic spells and 6 spells of each lower rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is now Heroic when casting Animist spells.

Legendary Animist

Requirements: Legendary, Spirit d12, Heroic Animist

You now know 2 Legendary spells and 4 spells of each lower rank, and can cast 3 Legendary spells and 6 spells of each lower rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is now Legendary when casting Animist spells.

Epic Animist

Requirements: Epic, Legendary Animist

You now know 4 spells of each rank, and can cast 6 spells of each rank per day.

When you first take this Edge, you may permanently exchange one of your previous known spells for a different spell of the same rank if you wish. Your caster rank is now Epic when casting Animist spells.

SPELL LIST

Cantrips

Aegis (Abjuration)
Decipher Magic (Divination)
Divine Guidance (Divination)
Flash (Evocation)
Fortitude (Transmutation)
Internal Compass (Divination)
Light (Evocation)
Mend Object (Transmutation)
Produce Water (Conjuration)
Purification (Transmutation)
Sense Magic (Divination)
Sense Poison (Divination)
Treat Minor Wounds (Conjuration)



STORA

Novice Spells

Agility of the Leopard (Transmutation)
Beast Messenger (Enchantment)
Beguile Beast (Enchantment)
Blast of Wind (Evocation)
Blessed Berries (Transmutation)
Concealment from Beasts (Abjuration)
Enchant Claws (Transmutation)
Enchant Cudgel (Transmutation)
Enchant Stones (Transmutation)
Energy Ward (Abjuration)
Entangling Plants (Transmutation)
Entrance Animals (Enchantment)
Environmental Endurance (Abjuration)
Explosive Trap (Abjuration)
Faerie Light (Evocation)
Fiery Sphere (Evocation)
Flaming Blade (Evocation)
Freeze Metal (Transmutation)
Harden Skin (Transmutation)
Heat Metal (Transmutation)
Leap (Transmutation)
Long Stride (Transmutation)
Obscuring Fog (Conjuration)
Pacify Animals (Enchantment)
Paralyze Animal (Enchantment)
Produce Fire (Evocation)
Restore Minor Vitality (Conjuration)
Sense Beasts and Plants (Divination)
Sense Traps (Divination)
Shape Wood (Transmutation)
Shrink Animal (Transmutation)
Soften Terrain (Transmutation)
Speak with Beasts (Divination)
Spider Climb (Transmutation)
Spirit of the Raven (Transmutation)
Strength of the Ox (Transmutation)
Summon Animals (Conjuration)
Summon Vermin (Conjuration)
Suppress Poison (Conjuration)
Traceless Step (Transmutation)
Treat Moderate Wounds (Conjuration)
Tree Form (Transmutation)
Vigor of the Mule (Transmutation)
Warp/Straighten Wood (Transmutation)
Wild Shape (Transmutation)

Seasoned Spells

Anti-Plant Aura (Abjuration)
Anti-Vermin Aura (Abjuration)
Beguile Plants (Transmutation)
Blighting Touch (Necromancy)
Cure Disease (Conjuration)
Cure Poison (Conjuration)
Dispel Magic (Abjuration)
Dominate Beast (Enchantment)
Enchant Claws, Improved (Transmutation)
Energy Armor (Abjuration)

Enlarge Plants (Transmutation)
Enlarge Vermin (Transmutation)
Extinguish Flames (Transmutation)
Flame Strike (Evocation)
Gift of Gills (Transmutation)
Hail Storm (Evocation)
Instant Trap (Transmutation)
Light, Improved (Evocation)
Lightning Storm (Evocation)
Patch of Spikes (Transmutation)
Patch of Thorns (Transmutation)
Plague Touch (Necromancy)
Raise/Lower Water (Transmutation)
Reincarnation (Transmutation)
Rusting Touch (Transmutation)
Scry (Divination)
Shape Stone (Transmutation)
Shrink Plants (Transmutation)
Sleet Storm (Conjuration)
Speak with Plants (Divination)
Stonemeld (Transmutation)
Summon Animals (Conjuration)
Treat Major Wounds (Conjuration)
Unrestricted Movement (Abjuration)
Venomous Touch (Necromancy)
Walk on Air (Transmutation)
Wall of Wind (Evocation)
Wild Shape (Transmutation)

Veteran Spells

Agility of the Leopard, Improved (Transmutation)
Anti-Life Aura (Abjuration)
Commune with Nature (Divination)
Death Ward (Necromancy)
Dispel Magic, Improved (Abjuration)
Enlarge Animals (Transmutation)
Exploding Seeds (Conjuration)
Find Route (Divination)
Grant Sentience (Transmutation)
Holy Ground, Improved (Evocation)
Ironwood (Transmutation)
Lightning Storm, Improved (Evocation)
Plant Step (Conjuration)
Polymorph, Malevolent (Transmutation)
Redemption (Abjuration)
Repulse Wood (Transmutation)
Rockskin (Abjuration)
Shape Earth (Transmutation)
Shape Wind (Transmutation)
Speak with Stones (Divination)
Spellstaff (Transmutation)
Spirit of the Raven, Improved (Transmutation)

Strength of the Ox, Improved (Transmutation)
Summon Animals (Conjuration)
Summon Insects (Conjuration)
Transform Mud into Stone (Transmutation)
Transform Stone into Mud (Transmutation)
Treat Moderate Wounds, Improved (Conjuration)
Tree Guardian (Transmutation)
Tree Step (Conjuration)
Unholy Ground, Improved (Evocation)
Vigor of the Mule, Improved (Transmutation)
Wall of Flame (Evocation)
Wall of Stone (Conjuration)
Wall of Thorns (Conjuration)
Wild Shape (Transmutation)

Heroic Spells

Animal Form (Transmutation)
Animate Plants (Transmutation)
Cyclone (Evocation)
Death Curse (Necromancy)
Dominate Plants (Transmutation)
Earthquake (Evocation)
Fire Storm (Evocation)
Heal (Conjuration)
Instant Recall (Conjuration)
Invert Gravity (Transmutation)
Repulse Metal and Rock (Abjuration)
Scry, Improved (Divination)
Shape Weather (Transmutation)
Summon Animals (Conjuration)
Summon Centipedes (Conjuration)
Sunbeam (Evocation)
Sunburst (Evocation)
Transform Metal into Wood (Transmutation)
Treat Major Wounds, Improved (Conjuration)
Treestaff (Transmutation)
Truesight (Divination)
Wild Shape (Transmutation)
Wind Form (Transmutation)

Legendary Spells

Attraction (Enchantment)
Elemental Horde (Conjuration)
Foresight (Divination)
Regeneration (Conjuration)
Repulsion (Enchantment)
Shambling Minions (Conjuration)
Shapeshift, Improved (Transmutation)
Summon Animals (Conjuration)
Vengeful Storm (Conjuration)
Wild Shape (Transmutation)

SPELLMARKED

Spellmarked are those who have been marked by magic in some way. Some are marked physically, perhaps in the form of a birthmark, scar or tattoo, while others bear their mark spiritually or magically – such a mark might be invisible, or could manifest in a visible way, such as eyes that glow during spellcasting. The powers of a Spellmarked always follow a specific theme related to their mark.

Spellmarked are Moderate Spellcasters who wield either arcane or divine magic, chosen when the Novice Spellmarked Edge is first taken.

They are always Spontaneous casters, and automatically recover their spells at a specific time of day, once again chosen when the Edge is taken. Their unlinked spellcasting skill is called Spellfocus.

SPELLCASTER EDGES

Characters cannot take more than one Spellcaster Edge per rank.

Novice Spellmarked

Requirements: Novice, Spirit d8

You know 4 Cantrips and 2 Novice spells, and can cast 4 Cantrips and 2 Novice spells per day. Your caster rank is Novice when casting Spellmarked spells.

Seasoned Spellmarked

Requirements: Seasoned, Novice Spellmarked

You now know 2 Seasoned spells and 4 spells of each lower rank, and can cast 2 Seasoned spells and 4 spells of each lower rank per day. Your caster rank is Seasoned when casting Spellmarked spells.

Veteran Spellmarked

Requirements: Veteran, Spirit d10, Seasoned Spellmarked

You now know 2 Veteran spells and 4 spells of each lower rank, and can cast 2 Veteran spells and 4 spells of each lower rank per day. Your caster rank is Veteran when casting Spellmarked spells.

Heroic Spellmarked

Requirements: Heroic, Veteran Spellmarked

You now know 4 spells of each rank up to Veteran, and can cast 4 spells of each rank per day. Your caster rank is Heroic when casting Spellmarked spells.

SPELL LIST

Spellmarked must choose one Sphere that best fits their style of magic. Half of the spells they know (of each rank) must be selected from their Sphere. Their other spells can be taken from any spell list, but must follow the same theme as their Sphere.

GM's discretion is strongly advised, the intent behind the Spellmarked is that their spells are all based on a narrowly focused theme, which in turn depends upon the nature of the magic with which they were marked.

Players and GMs should use trappings in order to adjust spells to fit the character's theme where necessary – for example, you might apply an "electricity" trapping to the Jet of Flame spell if the character has a lightning-based theme.



SON

SPELLSINGER

Spellsingers are specialized magic-users who view their spells as a form of music. They shape their spells with their voices, or with the aid of musical instruments.

Spellsingers are Moderate Spellcasters who wield arcane magic. They can be either Prepared or Spontaneous, but this decision must be made when the Novice Spellsinger Edge is first taken. Their unlinked spellcasting skill is called Spell Singing.

PREPARED

Prepared Spellsingers must be well rested before preparing their spells, this typically requires eight hours sleep. They then require another hour to fully prepare their spells (if they only need to prepare a fraction of their total spells, the preparation time is reduced accordingly).



SPONTANEOUS

Spontaneous Spellsingers do not prepare their spells, however they still require eight hours sleep to recover their spells.

SPELLCASTER EDGES

Characters cannot take more than one Spellcaster Edge per rank.

Novice Spellsinger

Requirements: Novice, Spirit d8

You can cast 4 Cantrips and 2 Novice spells per day.

If you are a Spontaneous Spellcaster, you know 4 Cantrips and 2 Novice spells of your choice, otherwise (as a Prepared Spellcaster) you know the full spell list.

Your caster rank is Novice when casting Spellsinger spells.

Seasoned Spellsinger

Requirements: Seasoned, Novice Spellsinger

You can now cast 2 Seasoned spells and 4 spells of each lower rank per day.

If you are a Spontaneous Spellcaster, you now know an additional 2 Seasoned spells and 2 Novice spells of your choice; when you first take this Edge you may also permanently exchange one of your previously known spells for another spell of the same rank if you wish.

Your caster rank is now Seasoned when casting Spellsinger spells.

Veteran Spellsinger

Requirements: Veteran, Spirit d10, Seasoned Spellsinger

You can now cast 2 Veteran spells and 4 spells of each lower rank per day.

If you are a Spontaneous Spellcaster, you now know an additional 2 Veteran spells and 2 Seasoned spells of your choice; when you first take this Edge you may also permanently exchange one of your previously known spells for another spell of the same rank if you wish.

Your caster rank is now Veteran when casting Spellsinger spells.

Heroic Spellsinger

Requirements: Heroic, Veteran Spellsinger

You can now cast 4 spells of each rank up to Veteran per day.

If you are a Spontaneous Spellcaster, you now know an additional 2 Veteran spells of your choice; when you first take this Edge you may also permanently exchange one of your previously known spells for another spell of the same rank if you wish.

Your caster rank is now Heroic when casting Spellsinger spells.



SPELL LIST

Cantrips

Aegis (Abjuration)
Crooning Song (Enchantment)
Dazzle (Enchantment)
Decipher Magic (Divination)
Flash (Evocation)
Ghostly Lights (Evocation)
Ghostly Sound (Illusion)
Internal Compass (Divination)
Light (Evocation)
Mend Object (Transmutation)
Open/Close Portal (Transmutation)
Personal Instrument (Conjuration)
Prestidigitation (Universal)
Sense Magic (Divination)
Telekinetic Touch (Transmutation)
Whispered Message (Transmutation)

Novice Spells

Agility of the Leopard (Transmutation)
Alarm Ward (Abjuration)
Animate Rope (Transmutation)
Beast Messenger (Enchantment)
Beauty of the Peacock (Transmutation)
Beguile Person (Enchantment)
Captivate (Enchantment)
Conceal Allegiance (Abjuration)
Conceal Object (Abjuration)
Confuse (Enchantment)
Darkness (Evocation)
Dazzle, Improved (Enchantment)
Efface Writing (Transmutation)
Empathic Comprehension (Divination)
Empathic Linguist (Divination)
Enrage (Enchantment)
Entrance Animals (Enchantment)
Expeditious Jog (Transmutation)
False Aura (Illusion)
Feather Fall (Transmutation)
Find Object (Divination)
Fireworks (Transmutation)
Fright (Necromancy)
Glamour (Illusion)
Guile of the Snake (Transmutation)
Hazy Form (Illusion)
Hypnotism (Enchantment)
Identify Object (Divination)
Illusionary Duplicates (Illusion)
Illusionary Image (Illusion)
Illusionary Mouth (Illusion)
Induce Blindness/Deafness (Necromancy)
Invisibility (Illusion)
Invisible Servant (Conjuration)
Manic Laughter (Enchantment)
Mesmeric Pattern (Illusion)

Obfuscate Aura (Illusion)
 Pacify Emotions (Enchantment)
 Paralyze Person (Enchantment)
 Project Voice (Illusion)
 Resist Fear (Abjuration)
 Sense Hidden Doors (Divination)
 Sense Thoughts (Divination)
 Shapeshift (Transmutation)
 Shatter Glass (Evocation)
 Shimmerdust (Conjuration)
 Sleep (Enchantment)
 Slick (Conjuration)
 Sonic Burst (Evocation)
 Sphere of Silence (Illusion)
 Suggestion (Enchantment)
 Summon Creature (Conjuration)
 Summon Vermin (Conjuration)
 Suppress Poison (Conjuration)
 Terror (Necromancy)
 Treat Moderate Wounds (Conjuration)
 Windborn Message (Transmutation)

Seasoned Spells

Anti-Vermin Aura (Abjuration)
 Beguile Creature (Enchantment)
 Break Curse (Abjuration)
 Clairvoyance (Divination)
 Cloak of Silence (Illusion)
 Confuse, Improved (Enchantment)
 Cure Poison (Conjuration)
 Despair (Enchantment)
 Dispel Magic (Abjuration)
 Distortion (Illusion)
 Dominate Person (Enchantment)
 Find Creature (Divination)
 Flicker (Transmutation)
 Geis (Enchantment)
 Ghostly Steed (Conjuration)
 Glib-Tongued (Transmutation)
 Hope (Enchantment)
 Illusionary Image, Improved (Illusion)
 Illusionary Page (Transmutation)
 Illusionary Terrain (Illusion)
 Illusionary Writing (Illusion)
 Invisibility Aura (Illusion)
 Invisibility, Combat (Illusion)
 Lethargy (Transmutation)
 Light, Improved (Evocation)
 Memory Manipulation (Enchantment)
 Mesmeric Pattern, Improved (Illusion)
 Minor Teleport (Conjuration)
 Mist Form (Transmutation)
 Paralyze Creature (Enchantment)
 Prowess (Enchantment)

Reveal Legends (Divination)
 Scry (Divination)
 Secure Lodge (Conjuration)
 Sense Invisibility (Divination)
 Sense Scrying (Divination)
 Serpent Sigil (Conjuration)
 Shape Sound (Transmutation)
 Sleep, Improved (Enchantment)
 Sonic Scream (Evocation)
 Speak with Beasts (Divination)
 Speak with Plants (Divination)
 Spherical Shelter (Evocation)
 Summon Creature (Conjuration)
 Sunder Enchantment (Abjuration)
 Swiftmess (Transmutation)
 Terror, Improved (Necromancy)
 Treat Major Wounds (Conjuration)
 Unrestricted Movement (Abjuration)

Veteran Spells

Agility of the Leopard, Improved (Transmutation)
 Analyze Aura (Divination)
 Animate Objects (Transmutation)
 Beauty of the Peacock, Improved (Transmutation)
 Beguile Creature, Improved (Enchantment)
 Decoy (Illusion)
 Demolish (Evocation)
 Discord (Enchantment)
 Dispel Magic, Improved (Abjuration)
 Dream Message (Illusion)
 Evil Eye (Necromancy)
 False Image (Illusion)
 Find Route (Divination)
 Geis, Improved (Enchantment)
 Glamour, Improved (Illusion)
 Guile of the Snake, Improved (Transmutation)
 Illusionary Clone (Illusion)
 Illusionary Terrain, Improved (Illusion)
 Irresistible Dance (Enchantment)
 Magnificent Feast (Conjuration)
 Night Terrors (Illusion)
 Perpetual Image (Illusion)
 Prowess, Improved (Enchantment)
 Psychic Fog (Enchantment)
 Scripted Image (Illusion)
 Scry, Improved (Divination)
 Shadow Conjurer (Illusion)
 Shadow Evoker (Illusion)
 Shadow Step (Illusion)
 Sonic Scream, Improved (Evocation)
 Suggestion, Improved (Enchantment)
 Summon Creature (Conjuration)
 Treat Moderate Wounds, Improved (Conjuration)
 Triggered Image (Illusion)

SPELLWRIGHT

Spellwrights are specialized magic-users who craft devices or brew elixirs instead of casting their spells directly onto other people.

Spellwrights are Moderate Spellcasters who wield their own type of magic (neither arcane nor divine). They can be either Artificers or Alchemists, chosen when the Novice Spellwright Edge is first taken. Their spellcasting skill is called Spellcrafting and is unlinked, and they have access to the full spell list. They automatically recover their spells at dawn.

ARTIFICER

Artificers can only cast their spells onto inanimate objects, or creatures with the Construct ability. If the spell normally targets creatures, the Artificer may cast it on an object, and anyone wearing that object benefits from the spell effect. Spells with range Self can only be cast on inanimate objects, and only the caster benefits from wearing them.

If a spell has the Quicken trapping, the Artificer may spend a benny to cast it as a normal action.

ALCHEMIST

Alchemists must cast their spells into inert elixirs, and this process requires at least one minute. The elixir then becomes active and can be consumed, smeared onto the target, tossed into the air, etc.

The spell is cast when the elixir is prepared, but any decisions permitted by the spell can be made when it is consumed, at which point the spell duration begins counting down.

ELIXIRS

Elixirs are conceptually similar to potions, and must be readied in the same way – but their magic is temporary, and fades at dawn if they have not yet been consumed or applied. Like spell foci and components, alchemical gear can generally be hand waved – assume the character has everything they need to produce their elixirs unless they've been stripped of their equipment for some reason.



The following special rules apply to elixirs:

- If a spell normally targets an individual creature and has a range of Self or Touch, then whoever consumes or applies the elixir gains the benefit.
- If the spell normally targets an object, then the elixir typically takes the form of an oil, and needs to be applied directly to that object.
- Spells with a Ranged trapping require the elixir to be thrown at the target, resolved with the Throwing skill. The range is always 6/12/24, and the spell is automatically discharged at the point of impact. Such elixirs can instead be automatically applied to a willing or helpless adjacent target as a normal action.
- Spells which conjure things out of thin air usually take the form of a glass vial, which shatters with a bright flash as the conjured creature or object appears in a puff of smoke.

- If the spell fills a Cone Template then the elixir is usually consumed and then exhaled to create the effect. Other area-effect spells usually take the form of a vial of dust or powder, which is scattered into the air.

SPELLCASTER EDGES

Characters cannot take more than one Spellcaster Edge per rank.

Novice Spellwright

Requirements: Novice, Smarts d8

You can cast 4 Cantrips and 2 Novice spells per day. Your caster rank is Novice when casting Spellwright spells.

Seasoned Spellwright

Requirements: Seasoned, Novice Spellwright

You can now cast 2 Seasoned spells and 4 spells of each lower rank per day. Your caster rank is Seasoned when casting Spellwright spells.

Veteran Spellwright

Requirements: Veteran, Smarts d10, Seasoned Spellwright

You can now cast 2 Veteran spells and 4 spells of each lower rank per day. Your caster rank is Veteran when casting Spellwright spells.

Heroic Spellwright

Requirements: Heroic, Veteran Spellwright

You can now cast 4 spells of each rank per day. Your caster rank is Heroic when casting Spellwright spells.

SPELL LIST

Cantrips

Arcane Signature (Universal)
Cause Minor Damage (Transmutation)
Decipher Magic (Divination)
Enhance Armor (Transmutation)
Enhance Weapon (Transmutation)
Light (Evocation)
Mend Minor Damage (Transmutation)
Mend Object (Transmutation)
Open/Close Portal (Transmutation)
Sense Magic (Divination)

Novice Spells

Attune Weapon (Transmutation)
Cause Moderate Damage (Transmutation)
Conceal Object (Abjuration)

Convert Energy (Transmutation)
Enchant Armor (Transmutation)
Enchant Stones (Transmutation)
Enchant Weapon (Transmutation)
Energy Ward (Abjuration)
Enhance Armor, Improved (Transmutation)
Enhance Attribute (Abjuration)
Enhance Charisma (Abjuration)
Enhance Skill (Abjuration)
Enhance Weapon, Improved (Transmutation)
Exchange Offense/Defense (Transmutation)
Fortify (Transmutation)
Freeze Metal (Transmutation)
Harden Skin (Transmutation)
Heat Metal (Transmutation)
Identify Object (Divination)
Mend Moderate Damage (Transmutation)
Mend Object, Improved (Transmutation)
Resistance Charm (Abjuration)
Secure Lock (Abjuration)
Spell Device (Transmutation)
Spirit Shield (Abjuration)
Trap Lore (Divination)

Seasoned Spells

Adapt Device (Transmutation)
Cause Major Damage (Transmutation)
Charge Device (Transmutation)
Convert Bonus (Transmutation)
Create Object (Conjuration)
Enchant Weapon, Improved (Transmutation)
Energy Armor (Abjuration)
Enhance Armor, Improved (Transmutation)
Enhance Weapon, Improved (Transmutation)
Fortify (Transmutation)
Mend Major Damage (Transmutation)
Metamagic Device (Transmutation)
Rusting Touch (Transmutation)
Spell Device, Improved (Transmutation)
Sphere of Invulnerability (Abjuration)
Spirit Shield, Improved (Abjuration)

Veteran Spells

Anoint Weapon (Transmutation)
Create Object, Improved (Conjuration)
Deconstruct (Transmutation)
Enhance Armor, Improved (Transmutation)
Enhance Weapon, Improved (Transmutation)
Fabricate Object (Transmutation)
Fortify (Transmutation)
Harden Object (Transmutation)
Repair Damage (Transmutation)
Shape Earth (Transmutation)
Sphere of Invulnerability, Improved (Abjuration)
Wall of Blades (Evocation)
Wall of Force (Evocation)
Wall of Iron (Conjuration)
Wall of Stone (Conjuration)

CHAMPION

Champions are holy (or unholy) knights who serve a particular deity, or fight for a particular belief.

Champions are Minor Spellcasters who wield divine magic. They use Spirit instead of a separate spellcasting skill, and can be either Prepared or Spontaneous, chosen when the Champion Edge is first taken. Champions are classified as either Holy or Unholy, and this determines their spell list.

They recover their spells at a specific time of day, chosen when the Edge is first taken. If they are Prepared Spellcasters, they must also spend half an hour in meditation to prepare their spells.



SPELLCASTER EDGES

Characters cannot take more than one Spellcaster Edge per rank.

Champion

Requirements: Seasoned, Spirit d8, Paladin or Blackguard

You can cast 3 Novice spells per day. If you are a Spontaneous Spellcaster, you know 4 Novice spells of your choice, otherwise you have access to the full Holy or Unholy spell list (depending on whether you have the Paladin or Blackguard Edge). Your caster rank is Novice when casting Champion spells, or Seasoned if you also have Turn Undead or Rebuke Undead.

Champion, Improved

Requirements: Veteran, Champion

You can now cast 3 Novice and 3 Seasoned spells per day. If you are a Spontaneous Spellcaster, you also know 4 Seasoned spells of your choice, otherwise you have access to the full Holy or Unholy spell list. Your caster rank is Seasoned when casting Champion spells, or Veteran if you also have Turn Undead or Rebuke Undead.

HOLY SPELL LIST

Novice Spells

- Aegis (Abjuration)
- Beauty of the Peacock (Transmutation)
- Blessing (Enchantment)
- Conceal Allegiance (Abjuration)
- Cure Paralysis (Conjuration)
- Decipher Magic (Divination)
- Divine Favor (Evocation)
- Enchant Weapon (Transmutation)
- Energy Ward (Abjuration)
- Environmental Endurance (Abjuration)
- Fortitude (Transmutation)
- Holy Water (Transmutation)
- Holy Weapon (Transmutation)
- Produce Water (Conjuration)
- Protection from Chaos (Abjuration)
- Protection from Evil (Abjuration)
- Restore Minor Vitality (Conjuration)
- Sense Poison (Divination)

Sense Undead (Divination)
Shielding Link (Abjuration)
Sphere of Truth (Enchantment)
Spirit of the Raven (Transmutation)
Strength of the Ox (Transmutation)
Suppress Poison (Conjuration)
Treat Moderate Wounds (Conjuration)

Seasoned Spells

Banish (Abjuration)
Break Curse (Abjuration)
Cure Blindness/Deafness (Conjuration)
Cure Disease (Conjuration)
Cure Poison (Conjuration)
Death Ward (Necromancy)
Deny Chaos (Abjuration)
Deny Evil (Abjuration)
Dispel Magic (Abjuration)
Divine Power (Evocation)
Divine Weapon (Evocation)
Enchant Weapon, Improved (Transmutation)
Heal Steed (Conjuration)
Light, Improved (Evocation)
Paralyze Undead (Necromancy)
Prayer (Enchantment)
Preserve Corpse (Necromancy)
Prowess (Enchantment)
Restore Moderate Vitality (Conjuration)
Sense Lies (Divination)
Sunder Enchantment (Abjuration)
Symbol of Judgement (Necromancy)
Treat Major Wounds (Conjuration)
Ward against Chaos (Abjuration)
Ward against Evil (Abjuration)

UNHOLY SPELL LIST

Novice Spells

Aegis (Abjuration)
Beauty of the Peacock (Transmutation)
Cause Moderate Wounds (Necromancy)
Conceal Allegiance (Abjuration)
Damnation (Enchantment)
Darkness (Evocation)
Death Knell (Necromancy)
Deathsight (Necromancy)
Decipher Magic (Divination)
Dread (Necromancy)
Enchant Weapon (Transmutation)
Energy Ward (Abjuration)
Environmental Endurance (Abjuration)
Fortitude (Transmutation)
Ghastly Touch (Necromancy)
Produce Water (Conjuration)
Protection from Good (Abjuration)
Protection from Law (Abjuration)
Restore Minor Vitality (Conjuration)

Strength of the Ox (Transmutation)
Summon Creature (Conjuration)
Terror (Necromancy)
Treat Moderate Wounds (Conjuration)
Unholy Water (Necromancy)
Unholy Weapon (Transmutation)

Seasoned Spells

Cause Major Wounds (Necromancy)
Create Minor Undead (Necromancy)
Darkness, Improved (Evocation)
Death Ward (Necromancy)
Deny Good (Abjuration)
Deny Law (Abjuration)
Dispel Magic (Abjuration)
Draining Touch (Necromancy)
Enchant Weapon, Improved (Transmutation)
Energy Armor (Abjuration)
Glib-Tongued (Transmutation)
Heal Steed (Conjuration)
Induce Blindness/Deafness (Necromancy)
Infernal Weapon (Evocation)
Malediction (Necromancy)
Plague Touch (Necromancy)
Prowess (Enchantment)
Sense Lies (Divination)
Summon Creature (Conjuration)
Symbol of Judgement (Necromancy)
Treat Major Wounds (Conjuration)
Unrestricted Movement (Abjuration)
Venomous Touch (Necromancy)
Ward against Good (Abjuration)
Ward against Law (Abjuration)



NIGHTBLADE

Nightblades are deadly assassins who use magic to complement and enhance their natural skills.

Nightblades are Minor Spellcasters who wield arcane magic. They use Smarts to cast spells rather than having a separate spellcasting skill, and can be either Prepared or Spontaneous, chosen when the Nightblade Edge is first taken.

They recover their spells after eight hours of rest. If they are Prepared Spellcasters, they must also spend half an hour in meditation to prepare their spells.

SPELLCASTER EDGES

Characters cannot take more than one Spellcaster Edge per rank.

Nightblade

Requirements: Seasoned, Smarts d8, Thief

You can cast 3 Novice spells per day. If you are a Spontaneous Spellcaster, you know 4 Novice spells of your choice, otherwise you have access to the full Nightblade spell list. Your caster rank is Novice when casting Nightblade spells, or Seasoned if you also have Sneak Attack.

Nightblade, Improved

Requirements: Veteran, Nightblade

You can now cast 3 Novice and 3 Seasoned spells per day. If you are a Spontaneous Spellcaster, you also know 4 Seasoned spells of your choice, otherwise you have access to the full Nightblade spell list. Your caster rank is Seasoned when casting Nightblade spells, or Veteran if you also have Sneak Attack.

SPELL LIST

Novice Spells

Agility of the Leopard (Transmutation)
Alarm Ward (Abjuration)
Conceal Allegiance (Abjuration)
Darkness (Evocation)

Darkvision (Transmutation)
Death Knell (Necromancy)
Empathic Linguist (Divination)
Feather Fall (Transmutation)
Ghostly Sound (Illusion)
Glamour (Illusion)
Guile of the Snake (Transmutation)
Hazy Form (Illusion)
Illusionary Writing (Illusion)
Invisibility (Illusion)
Leap (Transmutation)
Obfuscate Aura (Illusion)
Obscuring Fog (Conjuration)
Sense Invisibility (Divination)
Sense Poison (Divination)
Shapeshift (Transmutation)
Sleep (Enchantment)
Slick (Conjuration)
Spider Climb (Transmutation)
Traceless Step (Transmutation)
Unerring Strike (Divination)

Seasoned Spells

Clairvoyance (Divination)
Cure Poison (Conjuration)
Darkness, Improved (Evocation)
Detection Ward (Abjuration)
Extradimensional Pocket (Transmutation)
False Aura (Illusion)
False Life (Necromancy)
Find Creature (Divination)
Find Object (Divination)
Flicker (Transmutation)
Glib-Tongued (Transmutation)
Invisibility, Combat (Illusion)
Invisible Eye (Divination)
Keen Blade (Transmutation)
Levitation (Transmutation)
Memory Manipulation (Enchantment)
Minor Teleport (Conjuration)
Mist Form (Transmutation)
Shrink Object (Transmutation)
Sleep, Improved (Enchantment)
Swiftness (Transmutation)
Thick Fog (Conjuration)
Unrestricted Movement (Abjuration)
Venomous Touch (Necromancy)
Ward against Good (Abjuration)

WARDEN

Wardens are skilled hunters and rural warriors who are capable of utilizing mother nature's magic.

Wardens are Minor Spellcasters who wield divine magic. They use Spirit to cast spells rather than having a separate spellcasting skill, and can be either Prepared or Spontaneous, chosen when the Warden Edge is first taken.

They recover their spells at a specific time of day, chosen when the Edge is first taken. If they are Prepared Spellcasters, they must also spend half an hour in meditation to prepare their spells.

SPELLCASTER EDGES

Characters cannot take more than one Spellcaster Edge per rank.

Warden

Requirements: Seasoned, Spirit d8, Woodsman

You can cast 3 Novice spells per day. If you are a Spontaneous Spellcaster, you know 4 Novice spells of your choice, otherwise you have access to the full Warden spell list. Your caster rank is Novice when casting Warden spells, or Seasoned if you also have Beast Master.

Warden, Improved

Requirements: Veteran, Warden

You can now cast 3 Novice and 3 Seasoned spells per day. If you are a Spontaneous Spellcaster, you also know 4 Seasoned spells of your choice, otherwise you have access to the full Warden spell list. Your caster rank is Seasoned when casting Warden spells, or Veteran if you also have Beast Master.

SPELL LIST

Novice Spells

Agility of the Leopard (Transmutation)
Alarm Ward (Abjuration)
Beast Messenger (Enchantment)
Beguile Beast (Enchantment)

Concealment from Beasts (Abjuration)
Decipher Magic (Divination)
Enchant Claws (Transmutation)
Energy Ward (Abjuration)
Entangling Plants (Transmutation)
Environmental Endurance (Abjuration)
Harden Skin (Transmutation)
Leap (Transmutation)
Long Stride (Transmutation)
Pacify Animals (Enchantment)
Paralyze Animal (Enchantment)
Sense Beasts and Plants (Divination)
Sense Poison (Divination)
Sense Traps (Divination)
Speak with Beasts (Divination)
Spirit of the Raven (Transmutation)
Summon Animals (Conjuration)
Suppress Poison (Conjuration)
Traceless Step (Transmutation)
Treat Moderate Wounds (Conjuration)
Vigor of the Mule (Transmutation)

Seasoned Spells

Anti-Plant Aura (Abjuration)
Anti-Vermin Aura (Abjuration)
Beguile Plants (Transmutation)
Commune with Nature (Divination)
Cure Disease (Conjuration)
Cure Poison (Conjuration)
Darkvision (Transmutation)
Detection Ward (Abjuration)
Enchant Claws, Improved (Transmutation)
Energy Armor (Abjuration)
Enlarge Animals (Transmutation)
Enlarge Plants (Transmutation)
Instant Trap (Transmutation)
Patch of Spikes (Transmutation)
Patch of Thorns (Transmutation)
Shrink Animal (Transmutation)
Shrink Plants (Transmutation)
Speak with Plants (Divination)
Summon Animals (Conjuration)
Treat Major Wounds (Conjuration)
Tree Form (Transmutation)
Tree Step (Conjuration)
Unrestricted Movement (Abjuration)
Walk on Water (Transmutation)
Wall of Wind (Evocation)

SPHERES

Priests and Spellmarked (as well as Animists with the Nature Bond Edge) have access to Spheres of themed spells. GMs should feel free to add their own, but the following Spheres are the defaults.

AIR

Novice Spells

Blast of Wind (Evocation)
Wall of Wind (Evocation)

Seasoned Spells

Mist Form (Transmutation)
Walk on Air (Transmutation)

Veteran Spells

Lightning Bolt, Improved (Evocation)
Shape Wind (Transmutation)

Heroic Spells

Cyclone (Evocation)
Shape Weather (Transmutation)

Legendary Spells

Elemental Horde (Conjuration)

BATTLE

Novice Spells

Enchant Weapon (Transmutation)
Spirit Weapon (Evocation)

Seasoned Spells

Divine Power (Evocation)
Enchant Armor (Transmutation)

Veteran Spells

Flame Strike (Evocation)
Wall of Blades (Evocation)

Heroic Spells

Word of Blindness (Enchantment)
Word of Stunning (Enchantment)

Legendary Spells

Word of Death (Enchantment)



BEAST

Novice Spells

Pacify Animals (Enchantment)
Paralyze Animal (Enchantment)

Seasoned Spells

Dominate Beast (Enchantment)
Enlarge Animals (Transmutation)

Veteran Spells

Anti-Life Aura (Abjuration)
Commune with Nature (Divination)

Heroic Spells

Animal Form (Transmutation)
Summon Animals (Conjuration)

Legendary Spells

Shapeshift, Improved (Transmutation)

CHAOS

Novice Spells

Protection from Law (Abjuration)
Shatter Glass (Evocation)

Seasoned Spells

Divine Blast (Evocation)
Ward against Law (Abjuration)

Veteran Spells

Animate Objects (Transmutation)
Deny Law (Abjuration)

Heroic Spells

Chaotic Aura (Abjuration)
Divine Word (Evocation)

Legendary Spells

Divine Ally (Conjuration)

DEATH

Novice Spells

Death Knell (Necromancy)
Terror (Necromancy)

Seasoned Spells

Create Minor Undead (Necromancy)
Death Ward (Necromancy)

Veteran Spells

Create Corporeal Undead (Necromancy)
Destroy Life (Necromancy)

Heroic Spells

Create Incorporeal Undead (Necromancy)
Destroy Life, Improved (Necromancy)

Legendary Spells

Wail of the Banshee (Necromancy)

DECEIT

Novice Spells

Glamour (Illusion)

Invisibility (Illusion)

Seasoned Spells

Confuse, Improved (Enchantment)
Detection Ward (Abjuration)

Veteran Spells

Decoy (Illusion)
False Image (Illusion)

Heroic Spells

False Image, Improved (Illusion)
Polymorph, Improved (Transmutation)

Legendary Spells

Time Freeze (Transmutation)

DESTRUCTION

Novice Spells

Cause Moderate Wounds (Necromancy)
Shatter Glass (Evocation)

Seasoned Spells

Cause Major Wounds (Necromancy)
Plague Touch (Necromancy)

Veteran Spells

Cause Moderate Wounds, Improved (Necromancy)
Harm (Necromancy)

Heroic Spells

Disintegration (Transmutation)
Earthquake (Evocation)

Legendary Spells

Implode (Evocation)

EARTH

Novice Spells

Enchant Stones (Transmutation)
Soften Terrain (Transmutation)

Seasoned Spells

Patch of Spikes (Transmutation)
Shape Stone (Transmutation)

Veteran Spells

Rockskin (Abjuration)
Wall of Stone (Conjuration)

Heroic Spells

Earthquake (Evocation)
Metal Body (Transmutation)

Legendary Spells

Elemental Horde (Conjuration)

EVIL

Novice Spells

Protection from Good (Abjuration)
Unholy Ground (Evocation)

Seasoned Spells

Divine Blast (Evocation)
Ward against Good (Abjuration)

Veteran Spells

Create Corporeal Undead (Necromancy)
Deny Good (Abjuration)

Heroic Spells

Divine Word (Evocation)
Unholy Aura (Abjuration)

Legendary Spells

Divine Ally (Conjuration)

FIRE

Novice Spells

Cone of Fire (Evocation)
Produce Fire (Evocation)

Seasoned Spells

Energy Ward (Abjuration)
Wall of Flame (Evocation)

Veteran Spells

Exploding Seeds (Conjuration)
Flaming Aura (Evocation)

Heroic Spells

Fire Storm (Evocation)
Smoke Cloud (Conjuration)

Legendary Spells

Elemental Horde (Conjuration)

GOOD

Novice Spells

Aid Ally (Enchantment)
Protection from Evil (Abjuration)

Seasoned Spells

Divine Blast (Evocation)
Ward against Evil (Abjuration)

Veteran Spells

Deny Evil (Abjuration)
Wall of Blades (Evocation)

Heroic Spells

Divine Word (Evocation)
Holy Aura (Abjuration)

Legendary Spells

Divine Ally (Conjuration)

HEALING

Novice Spells

Cure Paralysis (Conjuration)
Treat Moderate Wounds (Conjuration)

Seasoned Spells

Cure Poison (Conjuration)
Treat Major Wounds (Conjuration)

Veteran Spells

Heal (Conjuration)
Treat Moderate Wounds, Improved (Conjuration)

Heroic Spells

Regeneration (Conjuration)
Treat Major Wounds, Improved (Conjuration)

Legendary Spells

Heal, Improved (Conjuration)

KNOWLEDGE

Novice Spells

Sense Hidden Doors (Divination)
Sense Thoughts (Divination)

Seasoned Spells

Clairvoyance (Divination)

Portent, Improved (Divination)

Veteran Spells

Find Route (Divination)
Truesight (Divination)

Heroic Spells

Find Location (Divination)
Reveal Legends (Divination)

Legendary Spells

Foresight (Divination)

LAW

Novice Spells

Pacify Emotions (Enchantment)
Protection from Chaos (Abjuration)

Seasoned Spells

Divine Blast (Evocation)
Ward against Chaos (Abjuration)

Veteran Spells

Deny Chaos (Abjuration)
Paralyze Creature (Enchantment)

Heroic Spells

Divine Word (Evocation)
Lawful Aura (Abjuration)

Legendary Spells

Divine Ally (Conjuration)

FATE

Novice Spells

Aid Ally (Enchantment)
Entropy Field (Abjuration)

Seasoned Spells

Energy Armor (Abjuration)
Unrestricted Movement (Abjuration)

Veteran Spells

Decoy (Illusion)
Sunder Enchantment (Abjuration)

Heroic Spells

Foreknowledge (Divination)
Spell Reflection (Abjuration)

Legendary Spells

Miracle (Evocation)

MAGIC

Novice Spells

Identify Object (Divination)
Obfuscate Aura (Illusion)

Seasoned Spells

Dispel Magic (Abjuration)
Transfer Spells (Evocation)

Veteran Spells

Anti-Magic Aura (Abjuration)
Resist Magic (Abjuration)

Heroic Spells

Resist Magic, Improved (Abjuration)
Spell Reflection (Abjuration)

Legendary Spells

Disjunct Magic (Abjuration)

PLANT

Novice Spells

Entangling Plants (Transmutation)
Harden Skin (Transmutation)

Seasoned Spells

Beguile Plants (Transmutation)
Enlarge Plants (Transmutation)

Veteran Spells

Repulse Wood (Transmutation)
Wall of Thorns (Conjuration)

Heroic Spells

Animate Plants (Transmutation)
Dominate Plants (Transmutation)

Legendary Spells

Shambling Minions (Conjuration)

PROTECTION

Novice Spells

Aggression Ward (Abjuration)

Shielding Link (Abjuration)

Seasoned Spells

Energy Armor (Abjuration)
Spell Immunity (Abjuration)

Veteran Spells

Anti-Magic Aura (Abjuration)
Resist Magic (Abjuration)

Heroic Spells

Mental Shield (Abjuration)
Repulsive Aura (Abjuration)

Legendary Spells

Prismatic Globe (Abjuration)

STRENGTH

Novice Spells

Enlarge Person (Transmutation)
Strength of the Ox (Transmutation)

Seasoned Spells

Enchant Armor (Transmutation)
Spell Immunity (Abjuration)

Veteran Spells

Divine Might (Transmutation)
Rockskin (Abjuration)

Heroic Spells

Grabbing Hand (Evocation)
Striking Hand (Evocation)

Legendary Spells

Squeezing Hand (Evocation)

SUN

Novice Spells

Environmental Endurance (Abjuration)
Heat Metal (Transmutation)

Seasoned Spells

Divine Bolt (Evocation)
Flaming Aura (Evocation)

Veteran Spells

Exploding Seeds (Conjuration)

Flame Strike (Evocation)

Heroic Spells

Sunbeam (Evocation)
Sunburst (Evocation)

Legendary Spells

Prismatic Globe (Abjuration)

WATER

Novice Spells

Obscuring Fog (Conjuration)
Walk on Water (Transmutation)

Seasoned Spells

Gift of Gills (Transmutation)
Raise/Lower Water (Transmutation)

Veteran Spells

Cone of Frost (Evocation)
Hail Storm (Evocation)

Heroic Spells

Acid Cloud (Conjuration)
Desiccate (Necromancy)

Legendary Spells

Elemental Horde (Conjuration)

WAYFARE

Novice Spells

Find Object (Divination)
Long Stride (Transmutation)

Seasoned Spells

Flight (Transmutation)
Minor Teleport (Conjuration)

Veteran Spells

Find Route (Divination)
Teleportation (Conjuration)

Heroic Spells

Passage, Improved (Conjuration)
Teleportation, Improved (Conjuration)

Legendary Spells

Astral Travel (Necromancy)

NEW EDGES

As well as the Spellcaster Edges described earlier, **Savage Vancian Magic** also includes various other Edges for supporting **3.x** spellcaster archetypes.

You gain the Unholy ability, making you vulnerable to certain powers and abilities, and gain immunity to all forms of poison.

You cannot have both Blackguard and Paladin.

PROFESSIONAL EDGES

Aura of Courage

Requirements: Novice, Brave, Paladin

You are now completely immune to Fear and Intimidation, and all allies within an area the size of a Large Burst Template gain a +2 bonus to Fear checks and resisting Intimidation, as long as you are conscious.

Aura of Despair

Requirements: Novice, Brave, Blackguard

You are now completely immune to Fear and Intimidation, and all enemies within an area the size of a Large Burst Template suffer a -2 penalty to Fear checks and resisting Intimidation, as long as you are conscious.

Bard

Requirements: Novice, Charismatic, Persuasion d8, Knowledge (Bardic Lore) d6

You are a talented musician and entertainer. You gain the Command Edge, representing your ability to inspire people with your songs – you must sing or play an instrument in order to use Command, but the benefits apply to all allies within range, rather than just subordinates. The same trapping extends to any other Leadership Edges you take. If you take Tactician, you should replace the Knowledge (Battle) requirement with Knowledge (Bardic Lore).

If you wish to take Jack-of-all-Trades, you may ignore its Smarts requirement. If you wish to take Attractive and Very Attractive during play, you can have it represent the attraction of your growing celebrity status.

Blackguard

Requirements: Novice, Spirit d8, Fighting d8, Stealth d6

You can cast Sense Good at will as a free action, using Spirit as the spellcasting die. After successfully hitting a Holy creature (but before rolling damage), you may spend a benny to add half your Charisma bonus to the damage roll, or your entire Charisma bonus if you hit with a raise.



Celestial/Infernal Steed

Requirements: Seasoned, Paladin or Blackguard, Riding d8

You gain a loyal steed, who you can summon from the higher or lower realms once per day as a full-round action. The steed is a Wild Card warhorse or war pony with the Celestial or Infernal abilities (see the 'Extraplanar Minions' section), and it remains for up to 8 hours at a time, increased to 16 or 24 hours if you have Champion or Improved Champion respectively. You can also dismiss it at any time as a free action.

If your steed is killed, you must wait 1 month before you can summon a replacement, during which time you begin each session with 1 fewer benny. However any other wounds or fatigue are automatically removed from the steed each time it is summoned.

Paladin

Requirements: Novice, Spirit d8, Fighting d8, Riding d6

You can cast Sense Evil at will as a free action, using Spirit as the spellcasting die. After successfully hitting an Unholy creature (but before rolling damage), you may spend a benny to add half your Charisma bonus to the damage roll, or your entire Charisma bonus if you hit with a raise. You gain the Holy ability, making you vulnerable to certain powers and abilities, and gain immunity to all forms of disease.

If you violate your holy code you lose all of the above benefits (along with the benefits of any Edges which require Paladin), although the Redemption spell can restore them. Alternatively, if you meet the requirements of the Blackguard Edge, you may swap Paladin for Blackguard (and Aura of Courage for Aura of Despair), however once you fully embrace evil in this way, you can never go back to being a paladin.

COMBAT EDGES

Favored Enemy

Requirements: Novice, Ranger Fighting Style

Choose a number of races or creature types equal to your current rank as favored enemies (i.e., one at Novice, two at Seasoned, etc.). When you gain a rank, you also gain another favored enemy. You receive a +1 bonus to all Intimidation, Taunt, Notice, Tracking, attack and damage rolls made against your favored enemies.

Ranger Fighting Style

Requirements: Novice, Woodsman, Fighting d6 or Shooting d6

You gain the either the Two-Fisted Edge or the Marksman Edge, chosen when this Edge is taken. If you don't normally meet the requirements of the chosen Combat Edge, then its benefits only apply while you are wearing light (or no) armor.

Sneak Attack

Requirements: Novice, Blackguard or Thief, Fighting d6

Whenever you have the Drop or Surprise against a foe, you inflict an additional +2 damage; otherwise, you may instead add half of your Gang Up bonus to your damage roll, rounding fractions up.

Design note: This replaces the Assassin Edge.

ENCHANTMENT EDGES

Enchantment Edges allow spellcasters to create various magic items. GMs should consider carefully whether such items (and Edges) are appropriate for their campaign.

The spellcaster must cast the appropriate spell directly into the item while creating it. They must cast the spell themselves, and any components required by the spell are used during the creation process, not when the magic item is later used. If the spellcasting roll fails the item is ruined, and the money invested into creating the item is lost.

Non-consumable items (rods and staffs) require a Knowledge (Arcana) roll instead of the spellcasting roll, with failure resulting in a ruined item.

Some types of item list a rank-specific price. The creation cost for these items is the caster rank times the spell rank times the rank-specific price. Cantrips are priced as if they had a spell rank of half. You may create such an item at a lower caster rank than your own if you wish, to a minimum of Novice and no lower than the spell rank.

Creating an item typically requires one hour per 125 gp, and spending more than eight hours per day on such intense work will usually incur Fatigue or other penalties, at the GM's discretion.

Enchant Arms and Armor

Requirements: Seasoned, any Seasoned Spellcaster Edge, Knowledge (Arcana) d8

This Edge allows you to enchant masterwork weapons, armor and shields, granting them any of the standard or special enchantments described in the 'Magic Arms and Armor' section.

The price of the enchantment is the total value of its bonuses squared, multiplied by 1,000 gp. This doesn't include the price of the item itself.

Enchant Potion

Requirements: Novice, any Novice Spellcaster Edge, Knowledge (Arcana) d8

This Edge allows you to enchant potions, imbuing them with spells of up to Seasoned rank. Potions have a rank-specific price of 100 gp, and contain a single dose and a single spell.

Only spells that individually target one or more other creatures or objects can be placed in potions. The result of your spellcasting roll determines how effective the potion will be when consumed.

Potions can be readied as a normal action (or a free action if you have Quick Draw or a potion belt), and used as a normal action, or both readied and used as a full-round action (no movement or other actions allowed). You must have at least one hand free in order to ready and/or use a potion.

Enchant Rod

Requirements: Veteran, any Veteran Spellcaster Edge, Knowledge (Arcana) d8

This Edge allows you to enchant rods, each of which can be imbued with a single Metamagic Edge; you don't need to know the Edge. Rods don't contain spells, instead they allow their Metamagic Edge to be applied on the fly to other spells.

Minor rods cost 5,000 gp and can be applied to spells of up to Novice rank.

Moderate rods cost 10,000 gp and can be applied to spells of up to Veteran rank.

Major rods cost 20,000 gp and can be applied to spells of up to Legendary rank.

If the Metamagic Edge doesn't normally increase the rank of the spell, the above price is halved.

In order to use a rod you must ready it (like a weapon), then declare that you're using it (a free action). If you roll 1 on your spellcasting die while using a rod, you suffer a level of Fatigue.



Enchant Scroll

Requirements: Novice, any Novice Spellcaster Edge, Knowledge (Arcana) d8

This Edge allows you to enchant scrolls, each of which can contain one spell of any rank. Scrolls have a rank-specific price of 50 gp, and the same type of magic (i.e., arcane or divine) as their spell. They must be readied (like a weapon) before they can be used, and this requires both hands.

If you are not the creator of a scroll you wish to use, you must have already cast Decipher Magic on it, and wield the same type of magic (arcane or divine) as its spell. The spell must also be on the spell list for your Spellcaster type, unless you are a Spellwright (they can cast any spell from a scroll, but nobody else can use the scrolls they create).

You must a spellcasting roll to cast a spell from a scroll. This uses your own spellcasting skill, but you use the caster rank of the scroll rather than your own caster rank. If the scroll has a higher caster rank than you, apply a -1 penalty to the roll for each rank of difference. After casting a spell from a scroll, the words (and magic) fade away.

Enchant Staff

Requirements: Heroic, any Heroic Spellcaster Edge, Knowledge (Arcana) d8

This Edge allows you to enchant staffs, imbuing them with multiple spells; the spells of each staff should usually follow a specific theme (such as fire, charming, divination, etc.). A staff must be readied in the same way as a weapon before it can be used.

Minor staffs cost 15,000 gp, and contain a number of spells equal to quarter of your Smarts (rounded up). Their spells cannot exceed Seasoned rank, and are never Cantrips.

Moderate staffs cost 30,000 gp, and contain a number of spells equal to half of your Smarts. Their spells cannot exceed Veteran rank.

Major staffs cost 60,000 gp and contain a number of spells equal to your Smarts. Their spells cannot exceed Heroic rank.

At least half of the spells in a staff must be Novice rank, and there cannot be more Heroic spells than Veteran, or more Veteran spells than Seasoned.

Casting a spell from a staff is resolved in the same way as casting the spell normally, except that it uses Smarts instead of the spellcasting skill if the spell isn't on your spell list. This expends a number of charges equal to the rank of the spell.

Each staff has a maximum of 10 charges, but is empty when first created, and must be charged.

You can charge (or recharge) a staff by casting spells directly into it. This requires casting one of the spells it contains directly at the staff with the deliberate intent of recharging it; the staff gains a number of charges equal to the rank of the spell you just cast.

Enchant Wand

Requirements: Seasoned, any Seasoned Spellcaster Edge, Knowledge (Arcana) d8

This Edge allows you to enchant wands, imbuing them with spells of up to Seasoned rank. Wands have a rank-specific price of 1,500 gp, always contain a single spell, and must be readied (like a weapon) before they can be used.

Casting a spell from a wand is resolved in the same way as casting the spell normally, except that it uses Smarts instead of the spellcasting skill if the spell isn't on your spell list. This expends 1 charge.

Each wand has 50 charges when first created, but cannot be recharged; the magic fades when the last charge is expended.

If the spell requires an expensive component, you must multiply the component cost by 50 (i.e., each charge requires its own component).

MAGIC EDGES

Magic Edges are only available to characters who have one or more Spellcaster Edges.

Animator

Requirements: Seasoned, Spellcaster capable of casting Create Minor Undead

You are a competent necromancer, capable of animating and controlling a large number of undead at once. When casting Create Minor Undead, the number of undead you can summon and control is now twice your caster rank.

Animator, Improved

Requirements: Veteran, Animator

You are a master necromancer. When casting Create Minor Undead, the number of undead you can control is now four times your caster rank.

Arcane Lineage

Requirements: Novice, Charismatic, Novice Sorcerer, Knowledge (Arcana) d8

The innate gift for magic runs strongly in your family, and you have learned how to unlock the deepest mysteries of your bloodline, granting you a powerful presence that few can ignore.

You know one extra spell of each rank, including Cantrips. These spells should all follow a common theme, depending on the nature of your heritage – for example if you're the descendant of a vampire, your extra spells would probably be necromantic, while a sorcerer with a red dragon ancestor would most likely gain fire-themed spells.

Characters with Arcane Lineage cannot take the Battle Sorcerer Edge; they are too focused on their inner mysteries.

Bardic Spellsinger

Requirements: Novice, Bard, Novice Spellsinger

This Edge grants you access to up to six additional spells, depending on your caster rank: Captivate and Suggestion (at Novice), Prowess and Sunder Enchantment (at Seasoned), and Improved Prowess and Improved Suggestion (at Veteran).

Prepared Spellsingers can convert any prepared spell into one of these six spells as a free action, as long as both spells have the same rank.

Spontaneous Spellsingers simply add these six spells to their list of known spells.

Battle Sorcerer

Requirements: Novice, Combat Concentration, Novice Sorcerer, Fighting d8

You are far more comfortable on the battlefield than most other mages, and have become used to the weight and feel of armor. Reduce your chance of Arcane Spell Failure by 1 (even if you're only using a shield).

As a free action, you may expend a daily spell to temporarily enchant one weapon you are wielding, (including natural weapons). The weapon is treated as magical with a standard enchantment equal to the rank of the spell you just expended (i.e., no bonus for a Cantrip, +1 for a Novice spell, +2 for a Seasoned spell, etc.); see the 'Magic Arms and Armor' section for further details. This bonus lasts until the beginning of your next turn.

Battle Sorcerers cannot take the Arcane Lineage Edge; they are too focused on their military skills to research their inner mysteries.

Combat Concentration

Requirements: Novice, Spirit d8, any Spellcaster Edge

You've learned to block out distractions when casting spells in the heat of combat. You ignore concentration penalties to your spellcasting rolls, and receive a +2 bonus to Smarts when making distraction rolls.

Cross-Discipline Spellwright

Requirements: Novice, Novice Spellwright

You have studied both artifice and alchemy, and can freely choose to use either discipline when casting Spellwright spells.

Familiar Bond

Requirements: Novice, Novice Mage

You form a special bond with an animal of your choice; see the 'Familiars' section for the list of available animals. You can communicate with your familiar empathically over distances of up to a mile, but this only allows very basic communication. Familiars understand the same languages as you, but cannot speak (with the exception of ravens).

The familiar is treated as an extension of its master. It has a Wild Die if its master has one, and shares bennies and wound levels (including wound penalties) with its master rather than having its own. If the familiar suffers wounds, it can attempt to Soak using its master's bennies, otherwise the wounds are automatically applied to the master (the master cannot try to Soak as well, nor do they become Shaken or incapacitated by any damage suffered by the familiar, or vice versa). Should the familiar suffer damage and its master doesn't have sufficient wound levels to take it, the familiar is incapacitated.

If both master and familiar are hit by the same area effect attack, they can each make a Soak roll with the same benny, and don't apply the wounds until afterwards (i.e., if one suffers a wound, the other won't treat it as a penalty to their Soak roll).

Each familiar provides its master with a special Bond ability, while Sorcerers and wizards each gain a further benefit, as described in the 'Mage' section. You can cast any spell on your familiar that would normally affect either you or them; range Self becomes Tough when cast on your familiar.

Should your familiar die, it requires 2d6 days to summon a replacement, or a year and a day if you want a different type of animal.

Familiar Bond, Improved

Requirements: Novice, Familiar Bond

Your familiar gains one or more special abilities, based on your caster rank. At Novice you can cast spells with range Touch through your familiar. At Seasoned your familiar can communicate with you verbally, although nobody else can understand its words without the help of magic. At Veteran your familiar can communicate with other animals of a similar type (e.g., felines, birds, etc.). At Heroic your familiar gains +2 Magic Resistance, although this doesn't protect against spells *you* cast on it. At Legendary you can scry on your familiar once per day, as if you had successfully cast Improved Scry.

Internal Casting

Requirements: Novice, any Spellcaster Edge

You've learned to filter your spells through your own body, rather than relying on physical props. You no longer need to use foci or spell components when casting spells, unless their cost exceeds 50 gold pieces.

Motionless Casting

Requirements: Novice, any Spellcaster Edge

You've learned to visualize the form of your spells, rather than shaping them in the air with your hands. You no longer need to make gestures when casting spells.



Mystic

Requirements: Veteran, Knowledge (Arcana) d8, Knowledge (Religion) d8, Special

Mystics are potent spellcasters who have learned how to wield both arcane and divine magic.

In order to take this Edge you must have one of the Novice Mage Edges, and either a Novice Priest or a Novice Shaman Edge.

You gain a Seasoned Mage, Seasoned Priest or Seasoned Shaman Edge of your choice; you must meet its requirements, but it doesn't count towards your normal limit of one Spellcaster Edge per rank.

Mystic, Improved

Requirements: Epic, Mystic, Special

In order to take this Edge you must have one of the Veteran Mage Edges, and either a Veteran Priest or a Veteran Shaman Edge. Gain a Heroic Mage, Heroic Priest or Heroic Shaman Edge of your choice; you must meet its requirements, but it doesn't count towards your normal limit of one Spellcaster Edge per rank.

Natural Casting

Requirements: Novice, Novice Shaman

You are able to cast spells that require gestures and incantations while shapechanged into the form of an animal, using growls, claw gestures, etc.

Nature Bond

Requirements: Novice, Beast Bond, Novice Animist, Knowledge (Nature) d8

You have strengthened your bond with Mother Nature. Select one of the following Spheres when this Edge is taken: Air, Beast, Earth, Fire, Plant or Water. You automatically add the Sphere spells to your list of known spells. If this would result in you knowing a particular spell twice, you may instead choose a different spell of the same rank.

Rebuke Undead

Requirements: Novice, Priest or Unholy Champion

You gain the ability to rebuke undead a number of times per day equal to half your Spirit. This is a normal action with a range of 12", and affects a number of undead equal to 3 times your Cleric or Champion caster rank, with the closest undead being rebuked first. Those affected must make a Spirit roll, on a failure they are immediately Shaken, and fall under your control if your caster rank exceeds their rank (you can control a maximum number of ranks worth of undead equal to half your Spirit). Issuing a command to an undead you control is a normal action, while voluntarily relinquishing control of one or more undead is a free action.

This Edge also grants you the ability to convert a prepared spell into a Cause Wounds spell of the same rank, as a free action.

Note that a Cleric with the Holy ability cannot take this Edge, nor can any character take both Rebuke Undead and Turn Undead.

Silent Casting

Requirements: Novice, any Spellcaster Edge

You've learned to form the words of your spells within your mind, rather than speaking them out loud. You no longer need to speak incantations when casting spells.

Spell Focus

Requirements: Novice, any Spellcaster Edge

You have learned to focus your mind when casting spells, making them difficult to resist. Choose one school of magic when this Edge is taken: Attempts to resist any spells you cast from the chosen school always incur a -1 penalty to the roll.

This Edge can be taken multiple times, but must be applied to a different school each time.

Spell Focus, Improved

Requirements: Veteran, Spell Focus

Your spells are now even more difficult to resist. When you take this Edge, choose a school of magic for which you already have Spell Focus: Attempts to resist any spells you cast from the chosen school now incur a -2 penalty to the roll.

This Edge can be taken multiple times, but must be applied to a different school each time.

Spell Mastery

Requirements: Novice, Novice Wizard, Knowledge (Arcana) d8

You have spent a considerable amount of time researching spells and increasing your repertoire, and are even able to prepare some of your spells from memory without the need for a spellbook.

Add a number of extra spells to your spellbook equal to your Smarts. These spells can be of any rank you are capable of casting.

Select a number of spells from your spellbook equal to your Smarts. You can prepare these spells from memory without your spellbook. Whenever you increase your Wizard caster rank, you may change up to half of these spells if you wish.

Both of these benefits are retroactive if you later increase your Smarts.

Spell Penetration

Requirements: Seasoned, any Spellcaster Edge

Your potent spells are able to penetrate magical defenses with ease. Whenever someone attempts to resist your spells using Magic Resistance, reduce their Magic Resistance by 2; if this would take it below 1, their Magic Resistance provides them with no protection from your spells. Your offensive spells also gain AP 2 against Magic Resistance armor.

Spell Penetration, Improved

Requirements: Heroic, Spell Penetration

Your spells have become increasingly potent as you've grown in power. Anyone attempting to resist your spells now has their Magic Resistance reduced by 4; if this would take it below 1, their Magic Resistance provides them with no protection from your spells. Your offensive spells now receive AP 4 against Magic Resistance armor.

Turn Undead

Requirements: Novice, Priest or Holy Champion

You gain the ability to turn undead a number of times per day equal to half your Spirit. This is a normal action with a range of 12", and affects a number of undead equal to 3 times your Cleric or Champion caster rank, with the closest undead being turned first. Those affected must make a Spirit roll, on a failure they are immediately Panicked, and suffer a wound if your caster rank exceeds their rank.

This Edge also grants you the ability to convert a prepared spell into a Treat Wounds spell of the same rank, as a free action.

Note that a Priest with the Unholy ability cannot take this Edge, nor can any character take both Turn Undead and Rebuke Undead.

Voice of the Gods

Requirements: Novice, Strong Willed, Novice Oracle, Knowledge (Religion) d8

You are particularly devout, and some believe that your deity speaks through you. Select one of your Spheres when this Edge is taken: You automatically add its spells to your list of known spells. If this would result in you knowing a particular spell twice, you may instead choose a different spell of the same rank from your other Sphere.

METAMAGIC EDGES

These Edges allow spellcasters to modify or enhance their spells in certain ways. A Prepared Spellcaster must decide which Metamagic Edges they wish to apply when they are preparing their daily spells. A Spontaneous Spellcaster can decide when they cast their spells, but if they apply one or more Metamagic Edges then the spell must be cast as a full round action; if it normally requires a full round (or longer) to cast, the spell now requires an additional round.

Metamagic Edges only apply to spells, they do not apply to other magical abilities or magic items. You can apply multiple Metamagic Edges to each spell, but you cannot apply any Metamagic Edge more than once to the same spell.

If a Metamagic Edge requires a spell to be prepared or cast as if it were one rank higher, this only applies to actually preparing or casting the spell – any benefits that would normally be granted by a higher spell rank do not apply.

Energy Caster

Requirements: Novice, any Spellcaster Edge

Choose one of the five energy trappings (Acid, Cold, Electricity, Fire or Sonic) when you take this Edge. Whenever you prepare or cast a spell with an energy trapping, you can change it to your chosen energy type.

This Edge can be taken multiple times, once for each of the five energy trappings.

Expanded Caster

Requirements: Novice, any Spellcaster Edge

Whenever you prepare or cast a spell that uses a Burst or Cone Template, you may increase the size of the Template by one step, although this also requires the spell to be prepared or cast as if it were one rank higher.

Extended Caster

Requirements: Novice, any Spellcaster Edge

Whenever you prepare or cast a spell with a duration other than Instant, Permanent or Maintained, you may double the duration, although this also requires the spell to be prepared or cast as if it were one rank higher.

Merciful Caster

Requirements: Novice, any Spellcaster Edge

Whenever you prepare or cast a spell that inflicts damage, you have the option of making the damage nonlethal.

Potent Caster

Requirements: Novice, any Spellcaster Edge

Whenever you prepare or cast a spell that inflicts damage, you may increase the damage dice by +1 die step each, although this also requires the spell to be prepared or cast as if it were one rank higher.

Ranged Caster

Requirements: Novice, any Spellcaster Edge

Whenever you prepare or cast a spell with a Ranged trapping, you may double the range, although this also requires the spell to be prepared or cast as if it were one rank higher.

Selective Caster

Requirements: Novice, any Spellcaster Edge

Whenever you prepare or cast a spell with an Instant duration that fills a Burst or Cone Template, you may exclude a maximum number of creatures equal to half your Smarts from being affected, although this also requires the spell to be prepared or cast as if it were one rank higher.

NEW RULES

ANIMATED MINIONS

The Animate Objects and Animate Plants spells allow you to animate one or more objects or plants for a short period of time. You can animate and control a number of ranks worth of objects or plants equal to your caster rank with each casting. For example a spellcaster with Veteran caster rank could animate and control 3 Novice objects, or 1 Novice and 1 Seasoned object, or 1 Veteran object, for each casting of Animate Objects. The basic stat blocks are as follows:

Animated Object

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength d6, Vigor d6

Skills: Combat skills d4, Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 5

- **Natural Weapons:** Str+d4.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Immunities:** Sleep, paralysis, aging, bleeding, and spells with a Death, Draining or Healing trapping.
- **Cannot Heal:** Cannot heal or be healed, must be repaired.

Animated Plant

Rank: Novice

Attributes: Agility d6, Smarts d4 (M), Spirit d4, Strength d6, Vigor d6

Skills: Combat skills d4, Notice d6

Pace: 6; **Parry:** 4; **Toughness:** 5

- **Natural Weapons:** Str+d4.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Plant:** +2 to recover from Shaken, ignore wound modifiers, poison, and extra damage from called shots.
- **Immunities:** Sleep, paralysis, polymorph, aging, and bleeding.

Creating Animated Minions

Each object or plant also has 2 racial ability points, which should be assigned to abilities appropriate to the object or plant in question – for example an animated rug might have Engulf, while an animated rose bush might have Thorns, and so on. The following abilities are given as examples, other racial abilities can also be used at the GM's discretion:

Sneaky (+1): Stealth d6

Climber (+1): Climb d6

Swimmer (+1): Swimming d6

Reinforced (+1): Gain +1 natural armor (stackable)

Dangerous (+2): Natural weapons now inflict Str+d6 damage, with AP 1 (if sharp) or AP 2 vs rigid (if bludgeoning)

Fast (+1): Pace +1 and running die +1 (stackable)

Big (+1): Strength increases by +2 die steps, +2 Toughness, -1 to attack rolls, foes gain +1 to hit them (stackable)

Small (+1): Strength becomes d4, -2 Toughness, +1 to attack, foes suffer -1 to hit

Grab (+2): If you hit with a raise, opponent is pinned, and requires a raise on an opposed Strength roll to escape.

Engulf (+2): Pin creatures you move over, as long as you don't make any other attacks the same round. Victims can evade with an Agility roll, and require a raise on an opposed Strength roll to escape.

Glider (+1): Can fly at base Pace, but cannot gain altitude, and always lose 1" of altitude at the end of movement.

Thorns (+2): Anyone hitting this minion with a non-reach melee weapon automatically suffers 2d4 damage.

Slippery (+1): +2 to resist and escape from grapple, constrict, Entangle, and other forms of confinement.

Slow (-1): Pace -1 and running die -1 (stackable).

You can put more effort into animating fewer objects if you wish. Each rank improvement to an existing object increases all of its combat skills by +1 die step, and grants it an additional 2 points of racial abilities – but this reduces the number of objects you can animate by one.

CASTING

Each spell includes a "Casting" entry, which lists one or more of the following casting conditions:

Gestures: You must have at least one hand free for making precise gestures. If your hands are bound, or are both holding something (other the focus or components), then you cannot cast this spell. If the spell also requires a focus or components, then its assumed you're gesturing with those items rather than with your fingers, so you can still use your other hand for other activities.

Incantation: You must be able to speak in a clear voice, loud enough that others can hear you. If you're gagged, or in an area of magical silence, you cannot cast this spell.

Focus: You must channel the spell through a special item; a focus is not consumed, it can be reused. For priests and shamans the focus is typically their holy symbol, while mages tend to use a focus specific to each spell. If no specific gold piece cost is listed, the price of the focus is considered negligible.

Components: You must channel the spell through a special item; these components are consumed by the spell. If no specific gold piece cost is listed, the price of the components is considered negligible.

Benny: This spell requires a benny to cast (the spell description will elaborate if necessary).

If a spell is listed as "either focus or components" then Priests and Shamans require their holy symbol as a focus, while Mages require consumable components.

Foci and components without a listed cost can generally be hand waved, rather than being individually tracked; assume the character has what they need unless they've been stripped of their equipment for some reason. However the player should still be encouraged to roleplaying the use of appropriate props.

CONCENTRATION

Spellcasting rolls do not suffer from the "unstable platform" penalty, however they do instead suffer a "concentration" penalty.

A character who wishes to cast a spell while being forcefully jostled about (such as when riding a galloping horse, standing on the deck of a ship during a storm, etc.) suffers a -1 concentration penalty to their spellcasting rolls. If the character is being actively grappled, constricted by a snake, death rolled by a crocodile, etc., the concentration penalty increases to -2.

Distraction

Whenever a character is distracted while casting a spell, such as being interrupted by a foe who was on Hold, they must make a distraction roll: on a failure, their spell automatically fails. A character who has one or more active spells with a Maintained trapping must also make a distraction roll whenever they are distracted: on a failure they drop all of their Maintained spells.

There are three types of distraction roll, all of which use Smarts. Should more than one apply to a particular situation, use whichever has the highest penalty:

1. If the caster receives damage (even if the damage roll doesn't meet or exceed their Toughness) they must make a distraction roll to maintain their concentration, with a -1 penalty to the roll for each success and raise on the damage roll. This penalty applies even if the damage is Soaked.
2. If the caster is beaten with a Grapple, Push, Trick, Test of Will, or other distracting maneuver, they must make a distraction roll to maintain their concentration, with a -2 penalty if they were beaten with a raise.
3. If the caster is affected by a spell or any other effect that causes them to become Dazzled, Entangled, Fatigued, Prone, Shaken, or some other distracting condition, they must make a distraction roll to maintain their concentration, with a -2 penalty if the spell was cast with a raise.

Dropping Maintained Spells

Spells with a Maintained trapping require concentration to keep active, and can be automatically dropped as a free action.

If a Maintained spell has a duration of "Unlimited, then..." followed by another duration, the spell doesn't end when dropped or if you move beyond the range, instead the second duration will automatically start counting down.

CONDITIONS

There are two new conditions that characters can suffer from – Dazed and Confused.

Dazed

A Dazed character automatically becomes Shaken, and the Dazed condition remains until they are no longer Shaken. The character's Pace is halved while Dazed, and if they recover from Shaken with a Spirit roll, they cannot act the same turn unless they succeed with a raise (or spend a benny).

Confused

A Confused character consults their action card at the beginning of each round to determine what they can do:

Joker: You are no longer Confused, and may act normally from now on.

Spades: You are able to act normally this round. You may also spend a benny to remove the Confused condition, as if you had drawn a Joker.

Hearts: You babble incoherently as a free action, and cannot use any skills, Edges or maneuvers that require concentration or speech for the remainder of the round, although you may still perform physical attacks and simple actions that don't require a trait roll.

Diamonds: You attempt to move d10" in a random direction; if you can't move that far with your normal movement, you must also perform a run action, and if it's still too far (or you hit a solid object) you fall Prone after moving as far as you can. You may act normally after moving (although if you ran, you will suffer the standard multi-action penalty).

Clubs: You perform a physical attack against a random adjacent target at the beginning of your turn. If no targets are available, you become Shaken instead.

EXTRAPLANAR MINIONS

The Summon Ally and Summon Creature spells allow you to summon minions from other planes of existence (i.e., those with the Extraplanar ability).

As well as summoning creatures that already have the Extraplanar ability listed explicitly in their stats, you can also summon animals native to the higher and lower planes: use the stats for a mundane (non-Extraplanar) creature, and apply the specified abilities to make them either celestial or infernal.

Celestial Creatures

Celestial creatures come from the higher planes, they appear as physically impressive specimens with a metallic hue to their skin or fur. Celestial creatures gain the following abilities:

- **Darkvision:** No vision penalties for darkness (range 12").
- **Energy Resistance:** –rank damage from acid, cold and electricity.
- **Physical Resistance:** –rank damage from physical attacks, except those caused by magical weapons.
- **Magic Resistance:** +rank to resist magic, and +rank armor against offensive magic.
- **Sentient:** Smarts is never followed by (A).
- **Magical:** Natural weapons are considered magical for overcoming Physical Resistance.
- **Holy:** Affected by powers and abilities that work on good creatures.
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

Infernal Creatures

Infernal creatures come from the lower planes, they appear particularly ferocious and often have horns (or particularly large horns, if the creature type normally has horns). Infernal creatures gain the following abilities:

- **Darkvision:** No vision penalties for darkness (range 12").
- **Energy Resistance:** –rank damage from cold and fire.
- **Physical Resistance:** –rank damage from physical attacks, except those caused by magical weapons.
- **Magic Resistance:** +rank to resist magic, and +rank armor against offensive magic.
- **Sentient:** Smarts is never followed by (A).
- **Magical:** Natural weapons are considered magical for overcoming Physical Resistance.
- **Unholy:** Affected by powers and abilities that work on evil creatures.
- **Extraplanar:** Not native to the material plane, and can be targeted by Banish.

EYE SPIES

These magical constructs are created with the Eye Spy and Improved Eye Spy spells.

Eye Spy

The Eye Spy looks like a semi-transparent white orb approximately twice the radius of a human eyeball. It can see in all directions, but only up to a distance of 24".

Attributes: Agility d12, Smarts d4 (M), Spirit d6, Strength d4, Vigor d4

Skills: Notice d8, Stealth d8

Charisma: –; **Pace:** –; **Parry:** 2; **Toughness:** 1

Hindrances: Small (M)

Edges: Alertness

Tactics: No melee attacks

Special Abilities

- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Flight:** Flying Pace of 6" and Climb 3.
- **Immunity:** Gang Up bonuses.
- **Size –2:** Reduces Toughness by –2.
- **Small:** +2 to attack medium-sized foes, they receive –2 to their attacks.

Improved Eye Spy

The Improved Eye Spy looks like a semi-transparent white orb approximately twice the radius of a human eyeball. It can see in all directions, but only up to a distance of 24".

Attributes: Agility d12, Smarts d4 (M), Spirit d6, Strength d4, Vigor d4

Skills: Notice d12, Stealth d12

Charisma: –; **Pace:** –; **Parry:** 2; **Toughness:** 1

Hindrances: Small (M)

Edges: Alertness

Tactics: No melee attacks

Special Abilities

- **Truevision:** Can see through illusions, shapechanging, invisibility, etc.
- **Darkvision:** No vision penalties for darkness (range 24").
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Construct:** +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Flight:** Flying Pace of 6" and Climb 3.
- **Immunity:** Gang Up bonuses.
- **Size –2:** Reduces Toughness by –2.
- **Small:** +2 to attack medium-sized foes, they receive –2 to their attacks.

FAMILIARS

The following animals are available to characters who take the Familiar Bond Edge. The animal must be chosen when the Edge is first taken, and it advances using the rules for allies as if it were an Extra. Familiars cannot learn combat skills.

Other animals may also be taken at the GM's discretion, but familiars should always be Small and are always unskilled in their combat skills.

Bat

Bats are small mammals with webbed wings that are capable of sustained flight.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d4, Vigor d4

Skills: Notice d12

Charisma: –; **Pace:** 1; **Parry:** 2; **Toughness:** 2

Special Abilities

- **Bite:** Str.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Blindsense:** Can sense and approximately pinpoint things within 4", attacks using blindsense are made at –2.
- **Flight:** Flying Pace of 8" and Climb 2.
- **Size –2:** Reduces Toughness by –2.
- **Small:** +2 to attack medium-sized foes, they receive –2 to their attacks.
- **Boon:** The master of this familiar receives a +1 bonus to listening-based Notice rolls.

Cat

Cats are small furry mammals with flexible bodies, fast reflexes, and retractable claws.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d4

Skills: Climbing d6, Tracking d6, Notice d6, Stealth d12

Charisma: –; **Pace:** 6; **Parry:** 2; **Toughness:** 2

Special Abilities

- **Bite/Claws:** Str.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are at –2.
- **Size –2:** Reduces Toughness by –2.
- **Small:** +2 to attack medium-sized foes, they receive –2 to their attacks.
- **Boon:** The master of this familiar receives a +1 bonus to Stealth rolls when trying to move quietly.



Hawk

Hawks are hunting birds with exceptional vision.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d4, Vigor d6

Skills: Notice d12

Charisma: –; **Pace:** 2; **Parry:** 2; **Toughness:** 3

Special Abilities

- **Talons:** Str.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Flight:** Flying Pace of 12" and Climb 0.
- **Size –2:** Reduces Toughness by –2.
- **Small:** +2 to attack medium-sized foes, they receive –2 to their attacks.
- **Boon:** The master of this familiar receives a +1 bonus to sight-based Notice rolls in good lighting.

Lizard

Lizards are scaled reptiles that come in a variety of shapes and sizes.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4

Skills: Climbing d10, Notice d4, Stealth d12

Charisma: –; **Pace:** 4; **Parry:** 2; **Toughness:** 2

Special Abilities

- **Bite:** Str.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".
- **Size –2:** Reduces Toughness by –2.
- **Small:** +2 to attack medium-sized foes, they receive –2 to their attacks.
- **Boon:** The master of this familiar receives a +1 bonus to Climbing rolls.

Owl

Owls are nocturnal birds of prey.

Attributes: Agility d10, Smarts d6 (A), Spirit d8, Strength d4, Vigor d6

Skills: Notice d10, Stealth d12

Charisma: –; **Pace:** 2; **Parry:** 2; **Toughness:** 3

Special Abilities

- **Talons:** Str.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Flight:** Flying Pace of 12" and Climb 0.
- **Size –2:** Reduces Toughness by –2.
- **Small:** +2 to attack medium-sized foes, they receive –2 to their attacks.
- **Boon:** The master of this familiar receives a +1 bonus to sight-based Notice rolls in dim or dark lighting.

Rat

Rats are medium-sized long-tailed rodents with a keen sense of smell.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6

Skills: Climbing d10, Tracking d4, Swimming d10, Notice d4, Stealth d12

Charisma: –; **Pace:** 3; **Parry:** 2; **Toughness:** 3

Special Abilities

- **Bite:** Str.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at –2.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 3".
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Size –2:** Reduces Toughness by –2.
- **Small:** +2 to attack medium-sized foes, they receive –2 to their attacks.
- **Boon:** The master of this familiar receives a +1 bonus to Vigor rolls when resisting Hazards.

Raven

Ravens are intelligent birds capable of imitating human speech.

Attributes: Agility d8, Smarts d6 (A), Spirit d8, Strength d4, Vigor d4

Skills: Notice d6

Charisma: –; **Pace:** 2; **Parry:** 2; **Toughness:** 2

Special Abilities

- **Bite:** Str.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Flight:** Flying Pace of 8" and Climb 0.
- **Size –2:** Reduces Toughness by –2.
- **Small:** +2 to attack medium-sized foes, they receive –2 to their attacks.
- **Boon:** This familiar is able to speak one language of its master's choice.

Toad

Toads are amphibians with short legs and dry, leathery skin.

Attributes: Agility d6, Smarts d4 (A), Spirit d8, Strength d4, Vigor d4

Skills: Tracking d6, Swimming d6, Notice d6, Stealth d12+2

Charisma: -; **Pace:** 1; **Parry:** 2; **Toughness:** 2
Special Abilities

- **Slam:** Str.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are at -2.
- **Amphibious:** Swimming Pace of 6", and cannot drown, but can also breathe air and survive indefinitely on land.
- **Size -2:** Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **Boon:** The master of this familiar receives a +1 bonus to Soak rolls.

Viper

Vipers are small venomous snakes with long, hollow fangs.

Attributes: Agility d10, Smarts d4 (A), Spirit d6, Strength d4, Vigor d4

Skills: Climbing d10, Tracking d8, Swimming d10, Notice d8, Stealth d12

Charisma: -; **Pace:** 4; **Parry:** 2; **Toughness:** 2
Special Abilities

- **Bite:** Str; Poison.
- **Infravision:** Halve penalties for bad lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are made at -2.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".
- **Natural Swimmer:** Swimming Pace of 5", and +2 to resist drowning.
- **Poison:** Bite inflicts poison if foe is Shaken or wounded.
- **Size -2:** Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **Boon:** The master of this familiar receives a +1 bonus to Persuasion rolls when attempting to tell a convincing lie.

Weasel

Weasels are long, slender mammals with short legs.

Attributes: Agility d8, Smarts d6 (A), Spirit d6, Strength d4, Vigor d6

Skills: Climbing d10, Tracking d4, Notice d4, Stealth d12

Charisma: -; **Pace:** 4; **Parry:** 2; **Toughness:** 3
Special Abilities

- **Bite:** Str; Attach.
- **Low Light Vision:** No penalties for dim or dark lighting.
- **Scent:** Can navigate, track and detect creatures by scent (range 6", halved for upwind and doubled for downwind, doubled again for very strong scents). Only adjacent creatures can be pinpointed accurately, and attacks made using scent are at -2.
- **Attach:** Attach yourself to opponent on a raise, automatically inflict Str+d6 damage each round after that, victim require a raise on an opposed Strength roll to pull you off.
- **Wall Walker:** Can automatically move across vertical or inverted surfaces with Pace 4".
- **Size -2:** Reduces Toughness by -2.
- **Small:** +2 to attack medium-sized foes, they receive -2 to their attacks.
- **Boon:** The master of this familiar receives a +1 bonus to Agility rolls when attempting to resist or avoid an effect.

MAGIC RESISTANCE

Magic Resistance is handled as an opposed roll against the spellcasting roll used to cast the spell. If you already attempted to resist the spell and failed, add your Magic Resistance to your roll and resolve it as if it were an opposed roll (i.e., you don't roll twice to resist each spell, only once) – if that turns your failure into a success, the spell was blocked by your Magic Resistance.

If a spell doesn't normally allow you to make a roll to resist, you can instead make an opposed Spirit roll, and add your Magic Resistance to the result.

Magic Resistance is also automatically subtracted from any damage caused by spells with a Direct trapping.

Creatures with Magic Resistance can voluntarily lower it until the beginning of their next turn, as a normal action.



MAGIC ARMS AND ARMOR

Certain spells provide temporary enchantments to weapons, shields and armor. The enchantments are divided into two categories: standard and special.

Standard Enchantments

These enchantments are represented with specific bonuses depending on the type of item and the strength of the enchantment, and cannot exceed +5.

Weapons

- +1 Weapon Ability:** +1 damage on a raise.
- +2 Weapon Ability:** +1 damage.
- +3 Weapon Ability:** +1 to attack rolls.
- +4 Weapon Ability:** +1 to attack rolls, and +1 damage if you hit with a raise.
- +5 Weapon Ability:** +1 to attack rolls and +1 damage.

Ammunition

Ammunition can also be given a Standard Enchantment, which is treated as a Weapon Ability, except that it doesn't stack with any enchantments on the weapon itself; if you shoot enchanted arrows from an enchanted bow, only the highest Weapon Ability is used.

Shields

- +1 Shield Ability:** +1 armor against ranged attacks that hit the shield.
- +2 Shield Ability:** +2 armor against ranged attacks that hit the shield.
- +3 Shield Ability:** +1 Parry.
- +4 Shield Ability:** +1 Parry, and +1 armor against ranged attacks that hit the shield.
- +5 Shield Ability:** +1 Parry, and +2 armor against ranged attacks that hit the shield.

Armor

- +1 Armor Ability:** +1 armor, reduced to +0 if hit with a raise.
- +2 Armor Ability:** +1 armor.
- +3 Armor Ability:** +2 armor, reduced to +1 if hit with a raise.
- +4 Armor Ability:** +2 armor.
- +5 Armor Ability:** +3 armor, reduced to +2 if hit with a raise.

Special Enchantments

These enchantments provide a number of unique magical abilities, depending on the type of item.

Weapons

These enchantments cannot be placed upon ammunition, but ranged weapons will automatically confer their Special Enchantments on ammunition they use. Weapon enchantments can also be placed on shields and gauntlets.

Animated (+4): As a normal action you can release this weapon from your hand, causing it to float beside you and fight your enemies. This is resolved as if you had a free attack at -2 each round; this must be a normal attack. You can grasp the weapon in your hand again as a free action, deactivating its Animated power. You can only activate one Animated weapon at any one time, and if you draw Clubs for initiative while the weapon is already active, it will automatically return to your hand at the end of your turn.

Bane (+1): This weapon is designed to kill a specific type of foe, such as humans, elves, dragons, etc., chosen when the weapon was forged. It inflicts +2 damage to creatures of the chosen type.

Brilliant Energy (+4): The striking part of this weapon has been transformed into intense light, causing it to illuminate an area the size of a Large Burst Template when drawn. This weapon ignores armor, as well as Parry bonuses from shields and weapons, but can only harm living matter; it inflicts no damage to undead, constructs, or inanimate objects.

Chaotic (+2): This weapon has been infused with the power of chaos. It counts as Chaotic for the purposes of Physical Resistance, and also inflicts +2 damage to creatures with the Lawful ability.

Defending (+1): The wielder of this melee weapon can use the Defend maneuver as a normal action if they wish, allowing them to perform other actions on the same turn.

Disruption (+2): This weapon inflicts +2 damage to undead, and if they are incapacitated by the attack they are automatically destroyed.

Distance (+1): This ranged weapon has its base range increased by +1/+2/+4 (missile weapons that use Shooting typically have their base range doubled, or tripled if they require both hands to use, see **Savage Armoury** for details).

Flame (+1): This weapon bursts into flames on command as a free action. While flaming, the weapon illuminates an area the size of a Medium Burst Template, and any flammable targets struck by the weapon must roll to see if they catch fire. The damage caused by this weapon can be treated as either physical or fire, whichever is most effective against a particular foe.

Flame Burst (+2): This weapon works like a Flame weapon, except that when it hits with a raise it also explodes with flame, inflicting +2 fire damage.

Frost (+1): This weapon becomes coated in frost on command as a free action. While frosty, the weapon gains AP 1. The damage caused by this weapon can be treated as either physical or cold, whichever is most effective against a particular foe.

Frost Burst (+2): This weapon works like a Frost weapon, except that when it hits with a raise it also explodes with frost, inflicting +2 cold damage.

Holy (+2): This weapon has been infused with holy power. It counts as Holy for the purposes of Physical Resistance, and also inflicts +2 damage to creatures with the Unholy ability.

Keen (+1/+2): This piercing or slashing weapon is particularly sharp. If it hits with two or more raises, it inflicts a further +2 or +d6 damage (on top of the standard +d6 damage for a single raise).

Lawful (+2): This weapon has been infused with the power of law. It counts as Lawful for the purposes of Physical Resistance, and also inflicts +2 damage to creatures with the Chaotic ability.

Merciful (+1): This weapon can be used to inflict nonlethal damage without incurring a penalty to the attack roll.

Mighty Cleave (+1): If the wielder of this weapon has the Cleaving Blow Edge, they can now use it twice per round, although not on the same foe.

Returning (+1): This throwing weapon can be summoned back your hand as an action, as long as it's within its maximum range. This is the same as readying a weapon, meaning that if you have Quick Draw you can summon the weapon back to your hand as a free action.

Seeking (+1): This ranged weapon can ignore up to 1 point of attack penalty from cover or concealment (but not both at the same time).

Shock (+1): This weapon becomes wreathed in electricity on command as a free action. While electrified, the weapon illuminates an area the size of a Small Burst Template, and gains AP 1 against metal armor. The damage caused by this weapon can be treated as either physical or electricity, whichever is most effective against a particular foe.

Shock Burst (+2): This weapon works like a Shock weapon, except that when it hits with a raise it also explodes with lightning, inflicting +2 electricity damage.

Spectral (+1): This weapon is capable of harming both ethereal and non-ethereal creatures. It can also be picked up and wielded by ethereal creatures.

Speed (+3): This weapon allows you to make an additional attack when using it to perform an attack action. When you use this ability, roll an extra Fighting die with your attack roll, and apply a -1 penalty to all of your attacks for the turn.

Spell Storing (+1): This weapon can store a single Cantrip, Novice or Seasoned spell, which must be cast into it with a successful spellcasting roll. Whenever the wielder strikes a foe with a raise, they may choose to discharge the spell at the foe as a free action instead of adding the bonus damage for a raise. The wielder uses Spirit for their spellcasting roll when discharging the spell; if they roll 1 on their Spirit die, they become Shaken.

Thundering (+1): Whenever this weapon hits with a raise, it releases a thundering roar, inflicting +2 sonic damage. This sound can be heard from quite a long distance away. Creatures incapacitated by this damage always suffer deafness instead of rolling for a random injury.

Throwing (+1): This melee weapon can now be thrown with a range of 3/6/12, and no longer counts as an Improvised Weapon when thrown.

Unholy (+2): This weapon has been infused with unholy power. It counts as Unholy for the purposes of Physical Resistance, and also inflicts +2 damage to creatures with the Holy ability.

Vicious (+1): This melee weapon inflicts +2 damage, but it also inflicts half as much damage to the wielder (rounded down) as it does to the victim – e.g., if you hit someone for 15 damage, you also suffer 7 damage yourself.

Vorpal (+5): This exceedingly sharp weapon inflicts +d6 damage die for every raise on the

attack roll (rather than just the first raise). If you incapacitate a foe with a vorpal weapon, they are automatically decapitated.

Wounding (+2): This weapon causes particular horrible wounds; Soak rolls against damage inflicted by this weapon suffer a -2 penalty. Creatures who don't suffer additional damage from Called Shots (such as undead and constructs) are not affected by this weapon.

Shields and Armor

Animated (+2): As a normal action you can release this shield from your hand, causing it to float beside you and protect you as if you were holding it. This is treated as if you were holding the shield for all purposes (including Arcane Spell Failure), except that you can use your hand for other things. You can grasp the shield again at any time as a free action, and cannot activate more than one Animated shield at a time.

Arrow Attraction (+1): This shield can be activated as a normal action and deactivated as a free action. While active it attracts arrows, thrown weapons, and other ranged attacks, causing them to veer unerringly towards it. Any ranged attacks made against targets adjacent to you are automatically diverted towards you instead. All ranged attacks against you receive a +1 bonus to hit, but don't inflict any additional damage for Called Shots or raises, as they invariably strike the center of your shield. This ability does not work against spells or area-effect attacks, nor against particularly large attacks such as siege weapons.

Arrow Deflection (+2): This shield can be used once per round to deflect a ranged attack that would normally hit you, as long as you are aware of it; make an opposed Agility roll against the attack roll, if you win then the attack is deflected. This ability does not work against spells or area-effect attacks, nor against particularly large attacks such as siege weapons.

Bashing (+1): This shield inflicts +1 damage when used to make a Shield Bash maneuver.

Blinding (+1): You can cause this shield to flash with brilliant light up to twice per day as a normal action, filling an area the size of a Large Burst Template centered on the character. Everyone within the area (other than the character) must make an Agility roll or become Dazed; if a target rolls 1 on their Agility die (or rolls a critical failure if they're a Wild Card) they are also blinded until they recover from being Dazed.

Energy Resistant (+1/+2): This armor or shield grants Energy Resistance 2 or 4 against one type of energy (acid, cold, electricity, fire, or sonic), chosen when the armor or shield is enchanted.

Etherealness (+3): This armor allows you to shift to the ethereal plane once per day as a normal action, as if you had successfully cast Ethereal Shift, except that the duration is unlimited. You can return to the material plane as a normal action.

Fortified (+1/+2): This armor or shield produces a magical force which protects the vitals. Additional damage caused by Called Shots is reduced by 2 or 4.

Glamour (+1): This armor can take on the illusionary appearance of a normal set of clothing, although it still retains its normal weight and provides its normal protection. The illusionary appearance is always the same, but remains active as long as the wearer wishes; switching the illusion on or off is a normal action.

Invulnerability (+3): This armor increases the wearer's Vigor by +1 die step.

Magic Resistant (+2/+4): This armor or shield grants the wearer +1 or +2 Magic Resistance.

Reflecting (+5): This shield can be used once per day to reflect a spell that targets you personally (i.e., it doesn't work against area effect spells). Make a standard (TN 4) Spirit roll, with a -2 penalty if the spell was cast with a raise: on a failure you are affected by the spell, while on a success the spell is reflected back on the caster.

Shadowy (+1/+2): This armor grants you a +1 or +2 Competence bonus to Stealth rolls when attempting to move silently or remain unseen.

Slick (+1): This armor grants you a +2 bonus to resist and escape from grapple, constrict, Entangle, and other forms of confinement.

Spectral (+3): This armor or shield protects against both ethereal and non-ethereal creatures. It can also be picked up and used by ethereal creatures.

Undead Controlling (+3): This armor or shield grants the wearer the ability to cast Dominate Undead once a day, using Spirit for the spellcasting roll and their actual rank as the caster rank.

Wild (+3): This armor or shield continues to provide its armor and Parry bonuses to the wearer while they are affected by the Wild Shape spell.

MINOR UNDEAD

The Create Minor Undead spell allows you to animate one or more corpses as either skeletons or zombies. You can animate and control a number of ranks worth of undead equal to your caster rank. For example a spellcaster with Veteran caster rank could animate and control 3 Novice undead, or 1 Novice and 1 Seasoned undead, or 1 Veteran undead.

Most skeletons and zombies are created from human corpses, and have the following stats:

Skeleton

Rank: Novice

Attributes: Agility d8, Smarts d4 (M), Spirit d4, Strength d6, Vigor d6

Skills: Fighting d4, Notice d4

Pace: 6; **Parry:** 4; **Toughness:** 7

Special Abilities

- **Claw:** Str+d4.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Immunities:** Cold, sleep, paralysis, aging, bleeding, and spells with a Death or Draining trapping.
- **Physical Resistance:** -2 damage from physical attacks, except those caused by bludgeoning weapons.

Zombie

Rank: Novice

Attributes: Agility d4, Smarts d4 (M), Spirit d4, Strength d8, Vigor d8

Skills: Fighting d4, Notice d4

Pace: 4 (run d4); **Parry:** 5; **Toughness:** 8

Special Abilities

- **Slam:** Str+d4.
- **Darkvision:** No vision penalties for darkness (range 12").
- **Mindless:** Immune to mind-affecting magic.
- **Fearless:** Immune to fear and Intimidation.
- **Undead:** +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.
- **Immunities:** Sleep, paralysis, aging, bleeding, and spells with a Death or Draining trapping.
- **Physical Resistance:** -2 damage from physical attacks, except those caused by slashing weapons.

- **Slow:** Cannot perform more than one normal action per round, or use maneuvers that grant multiple attacks.

Creating Undead

Skeletons and zombies both use the attributes of an average member of their race, not the attributes they had in life. They lose their skills, Edges and most Hindrances (although a zombie can still be Obese, a skeleton might still have One Arm, etc.), and their Smarts and Spirit are both reduced to d4.

However they receive Notice d4, and gain combat skills (Fighting, Evading, Shooting and Throwing) based on their rank (not the caster's rank, but the rank of the creature itself): d4 for Novice, d6 for Seasoned, d8 for Veteran, d10 for Heroic and d12 for Legendary undead.

Use the **Monster Finder** to obtain the stats for the base creature, and adjust them as necessary.

Both skeletons and zombies apply the following changes:

No Will: Spirit becomes d4.

Mindless: Smarts becomes d4 (M). Immune to mind-affecting magic and Taunt.

Fearless: Immune to fear and Intimidation.

Darkvision: No vision penalties for darkness (range 12").

Undead: +2 Toughness, +2 to recover from Shaken, ignore wound modifiers, disease, poison, and extra damage from called shots.

Immunities: Sleep, paralysis, mind-affecting effects, aging, bleeding, and spells with a Death or Draining trapping.

Skeletons also gain the following abilities:

Agile: Increase Agility by +1 die step.

Immunities: Cold.

Physical Resistance: -2 damage from physical attacks, except those caused by bludgeoning weapons.

Skinless: Lose any natural armor the base creature may have had, can no longer use wings (if any) to fly.

Claws: Fingers are treated as bony claws that inflict Str+d4 damage (if no better natural weapons are available).

While zombies instead gain the following abilities:

Strong: Increase both Strength and Vigor by +1 die step.

Clumsy: Reduce Agility by 1 die step. If the creature has wings, its Climb for flying becomes -2.

Physical Resistance: -2 damage from physical attacks, except those caused by slashing weapons.

Slam: Treated as a natural weapon that inflicts Str+d4 damage (if no better natural weapons are available).

Shuffling: -2 Pace, and the running die is also reduced by 1 die step.

Slow: Cannot perform more than one normal action per round, or use maneuvers that grant multiple attacks.

Both skeletons and zombies are capable of using weapons if commanded, and their master may also provide them with armor.

MONEY

This supplement uses the **3.x** decimal currency: 1 platinum piece (pp) is worth 10 gold pieces (gp), or 100 silver pieces (sp), or 1000 copper pieces (cp). Each coin weighs around 9 grams; 50 coins weigh about 1 pound. The coins will usually be given more interesting names (such as dragons, crowns, florins and pennies), but those are setting and region specific.

If you prefer to use the standard **Savage Worlds** dollar prices, I recommend a conversion rate of \$1 to 1 silver piece.

RANKS

A character who earns 100+ experience points becomes Epic rank. This unlocks certain Edges, but has no other impact on the rules.

Many Edges and spells refer to ranks as if they were numeric values. Treat Novice as 1, Seasoned as 2, Veteran as 3, Heroic as 4, Legendary as 5, and Epic as 6. Cantrips are usually given a rank of 0 or ½, but this will be spelled out explicitly.

TRAPPINGS

Each spell may include a number of trappings, which are defined as follows.

Acid, Cold, Electricity, Fire and **Sonic** are all energy damage types. This is important to know when used against foes who have Energy Resistance or a special immunity or weakness.

Force cannot be resisted with Energy Resistance, although it can be blocked by other Force spells.

Chaotic, Holy, Lawful and **Unholy** are supernatural allegiances. Certain monsters (particularly those from other planes of existence) may have one or two of the allegiances as monstrous abilities, and are particularly susceptible to spells with an opposed trapping. Priests and Champions also have a supernatural allegiance.

Light and **Darkness** are fairly self-explanatory, but are listed as trappings because the two oppose each other.

Death spells automatically kill those they incapacitate, and make it very difficult to bring the victim back to life. They can be blocked with the Death Ward spell, and only affect living creatures.

Draining spells suck the life force from their victims, they only affect living creatures and can be blocked with the Death Ward spell.

Fear spells have no effect on creatures who are immune to fear, and the bonus from the Brave Edge also applies to resisting these spells.

Language spells do not affect creatures who cannot understand what you've said.

Mental spells do not affect mindless creatures.

Poison spells do not affect creatures who are immune to poison.

Creation spells create something from nothing. This trapping is mainly important for other spells.

Summoning spells temporarily summon the creature or object for the duration, returning it afterwards to its original state (i.e., if a summoned creature is killed, it reforms after the spell expires). This trapping is mainly important for other spells.

Healing spells heal in some way. This trapping is mainly important for other spells.

Scrying spells allow you to remotely view a particular location. This trapping is mainly important for other spells.

Competence, Enhancement, Insight, Luck and **Morale** all provide bonuses to specific traits or derived stats. They stack with each other, but not with other spells of the same bonus and trapping (e.g., a +1 damage Insight bonus stacks with a +1 damage Enhancement bonus, and a +1 damage Insight bonus combines with a +1 attack Insight bonus, but two +1 damage Insight bonuses do not stack with each other).

Resistance provides a bonus to opposed or Soak rolls, once again it doesn't stack with other spells of the same bonus and trapping.

Deflection and **Obscurement** each give foes a penalty to hit you. They stack with each other, but not with other spells of the same trapping (e.g., if you are affected by two spells with a Deflection trapping, attackers use the highest penalty, not both).

Perpetuate means the spell can be made permanent with Perpetual Spell.

Quicken means the spell can be cast faster by expending a benny. This trapping is important for Artificers.

Ranged means the spell has a local range, comparable with a ranged weapon. This trapping is important for Alchemists and characters with the Ranged Caster Edge.

Beneficial means the spell is generally considered beneficial, but unwilling creatures may still attempt to resist if they wish (using an opposed Spirit roll if no alternative is mentioned in the spell description).

Direct means the spell affects the target directly, and can therefore be resisted with Magic Resistance.



WIND SCALE

This approach is modelled on the Beaufort scale, and loosely extended based on the Saffir–Simpson hurricane wind scale. It is primarily intended for use with the Shape Weather and Shape Wind spells, but could also be used for general weather effects.

There are 15 categories of wind, as follows:

1. Calm: No noticeable wind. Smoke rises vertically, and the ocean is flat.

2. Light Air: Very light winds cause smoke to drift and create ripples on the surface of the ocean.

3. Light Breeze: The wind can be felt on the skin, and causes leaves to rustle and wind vanes to move. Small wavelets appear on the surface of the ocean.

4. Gentle Breeze: Leaves and small twigs are gently blown around, and flags flutter in the wind. Large wavelets appear on the surface of the ocean, cresting in scattered whitecaps.

5. Moderate Breeze: Small branches sway, loose paper and dust are blown around. Small waves with breaking crests appear on the surface of the ocean, cresting in frequent whitecaps. Ranged attacks suffer a -1 penalty. Listening-based Notice rolls suffer a -1 penalty. Boating rolls suffer a -1 penalty.

6. Fresh Breeze: Moderately sized branches and some small trees sway in the wind. Moderate waves appear on the surface of the ocean, with many whitecaps and a small amount of spray. Ranged attacks suffer a -2 penalty. Listening-based Notice rolls suffer a -1 penalty. Boating rolls suffer a -1 penalty.

7. Strong Breeze: Large branches sway in the wind, empty bins blow over, umbrellas become difficult to use. Long waves form on the surface of the ocean, with frequent white foam crests and some airborne spray. Ranged attacks suffer a -3 penalty. Listening-based Notice rolls suffer a -2 penalty. Boating rolls suffer a -2 penalty. Moving against the wind is at half Pace (minimum of 1).

8. Moderate Gale: Most trees sway in the wind, effort is needed to walk against the wind. The ocean heaps up, with foam blown in streaks and moderate amounts of airborne spray. Ranged attacks suffer a -4 penalty. Listening-based Notice rolls suffer a -2 penalty. Boating rolls suffer a -2

penalty. Moving against the wind is at quarter Pace (minimum of 1). Make a Strength roll each round or be knocked Prone.

9. Fresh Gale: Twigs are blown from trees, vehicles veer on the roads, and walking becomes very difficult. Moderate waves with breaking crests form on the ocean, with considerable airborne spray. Ranged attacks are impossible. Listening-based Notice rolls suffer a -3 penalty. Boating rolls suffer a -3 penalty. Moving against the wind is impossible. Make a Strength roll at -2 each round or be knocked Prone and moved 1d6" by the wind; if you hit something solid you become Shaken (this can cause a wound).

10. Strong Gale: Branches are broken from trees, and some small trees are blown over. High rolling waves with dense foam appear on the ocean, with large amounts of airborne spray that begin to reduce visibility. Ranged attacks are impossible. Listening-based Notice rolls suffer a -3 penalty. Boating rolls suffer a -3 penalty. Moving against the wind is impossible. Make a Strength roll at -4 each round or be knocked Prone and moved 2d6" by the wind; if you hit something solid you become Shaken (this can cause a wound).

11. Moderate Storm: Some moderately sized trees are broken or uprooted, minor structural damage may occur. Very high tumbling waves with overhanging crests appear on the ocean, with large amounts of airborne spray that reduce visibility. Ranged attacks are impossible. Listening-based Notice rolls suffer a -4 penalty. Boating rolls suffer a -4 penalty. You are automatically knocked Prone and moved 2d6" by the wind; if you hit something solid you become Shaken (this can cause a wound).

12. Violent Storm: Widespread damage to vegetation and weaker structures. Exceptionally high waves with very large patches of foam appear on the ocean, the airborne spray now severely reduces visibility. Ranged attacks are impossible. Listening-based Notice rolls suffer a -4 penalty. Boating rolls suffer a -4 penalty. You are automatically knocked Prone and moved 2d8" by the wind; if you hit something solid you become Shaken (this can cause a wound).

13. Moderate Hurricane: Numerous trees are broken or uprooted, unanchored structures may be blown over and many weaker structures suffer significant damage. Huge waves turn the ocean white with foam and spray, some coastal flooding may occur. Ranged attacks are impossible. Listening-based Notice rolls are impossible. Boating rolls suffer a -5 penalty. You are automatically

knocked Prone and moved 2d8" by the wind; if you hit something solid you become Shaken (this can cause a wound).

14. Strong Hurricane: Extensive damage to all roofs, windows and doors, many weaker structures are seriously damaged or even destroyed outright. Coastal flooding may be severe, and some inland flooding may also occur. Ranged attacks are impossible. Listening-based Notice rolls are impossible. Boating rolls suffer a -5 penalty. You are automatically knocked Prone and moved 2d10" by the wind; if you hit something solid you become Shaken (this can cause a wound).

15. Violent Hurricane: Heavy and irreparable damage to most buildings, with only a few remaining intact. Many coastal structures are flattened or washed away, nearly all trees are broken or uprooted, and major inland flooding may occur. Ranged attacks are impossible. Listening-based Notice rolls are impossible. Boating rolls suffer a -6 penalty. You are automatically knocked Prone and moved 2d10" by the wind; if you hit something solid you become Shaken (this can cause a wound).

Additional effects

Arbalests and firearms suffer ranged attack penalties as if the wind were one category lower, while siege weapons suffer ranged attack penalties as if the wind were two categories lower.

Small creatures suffer movement penalties as if the wind were one category higher, while Large, Huge and Gargantuan creatures suffer penalties as if the wind were one, two or three categories lower respectively.

Flying creatures suffer movement penalties as if the wind were one category higher, but are not knocked Prone.

Larger ships suffer Boating penalties as if the wind were one or two categories higher. Note that although Boating rolls are possible for all wind categories, that doesn't mean you can sail your ship through a hurricane without suffering damage, just that you can make the best of a bad situation. Sails obviously provide no benefit in a Calm wind.

Spells with a fog-based effect have their duration halved (rounded up) by a Moderate or Fresh Breeze. Their duration is reduced to 1 round by a Strong Breeze, and the spell effect is immediately dispersed by stronger winds.

SPELLS

Acid Bolt

School: Conjunction

Rank: Novice (Mage)

Casting: Gestures, incantation, focus and components

Range: 24/48/96

Duration: Instant

Trappings: Acid, Creation and Ranged

This spell shoots a bolt of concentrated acid at the target, inflicting 2d6 damage on a successful attack. If it hits with a raise, the Acid Bolt doesn't receive the normal +d6 damage bonus, instead it inflicts another 2d6 damage at the beginning of your following turn (unless the acid is somehow removed or neutralized).

Acid Cloud

School: Conjunction

Rank: Veteran (Mage) or Heroic (Water Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Smarts x 2

Duration: 3 rounds per caster rank

Trappings: Acid, Creation, Obscurement and Ranged

This spell fills a Medium Burst Template with a cloud of acidic fog so thick that it is treated as Difficult Ground, and anyone falling through it reduces their falling damage by one die. There is a -6 penalty for attacking someone within the fog, although the penalty is reduced to -2 if they are adjacent. When first cast, and at the beginning of your turn on each subsequent round, everyone within the fog must make a Vigor roll (at -2 if cast with a raise) or suffer 2d6 damage.

Acid Orb

School: Conjunction

Rank: Cantrip (Mage)

Casting: Gestures and incantation

Range: 6/12/24

Duration: Instant

Trappings: Acid, Creation and Ranged

This spell shoots an orb of concentrated acid at the target, inflicting 2d6 damage on a successful attack. If it hits with a raise, the attack doesn't receive the normal +d6 damage bonus, instead it inflicts another 2d6 damage at the beginning of your following turn (unless the acid is somehow removed or neutralized).

Adapt Device

School: Transmutation

Rank: Seasoned (Spellwright)

Casting: Gestures and components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Direct and Beneficial

This spell requires a full round to cast, and temporarily suppresses a single usage requirement from one magic item, such as a specific race, Attribute, Skill, Edge, etc.

Aegis

School: Abjuration

Rank: Cantrip (Mage, Priest, Shaman and Spellsinger) or Novice (Holy Champion and Unholy Champion)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 1 minute per caster rank

Trappings: Resistance, Perpetuate, Direct and Beneficial

This spell grants the target a +1 bonus to Agility, Vigor and Spirit rolls when attempting to resist opposed rolls.

Aggression Ward

School: Abjuration

Rank: Novice (Priest and Protection Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 rounds per caster rank

This spell protects the targeted creature against violence. Anyone wishing to directly attack the creature must first make a Spirit roll to breach the Aggression Ward: if successful they are unaffected by this casting of the spell, while on a failure they cannot directly attack the creature for the duration of the spell (although this does not consume their action). Aggression Ward does not protect against area-effect attacks, tricks, tests of will, etc., only against direct attacks (including melee, ranged, spells, etc.).

If the target creature makes any violent actions of their own, the spell ends immediately.

Agility of the Leopard

School: Transmutation

Rank: Novice (Mage, Nightblade, Shaman, Spellsinger and Warden)

Casting: Gestures, incantation and components

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Enhancement, Direct and Beneficial

This spell increase the target's Agility by +1 die step, or +2 if cast with a raise.

Agility of the Leopard, Improved

School: Transmutation

Rank: Veteran (Mage, Shaman and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Enhancement, Direct, Beneficial and Ranged

This spell affects a maximum number of targets equal to your Smarts. Increase each target's Agility by +1 die step, or +2 if cast with a raise.

Aid Ally

School: Enchantment

Rank: Novice (Priest, Fate Sphere and Good Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Mental, Morale, Direct and Beneficial

This spell grants the target a +1 bonus to Toughness and Fear tests, and also grants a +1 bonus to attack rolls if cast with a raise.

Alarm Ward

School: Abjuration

Rank: Novice (Mage, Nightblade, Spellsinger and Warden)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 6 hours per caster rank, dismiss early as a normal action

Trappings: Perpetuate and Ranged

This spell wards an area the size of a Medium Burst Template. Any time a creature of Size -3 or larger crosses the perimeter of the ward, a mental or audible alarm is triggered, chosen when the spell is cast. The mental alarm alerts the caster as long as they are within a mile of the ward, while the audible alarm can be heard by everyone within 12" of the ward.

Analyze Aura

School: Divination

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures, incantation and focus (1,500 gp)

Range: Smarts

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Ranged

This spell allows you to examine one creature or object each round, discovering which spells have been cast upon them. In the case of magic items, you also learn how to activate them, what they do, and (if appropriate) how many charges they have remaining. This spell can be resisted with an opposed Spirit roll when cast on a creature or attended object, and automatically fails when cast on an artifact.

Animal Form

School: Transmutation

Rank: Heroic (Shaman and Beast Sphere)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 3 hours per caster rank, dismiss early as a normal action

Trappings: Direct, Beneficial and Ranged

This spell allows you to transform up to three willing creatures per caster rank into animals. All creatures must turn into the same type of animal, but the rank of the animal form cannot exceed your caster rank or the rank of any creature targeted by this spell. Individual creatures may choose to break free of the spell and resume their original form as a normal action.

Animate Objects

School: Transmutation

Rank: Veteran (Priest, Spellsinger and Chaos Sphere)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 3 rounds per caster rank

Trappings: Perpetuate and Ranged

This spell allows you to animate and control up to one inanimate object per caster rank, although you may choose to animate fewer objects in order to make them more powerful. See the 'Animated Minions' section for details.

Animate Plants

School: Transmutation

Rank: Heroic (Shaman and Plant Sphere)

Casting: Incantation

Range: Smarts

Duration: 3 rounds per caster rank

Trappings: Ranged

This spell allows you to animate and control up to one plant per caster rank, although you may choose to animate fewer plants in order to make them more powerful. See the 'Animated Minions' section for details.

Alternatively, you can imbue all plants within range with limited mobility. Treat this like the entangle spell, except the duration is 3 hours per caster rank.

Animate Rope

School: Transmutation

Rank: Novice (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 3 rounds per caster rank

Trappings: Ranged

This spell allows you to animate a rope (or similar non-living object) with a maximum length of 6" per caster rank. You can issue commands to the rope each round as a free action: it can coil itself into a stack, loop around something, release something, and tie or remove knots from itself. You can also use these options to grant a +2 bonus or -2 penalty to anyone climbing the rope.

Although the rope cannot slither towards a foe, if thrown with a successful Throwing roll (with an effective range of 3/6/12) it can be commanded to tie them up; the foe must make a standard Agility roll (at -2 if you got a raise on the Throwing roll), on a failure they are bound.

Escaping from the rope requires a Strength or Agility roll at -2: if successful the creature escapes but this consumes their entire action; on a raise they can also act normally.

Anoint Weapon

School: Transmutation

Rank: Veteran (Priest and Spellwright)

Casting: Gestures and incantation

Range: Touch

Duration: 3 rounds per caster rank

Trappings: Direct and Beneficial

This spell enchants one melee weapon, making it deadly against undead. The weapon inflicts +2 damage against all undead creatures, and they suffer a -2 penalty to their Soak rolls against any wounds it inflicts. If an undead creature is incapacitated by this weapon, they are destroyed utterly unless they succeed on a Spirit roll.

Anti-Life Aura

School: Abjuration

Rank: Veteran (Priest, Shaman and Beast Sphere)

Casting: Gestures, incantation and focus

Range: Self

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Direct

This spell requires a full round to cast, and affects an area the size of a Medium Burst Template. The aura is centered on you and moves with you, and prevents most creatures from entering the area; only creatures with the Construct, Elemental, Outsider or Undead abilities are unaffected by this spell. If you try to press the aura against creatures that cannot enter, the spell ends immediately.

Anti-Magic Aura

School: Abjuration

Rank: Veteran (Mage, Magic Sphere and Protection Sphere) or Heroic (Priest)

Casting: Gestures, incantation, and either focus or components

Range: Self

Duration: 30 minutes per caster rank, dismiss early as a normal action

This spell affects an area the size of a Medium Burst Template, centered on the caster. The area moves with you and is impervious to most magical effects, including spells, magical abilities, and magic items. Magic cannot be cast or activated within the area, and any magic entering from outside is suppressed while within the aura.

Summoned and incorporeal creatures wink out of existence while in the aura, although if they are already in the area when the spell is cast and have Magic Resistance, they can resist with an opposed Spirit roll. Other creatures are unaffected unless summoned, although their magical abilities are still suppressed within the area.

The aura cannot be dispelled, but Disjunct Magic can destroy it. Two Anti-Magic Auras can overlap without affecting each other.

Anti-Plant Aura

School: Abjuration

Rank: Seasoned (Shaman and Warden)

Casting: Gestures, incantation and focus

Range: Self

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Direct

This spell affects an area the size of a Medium Burst Template, centered on you. The spell is moves with you, and prevents animated plants (including creatures with the Plant ability) from entering the area. If you try to force the barrier against any animated plants, the spell ends immediately.

Anti-Vermin Aura

School: Abjuration

Rank: Seasoned (Priest, Shaman, Spellsinger and Warden)

Casting: Gestures, incantation and focus

Range: Self

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Direct

This spell affects an area the size of a Medium Burst Template, centered on you. The spell is moves with you, and prevents vermin from entering the area. If you try to force the barrier against any vermin, the spell ends immediately.

Arcane Signature

School: Universal

Rank: Cantrip (Mage and Spellwright)

Casting: Gestures and incantation

Range: Touch

Duration: Permanent

You draw your personal rune upon a creature or object. The rune can be invisible if you wish, but cannot be dispelled, although an Efface Writing spell will remove it, and you can remove your own Arcane Signature at will as long as you can touch it. If placed on a creature, they may attempt to resist with an opposed Spirit roll; if they fail, the rune remains for a month before fading away.

Arcane Vision

School: Divination

Rank: Seasoned (Mage)

Casting: Gestures and incantation

Range: Self

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Perpetuate

This spell causes your eyes to glow with a faint light, enabling you to see magical auras within 24". You can automatically sense the location and power of all magical auras within range, and can make a Knowledge (Arcana) roll at -2 as a normal action to determine the school of magic for a specific aura.

If you concentrate on a specific creature or object as a normal action, you can automatically determine whether they have any magical powers, as well as the strength of the most powerful spell or spell-like ability they can currently use.

Arcane Vision, Improved

School: Divination

Rank: Heroic (Mage)

Casting: Gestures and incantation

Range: Self

Duration: 3 minutes per caster rank, dismiss early as a normal action

This spell causes your eyes to glow with a faint light, enabling you to see magical auras within 24". You can automatically sense the location and power of all magical auras within range, and can make a Knowledge (Arcana) roll at -2 as a normal action to determine the school of magic for a specific aura.

You automatically sense which spells or magical effects are active upon any creature or object you look at, and can determine whether they have any magical powers, as well as the strength of the most powerful spell or spell-like ability they can currently use.

Arrow Resistance

School: Abjuration

Rank: Novice (Mage)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 hours per caster rank

Trappings: Direct and Beneficial

This spell grants the target creature Physical Resistance; they suffer -2 damage from physical ranged attacks except those caused by magic weapons. Physical Resistances from different sources do not stack, if more than one applies use whichever is better.

Astral Travel

School: Necromancy

Rank: Legendary (Mage, Priest and Wayfare Sphere)

Casting: Gestures, incantation and components (1,000 gp)

Range: Touch

Duration: Special

Trappings: Direct

This spell requires half an hour to cast, and must be cast on the material plane. You project yourself into the astral plane while your physical body falls into a state of suspended animation. You may also affect up to one additional willing creature per caster rank, or twice that many on a raise, however they must accompany you, they cannot travel independently through the astral plane.

An astral body is a duplicate of the physical body, complete with equipment, and is connected to the physical body with a silvery cord. If the cord is broken then the body dies, however very few things are capable of damaging the cord, and only the sections of cord within a few feet of either body can be perceived or attacked.

While using this spell, it is possible to enter any other plane that touches the astral plane, including the material plane. When this happens your astral form materialize as a new physical body, complete with equipment.

If an astral or materialized body is killed, the cord returns to its physical body and the spell ends for that individual; the trauma causes the creature to permanently lose an advance.

The caster may end the spell at any time, and it can also be dispelled, or ended by killing the true body, but otherwise there is no limit on the duration. Any equipment removed from the true body also vanishes from the astral or materialized body.

Attraction

School: Enchantment

Rank: Heroic (Mage) or Legendary (Shaman)

Casting: Gestures, incantation and components (1,500 gp)

Range: Smarts

Duration: 6 hours per caster rank, dismiss early as

a normal action

Trappings: Mental, Direct and Ranged

This spell requires an hour to cast, and causes the targeted object or location to magically attract a specific type of creature, or creatures with a specific supernatural alignment, chosen when the spell is cast. A location targeted by this spell can be as big as the range of the spell. Creatures affected by this spell feel great pleasure at being within the area, or an overwhelming urge to possess the object; they may resist with a Spirit roll at -2 (or at -4 if the spell is cast with a raise), but must roll again after half an hour if they don't leave the area or drop the object.

If this spell is cast on an object or area affected by Repulsion, the two spells dispel each other.

Attune Weapon

School: Transmutation

Rank: Novice (Priest and Spellwright)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Direct and Beneficial

This spell makes one weapon Holy, Unholy, Lawful or Chaotic, as chosen by the caster. The spell cannot be cast on a natural weapon, and has no effect on a weapon that is already either Holy, Unholy, Lawful or Chaotic.

Banish

School: Abjuration

Rank: Seasoned (Holy Champion and Priest) or Veteran (Mage)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: Instant

Trappings: Direct and Ranged

This spell targets one Extraplanar creature, who may attempt to resist with an opposed Spirit roll; on a success they are Shaken, while each raise inflicts one wound. A target who would be Incapacitated by this spell is instead sent back to their own plane of existence, or to a random plane of existence if they also rolled 1 on their Spirit die.

Banish, Improved

School: Abjuration

Rank: Veteran (Priest) or Heroic (Mage)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: Instant

Trappings: Direct and Ranged

This spell targets up to one Extraplanar creature per caster rank within a Large Burst Template. Each creature may attempt to resist with an opposed Spirit roll; on a success they are Shaken, while each raise inflicts one wound. A creature who would

be Incapacitated by this spell is instead sent back to their own plane of existence, or to a random plane of existence if they also rolled 1 on their Spirit die.

Battle Mind

School: Transmutation

Rank: Veteran (Mage)

Casting: Gestures, incantation and components (300 gp)

Range: Self

Duration: 3 rounds per caster rank

Trappings: Enhancement

This spell increases your Strength, Agility and Vigor by +1 die step each, or +2 if cast with a raise. You also gain 2 points of natural armor, and increase your Evading, Fighting, Shooting and Throwing to the same as your spellcasting die (unless those skills were already higher).

However you also lose all spellcasting ability for the duration of this spell, and cannot even cast spells from magic items.

Beast Messenger

School: Enchantment

Rank: Novice (Shaman, Spellsinger and Warden)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 days per caster rank

Trappings: Mental, Direct and Ranged

This spell compels a small animal (usually a bird) to travel to a specified spot, either an obvious landmark, or a location that's very familiar to you. Once it reaches its destination, the animal waits for the remainder of the duration, and allows others to approach and remove any token or attached message you may have given it. The animal doesn't gain any special abilities from this spell, it is still a normal animal.

Beauty of the Peacock

School: Transmutation

Rank: Novice (Holy Champion, Mage, Priest, Spellsinger and Unholy Champion)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Enhancement, Direct and Beneficial

This spell increase the target's Charisma by +1, or +2 if cast with a raise.

Beauty of the Peacock, Improved

School: Transmutation

Rank: Veteran (Mage, Priest and Spellsinger)

Casting: Gestures, incantation, and either focus or components

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Enhancement, Direct, Beneficial and Ranged

This spell affects a maximum number of targets equal your Smarts. Increase each target's Charisma by +1, or +2 if cast with a raise.

Beguile Beast

School: Enchantment

Rank: Novice (Shaman and Warden)

Casting: Gestures and incantation

Range: Smarts

Duration: 3 hours per caster rank

Trappings: Mental, Direct and Ranged

This spell targets a single animal, who may attempt to resist with an opposed Spirit roll (with a +2 situational bonus if they are currently being threatened by the caster or the caster's allies). If successful, the target's attitude becomes Friendly for the duration of the spell, or Helpful if they were already Friendly. This spell does not change the target's goals or allow you to control them, it just makes them view you in a favorable light.



Beguile Creature

School: Enchantment

Rank: Seasoned (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Smarts

Duration: 3 days per caster rank

Trappings: Mental, Direct and Ranged

This spell targets a single creature, who may attempt to resist with an opposed Spirit roll (with a +2 situational bonus if they are currently being threatened by the caster or the caster's allies). If successful, the target's attitude becomes Friendly for the duration of the spell, or Helpful if they were already Friendly. This spell does not change the target's goals or allow you to control them, it just makes them view you in a favorable light.

Beguile Creature, Improved

School: Enchantment

Rank: Veteran (Spellsinger) or Heroic (Mage)

Casting: Incantation

Range: Smarts

Duration: 3 days per caster rank

Trappings: Mental, Direct and Ranged

This spell targets up to one creature per caster rank, each of whom may attempt to resist with an opposed Spirit roll (with a +2 situational bonus if they are currently being threatened by you or your allies). If successful, the target's attitude becomes Friendly for the duration of the spell, or Helpful if they were already Friendly. This spell does not change the target's goals or allow you to control them, it just makes them view you in a favorable light.

Beguile Person

School: Enchantment

Rank: Novice (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Smarts

Duration: 3 hours per caster rank

Trappings: Mental, Direct and Ranged

This spell targets a single humanoid creature, who may attempt to resist with an opposed Spirit roll (with a +2 situational bonus if they are currently being threatened by you or your allies). If successful, the target's attitude becomes Friendly for the duration of the spell, or Helpful if they were already Friendly. This spell does not change the target's goals or allow you to control them, it just makes them view you in a favorable light.

Beguile Plants

School: Transmutation

Rank: Seasoned (Shaman, Warden and Plant Sphere)

Casting: Incantation

Range: Smarts

Duration: 3 days per caster rank

Trappings: Direct and Ranged

This spell targets up to one plant creature per caster rank, who may attempt to resist with opposed Spirit rolls (with a +2 situational bonus if they are currently being threatened by you or your allies). If successful, their attitude becomes Friendly for the duration of the spell, or Helpful if they were already Friendly.

Affected creatures can understand you and perceive your words and actions in the most favorable way, but you must still make a Persuasion roll to convince them to do things they wouldn't normally do, and they never obey suicidal or obviously harmful orders.

Beguile Undead

School: Necromancy

Rank: Novice (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 days per caster rank

Trappings: Direct and Ranged

This spell targets a single undead creature, who may attempt to resist with an opposed Spirit roll. Mindless undead affected by the spell can be issued simple verbal commands, such as "follow me", "attack them", "guard here", etc.

Intelligent undead cannot be commanded directly, but their attitude becomes Friendly for the duration of the spell, or Helpful if they were already Friendly. This spell does not change their goals or allow you to control them, it just makes them view you in a favorable light.

If you or your allies threaten or attack the undead creature, the spell is broken.

Blade of Force

School: Evocation

Rank: Heroic (Mage)

Casting: Gestures, incantation and focus (250 gp)

Range: Smarts

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Force, Direct and Ranged

This spell creates a shimmering blade of force, which immediately attacks one specified target within range. You can telepathically change the target as a normal action, otherwise it continues attacking its current target each round. If there is no valid target, the blade hovers beside you.

Treat the blade as a Wild Card with d8 in all attributes and Fighting equal to your spellcasting skill. It can only perform standard attacks, inflicting 2d8 damage. The blade doesn't provide or benefit from Gang Up, nor does it provoke a free attack if it withdraws from combat. It can follow its target anywhere within range as a free action.

The blade cannot be Shaken or damaged, but can be dispelled, and is automatically destroyed by Disintegration.

Blast of Wind

School: Evocation

Rank: Novice (Mage, Shaman and Air Sphere)

Casting: Gestures and incantation

Range: Large Cone Template

Duration: 1 round

Trappings: Perpetuate and Direct

This spell fills an area the size of a Large Cone Template with severe winds; Medium or smaller creatures within the area must make an opposed Strength roll or be knocked back 1d6", increased to 2d6" if they are Small or flying. Those affected by this spell are also knocked prone, and if they strike a solid surface they automatically become Shaken.

The wind also disperses fumes and gases, extinguishes small fires, fans larger flames, overturns delicate structures and small boats, etc. Any ranged attacks that pass through the wind suffer a -4 penalty to their rolls. The wind lasts until the beginning of your following turn.

Blessed Berries

School: Transmutation

Rank: Novice (Shaman)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 days per caster rank

Trappings: Direct

This spell enchants four freshly picked berries, or eight on a raise. Each enchanted berry provides the same nourishment as a normal meal for a Medium-sized creature, and anyone who eats one or more of the berries receives a +1 bonus to their next natural healing roll if made within the next 24 hours (this healing bonus can only be used once every 24 hour period, no matter how many Blessed Berries are eaten or how fast the creature can heal).

Shamans can automatically sense if a berry has been enchanted by this spell.

Blessing

School: Enchantment

Rank: Novice (Holy Champion and Priest)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Mental, Morale, Direct, Beneficial and Ranged

This spell grants the caster and all allies within range a +1 bonus to Fear tests, and also grants a +1 bonus to attack rolls if cast with a raise. If this spell is cast on someone affected by Damnation, the two spells automatically dispel each other.

Blighting Touch

School: Necromancy

Rank: Seasoned (Shaman) or Veteran (Mage)

Casting: Gestures, incantation and focus

Range: Touch

Duration: Instant

Trappings: Direct

This spell is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit): if you hit a plant creature, they suffer 2d10 damage. If you use this spell on a normal plant (that isn't a creature), it automatically withers and dies.

Block Invisibility

School: Evocation

Rank: Seasoned (Priest)

Casting: Gestures and incantation

Range: Self

Duration: 3 minutes per caster rank, dismiss early as a normal action

This spell surrounds the caster with an aura the size of a Small Burst Template. All forms of invisibility are suppressed (but not dispelled) while within the aura.

Break Curse

School: Abjuration

Rank: Seasoned (Holy Champion, Mage, Priest and Spellsinger)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Direct and Beneficial

This spell automatically removes all curses from the target object or creature. It does not remove innate curses, such as cursed magical items, where the curse is part of their very nature. Certain other curses may prove resistant to this spell (treated as a penalty to the spellcasting roll) or even be completely immune, at the GM's discretion.

Cage of Force

School: Evocation

Rank: Heroic (Mage)

Casting: Gestures, incantation and components (1,500 gp)

Range: Smarts

Duration: 6 hours per caster rank, dismiss early as a normal action

Trappings: Force and Ranged

This spell creates an invisible cage of force, which can be either a barred cage 4"x4"x4", or a solid cage 2"x2"x2", chosen when the spell is cast. If a creature within the area is too large to fit within the cage, the spell automatically fails, otherwise it may attempt to evade with an opposed Agility roll.

The cage cannot be dispelled, but it can be disintegrated. It doesn't block teleportation, and anything capable of fitting through the half inch gap between the bars can do so, however the cage extends into the ethereal plane and therefore blocks ethereal travel.

Captivate

School: Enchantment

Rank: Novice (Priest and Spellsinger)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 1 hour

Trappings: Language, Mental, Sonic, Maintained, Direct and Ranged

This spell requires a full round to cast, and targets everyone within a Large Burst Template; those who fail to resist with an opposed Spirit roll become Friendly for the duration of the spell, unless they were already Helpful. Uncooperative and Hostile creatures receive a +2 and +4 bonus to their Spirit rolls respectively.

The spell only lasts as long as you continue to speak or sing. Those affected typically stand still and perform no actions for the duration of the spell, but if any are attacked or threatened, the spell ends immediately.

Unaffected creatures can attempt to break the hold of the spell by jeering as a full-round action: affected creatures can break free with a standard Spirit roll (at -2 if cast with a raise). Those who fail do not receive another chance, even if the jeering continues.

Cause Major Damage

School: Transmutation

Rank: Seasoned (Spellwright)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Direct

Artificers can only cast this spell on constructs. This is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit): if you hit, the construct suffers 2d8 damage.

Alchemists prepare this spell as a vial containing an explosive concoction. The vial can be thrown with a range of 6/12/24, exploding on impact and filling an area the size of a Small Burst Template. Those within the area can attempt to evade with an Agility roll at -2, on a failure they suffer 2d8 damage.

Cause Major Wounds

School: Necromancy

Rank: Seasoned (Priest, Unholy Champion and Destruction Sphere)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Draining and Direct

This spell is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit, the +2 doesn't apply to the opposed roll): if you hit the target, they must make an opposed Spirit roll or suffer 2d8 damage.

When used on undead, this spell instead repairs damage. Apply the target's wounds as a penalty to the result of your spellcasting roll: each success and raise removes one wound.

Cause Major Wounds, Improved

School: Necromancy

Rank: Heroic (Priest)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Draining, Direct and Ranged

This spell affects up to three different targets per caster rank, each of which may attempt to resist with an opposed Spirit roll; if they fail the roll, they suffer 2d8 damage.

When used on undead, this spell instead repairs damage. Apply the target's wounds as a penalty to the result of your spellcasting roll: each success and raise removes one wound.

Cause Minor Damage

School: Transmutation

Rank: Cantrip (Spellwright)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Direct

Artificers can only cast this spell on constructs. This is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit): if you hit, the construct suffers 2d4 damage.

Alchemists prepare this spell as a vial containing an explosive concoction. The vial can be thrown with a range of 6/12/24, exploding on impact and filling an area the size of a Small Burst Template. Those within the area can attempt to evade with an Agility roll at -2, on a failure they suffer 2d4 damage.

Cause Minor Wounds

School: Necromancy

Rank: Cantrip (Priest)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Draining and Direct

This spell is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit, the +2 doesn't apply to the opposed roll): if you hit the target, they must make an opposed Spirit roll or suffer 2d4 damage.

When used on undead, this spell instead repairs damage. Apply the target's wounds as a penalty to the result of your spellcasting roll: on a success you remove one wound.

Cause Moderate Damage

School: Transmutation

Rank: Novice (Spellwright)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Direct

Artificers can only cast this spell on constructs. This is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit): if you hit, the construct suffers 2d6 damage.

Alchemists prepare this spell as a vial containing an explosive concoction. The vial can be thrown with a range of 6/12/24, exploding on impact and filling an area the size of a Small Burst Template. Those within the area can attempt to evade with an Agility roll at -2, on a failure they suffer 2d6 damage.

Cause Moderate Wounds

School: Necromancy

Rank: Novice (Priest, Unholy Champion and Destruction Sphere)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Draining and Direct

This spell is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit, the +2 doesn't apply to the opposed roll): if you hit the target, they must make an opposed Spirit roll or suffer 2d6 damage.

When used on undead, this spell instead repairs damage. Apply the target's wounds as a penalty to the result of your spellcasting roll: on a success you remove one wound, while on a raise you remove two wounds.

Cause Moderate Wounds, Improved

School: Necromancy

Rank: Veteran (Priest and Destruction Sphere)

Casting: Gestures and incantation

Range: 6/12/24

Duration: Instant

Trappings: Draining, Direct and Ranged

This spell affects up to three different targets per caster rank, each of which may attempt to resist with an opposed Spirit roll; if they fail the roll, they suffer 2d6 damage.

When used on undead, this spell instead repairs damage. Apply the target's wounds as a penalty to the result of your spellcasting roll: on a success you remove one wound, while on a raise you remove two wounds.

Chaotic Aura

School: Abjuration

Rank: Heroic (Priest and Chaos Sphere)

Casting: Gestures, incantation and focus

Range: Self

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Chaotic, Enhancement, Direct and Beneficial

This spell affects you and any number of other creatures you wish to affect within a Medium Burst Template centered on you, providing protecting against lawful creatures and spells.

Affected creatures become immune to possession (although this doesn't expel a spirit that is already possessing them), and Enchantment spells that allow control over the creature are suppressed (although not blocked or negated) for the duration of the spell. These benefits apply as long as the attacker has the Lawful ability or uses a spell with a Lawful trapping.

Attackers with the Lawful ability also suffer a -2 penalty to hit the affected creatures, and inflict -2 damage against them. They also suffer an automatic 2d4 damage if they attack an affected creature while adjacent to them.

Finally, the affected creatures gain +4 Magic Resistance against spells with a Lawful trapping, or which are cast by creatures with the Lawful ability.

Charge Device

School: Transmutation

Rank: Seasoned (Spellwright)

Casting: Gestures and a benny

Range: Touch

Duration: 3 minutes per caster rank

This spell must be cast on a magic item that uses charges, and that still has at least 1 charge remaining. The item gains +1 temporary charge per caster rank for the duration of the spell; these temporary charges are always used up before the real charges, but if unused they fade away when the spell ends.

Chilling Touch

School: Necromancy

Rank: Novice (Mage)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Draining and Direct

This spell is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit): if you hit a living creature, they suffer 2d6 damage, and must also make an opposed Vigor roll; on a failure, their Strength is reduced by 1 die step (to a minimum of d4).

If you hit an undead creature, they must instead make an opposed Spirit roll or become Panicked.

Strength reduced by this spell is recovered at the rate of 1 die step per night of rest.

Clairvoyance

School: Divination

Rank: Seasoned (Mage, Nightblade, Spellsinger and Knowledge Sphere)

Casting: Gestures, incantation and focus

Range: Smarts x 4

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Scrying and Ranged

This spell requires ten minutes to cast, and creates an invisible sensor at any point within range, allowing you to either see or hear from the target location (choose either sight or hearing when the spell is cast). The sensor is stationary, but can be rotated in all directions. Magical and supernatural senses do not work through the sensor, and the spell only functions while you are on the same plane of existence as the sensor.

Cloak of Silence

School: Illusion

Rank: Seasoned (Spellsinger)

Casting: Gestures and incantation

Range: Self

Duration: 3 hours per caster rank, dismiss early as a normal action

This spell requires a full round to cast, and affects an area the size of a Small Burst Template. The spell is centered on you and moves with you. Any sounds made within the area cannot be heard from outside, but sounds made outside can still be heard normally by those within the area.

Command

School: Enchantment

Rank: Novice (Priest)

Casting: Incantation

Range: Smarts

Duration: 1 round

Trappings: Language, Mental, Direct and Ranged

This spell allows you to issue a single command to one living creature, who may attempt to resist with a Spirit roll (at -2 if cast with a raise). If the spell is successful, the creature will attempt to obey your command on its turn. The five commands you may choose from are as follows:

Approach: The creature moves towards you as quickly as possible for the duration of the spell, it will run if necessary but cannot perform any other actions.

Drop: The creature drops whatever is holding as a free action, and cannot pick up the dropped item or items for the duration of the spell, although it may otherwise act normally.

Fall: The creature falls Prone and cannot stand up for the duration of the spell, although it may otherwise act normally.

Flee: The creature moves away from you as quickly as possible for the duration of the spell, it will run if necessary but cannot perform any other actions.

Halt: The creature remains in place for the duration of the spell, it does not move and cannot perform any actions.

Command, Improved

School: Enchantment

Rank: Veteran (Priest)

Casting: Incantation

Range: Smarts

Duration: 3 rounds per caster rank

Trappings: Language, Mental, Direct and Ranged

This spell allows you to issue a single command to any number of living creatures within a Large Burst Template; they may attempt to resist with a Spirit roll (at -2 if cast with a raise). Those affected by the spell will attempt to obey your command on their turn, but may make another Spirit roll at the end of each turn to try and break free. The available commands are the same as those described by the command spell.

Commune with Deity

School: Divination

Rank: Veteran (Priest)

Casting: Gestures, incantation, a benny, focus and components

Range: Self

Duration: 3 rounds per caster rank

This spell requires ten minutes to cast, and allows you to contact your deity, asking them up to one question each round. The answers are short, no more than a few words each, but will always be correct to the best of your deity's knowledge. If your deity doesn't know the answer to a question, they will answer "Unknown".

Commune with Nature

School: Divination

Rank: Seasoned (Warden) or Veteran (Shaman and Beast Sphere)

Casting: Gestures and incantation

Range: Self

Duration: Instant

This spell requires ten minutes to cast, and allows you to gain knowledge about the surrounding natural terrain to a range of 1 mile when above ground, or 20" when below ground. You may ask up to three questions, and receive a detailed answer to each.

You can obtain information about broad subjects such as plants, people, animals, rivers, caves, and so on, however the spell doesn't provide any information about settlements or other artificial structures (they are effectively invisible to the spell).

Conceal Allegiance

School: Abjuration

Rank: Novice (Holy Champion, Nightblade, Priest, Spellsinger and Unholy Champion)

Casting: Gestures and incantation

Range: Smarts

Duration: 24 hours

Trappings: Direct, Beneficial and Ranged

This spell must be cast on a creature or object with the Holy, Unholy, Lawful and/or Chaotic ability. Those four abilities are concealed from all forms of divination or detection.

Conceal Object

School: Abjuration

Rank: Novice (Mage, Spellsinger and Spellwright) or Seasoned (Priest)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 8 hours, dismiss early as a normal action

Trappings: Direct

This spell protects an object from being located by scrying and similar forms of divination magic. Any attempts to scry the object directly will automatically fail, while scrying attempts on the location in which the object is situated will fail to perceive the object. The object cannot weigh more than 300 pounds per caster rank.

Concealment from Beasts

School: Abjuration

Rank: Novice (Shaman and Warden)

Casting: Gestures and focus

Range: Touch

Duration: 30 minutes per caster rank, dismiss

early as a normal action

Trappings: Direct and Beneficial

This spell targets up to three creatures per caster rank: Animals cannot see, hear or smell the affected creatures. If an affected creature touches an animal, or makes any offensive action such as an attack, the spell ends immediately (not just for the one creature, but for everyone).

Concealment from Undead

School: Abjuration

Rank: Novice (Priest)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Direct and Beneficial

This spell targets up to three creatures per caster rank: Undead cannot see, hear or smell the affected creatures. If an affected creature touches an undead creature, or makes any offensive action such as an attack, the spell ends immediately (not just for the one creature, but for everyone).

Mindless undead are automatically affected by this spell, but intelligent undead may make a single attempt to penetrate the magic with a Spirit roll at -2 (or -4 if the spell was cast with a raise); even if they fail the roll, if an intelligent undead has reason to believe that unseen opponents are present, they will attempt to use other means to find them.

Cone of Fire

School: Evocation

Rank: Novice (Mage and Fire Sphere)

Casting: Gestures and incantation

Range: Small Cone Template

Duration: Instant

Trappings: Fire and Direct

This spell targets everyone within a Small Cone Template; those who fail to evade with an opposed Agility roll suffer 2d6 damage. Roll for flammable targets to see if they catch fire.

Cone of Frost

School: Evocation

Rank: Veteran (Mage and Water Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Large Cone Template

Duration: Instant

Trappings: Cold and Direct

This spell targets everyone within a Large Cone Template; those who fail to evade with an opposed Agility roll suffer 2d8 damage.

Cone of Vivid Light

School: Illusion

Rank: Novice (Mage)

Casting: Gestures, incantation and components

Range: Small Cone Template

Duration: Instant

Trappings: Mental and Direct

This spell projects a cone of vivid multicolored light from your fingertips, targeting everyone within a Small Cone Template; those who fail to resist with an opposed Spirit roll become Dazed. Sightless creatures are immune to this spell.

Cone of Weariness

School: Necromancy

Rank: Veteran (Mage)

Casting: Gestures and incantation

Range: Medium Cone Template

Duration: Instant

Trappings: Draining and Direct

This spell targets everyone within a Medium Cone Template; those who fail to resist with an opposed Vigor roll become Fatigued as if from lack of sleep. This spell has no effect on targets who are already Fatigued or Exhausted.

Cone of Weariness, Improved

School: Necromancy

Rank: Heroic (Mage)

Casting: Gestures and incantation

Range: Large Cone Template

Duration: Instant

Trappings: Draining and Direct

This spell targets everyone within a Large Cone Template; those who fail to resist with an opposed Vigor roll become Exhausted as if from lack of sleep. This spell cannot cause Incapacitation.

Confuse

School: Enchantment

Rank: Novice (Spellsinger)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 1 round per caster rank

Trappings: Mental and Ranged

This spell targets a single living creature, who can attempt to resist with an opposed Spirit roll. On a failure, the creature becomes Confused, and must consult their action card at the beginning of each round to determine what they can do. See the 'Conditions' section for more details.

Confuse, Improved

School: Enchantment

Rank: Seasoned (Mage, Spellsinger and Deceit Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Smarts x 2

Duration: 3 rounds per caster rank

Trappings: Mental, Direct and Ranged

This spell targets everyone within a Medium Burst Template; those within the area can attempt to resist with an opposed Spirit roll, on a failure they become Confused; see the 'Conditions' section for more details.

Conjure Food and Water

School: Conjuration

Rank: Seasoned (Priest)

Casting: Gestures and incantation

Range: Smarts

Duration: 24 hours

Trappings: Creation and Ranged

This spell requires ten minutes to cast, and conjures enough food and water for nine humans (or three horses) per caster rank. The food is nourishing but bland, and decays after 24 hours, although it can be kept fresh for another 24 hours with the Purification spell.

Convert Bonus

School: Transmutation

Rank: Seasoned (Spellwright)

Casting: Gestures

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Direct and Beneficial

This spell requires a full round to cast, and targets one magic item which grants a bonus with a specific trapping (Competence, Enhancement, Insight, Luck or Morale); you may replace the trapping of one bonus with one of the other trappings listed here (other trappings that aren't listed are not affected by this spell).

You can also use Convert Bonus on temporary items affected by spells, for example Enhance Attribute, Enhance Charisma, etc. This allows you to overcome the limitation of two spells with the same trapping not stacking with each other.

Convert Energy

School: Transmutation

Rank: Novice (Spellwright)

Casting: Gestures and components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Direct and Beneficial

This spell requires a full round to cast, and targets one magical item which uses or protects against one specific type of energy (acid, cold, electricity, fire, or sonic); you may convert it to one of the other energy types.

You can also use Convert Energy on temporary items affected by spells, for example Energy Armor, Spell Device, etc.

Create Corporeal Undead

School: Necromancy

Rank: Veteran (Mage, Priest, Death Sphere and Evil Sphere)

Casting: Gestures, incantation and components (500 gp)

Range: Smarts

Duration: Instant

Trappings: Unholy and Ranged

This spell requires one hour to cast, and must be cast on a corpse at night. The corpse is animated as a sentient corporeal undead such as a ghoul or mummy, chosen when the spell is cast. The rank of the undead creature cannot exceed your caster rank, and you do not control your creation.

Create Incorporeal Undead

School: Necromancy

Rank: Heroic (Mage, Priest and Death Sphere)

Casting: Gestures, incantation and components (500 gp)

Range: Smarts

Duration: Instant

Trappings: Unholy and Ranged

This spell requires one hour to cast, and must be cast on a corpse at night. The spell summons the corpse's spirit as a sentient incorporeal undead such as a specter or wraith, chosen when the spell is cast. The rank of the undead creature cannot exceed your caster rank, and you do not control your creation.

Create Minor Undead

School: Necromancy

Rank: Seasoned (Mage, Priest, Unholy Champion and Death Sphere)

Casting: Gestures, incantation and components (100 gp per undead)

Range: Touch

Duration: Instant

Trappings: Unholy

This spell animates up to one suitable corpse per caster rank as a skeleton or zombie. The undead are permanent, but your rank also determines the maximum number you can control at once; if you exceed this number, you must choose which of your undead are released (they will then wander off and do their own thing). This spell may also be cast on non-humanoid corpses, but they may count as multiple undead for the purposes of animating and controlling. See the 'Animated Minions' section for further details.

Create Object

School: Conjuration

Rank: Seasoned (Mage and Spellwright)

Casting: Gestures, incantation and components

Range: Adjacent

Duration: 3 hours per caster rank, dismiss early as

a normal action

Trappings: Creation

This spell requires one minute to cast, and creates a single non-magical object made from non-living plant matter, with a maximum volume of three cubic feet per caster rank. If such an object would normally require skilled craftsmanship you must also roll the appropriate skill (as if you were crafting the object normally, except it occurs instantly and doesn't require tools).

Create Object, Improved

School: Conjunction

Rank: Veteran (Mage and Spellwright)

Casting: Gestures, incantation and components

Range: Smarts

Duration: Special

Trappings: Creation and Ranged

This spell requires ten minutes to cast, and creates a single non-magical object made from minerals or non-living plant matter, with a maximum volume of three cubic feet per caster rank. If such an object would normally require skilled craftsmanship you must also roll the appropriate skill (as if you were crafting the object normally, except it occurs instantly and doesn't require tools).

The duration depends on the type of material you create: non-living plant matter lasts 6 hours per caster rank; stone, crystal and base metals last 3 hours per caster rank, precious metals last 1 hour per caster rank, gems last 30 minutes per caster rank, and rare metals last 3 rounds per caster rank.

Crooning Song

School: Enchantment

Rank: Cantrip (Spellsinger)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: Unlimited, then 3 rounds per caster rank

Trappings: Mental, Maintained, Direct and Ranged

This spell targets everyone within a Medium Burst Template; those who fail to resist with an opposed Spirit roll become drowsy and inattentive for the duration of the spell, suffering a -1 penalty to Notice rolls and to resist sleep effects.

Cure Blindness/Deafness

School: Conjunction

Rank: Seasoned (Holy Champion and Priest)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Healing, Direct and Beneficial

This spell cures the target of either blindness or deafness, chosen when the spell is cast. It cannot restore ears or eyes that have been completely destroyed or physically removed, but it can repair

damage to the eyes or ears (including permanent injuries), and also dispels magical blindness or deafness.

Cure Disease

School: Conjunction

Rank: Seasoned (Holy Champion, Priest, Shaman and Warden)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Healing, Direct and Beneficial

This spell automatically cures all diseases from which the target creature is suffering, and can also kill certain parasites. Some diseases may prove resistant to this spell (treated as a penalty to the spellcasting roll) or even be completely immune, at the GM's discretion.

Cure Paralysis

School: Conjunction

Rank: Novice (Holy Champion, Priest and Healing Sphere)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Healing, Direct, Beneficial and Ranged

This spell frees one creature per success and raise from any temporary form of paralysis, including the touch of a ghoul, the Lethargy spell, etc. It also removes Shaken and Dazed conditions.

Cure Poison

School: Conjunction

Rank: Seasoned (Holy Champion, Nightblade, Priest, Shaman, Spellsinger, Warden and Healing Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Healing, Direct and Beneficial

This spell removes all poisons from the target's body, including their own venom (if any), and renders them immune to poison for the duration of the spell. Fatigue or damage caused by poison prior to casting this spell is not removed.

Cyclone

School: Evocation

Rank: Heroic (Shaman and Air Sphere)

Casting: Gestures, incantation and focus

Range: Smarts x 4

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Direct and Ranged

This spell creates a cyclone of raging wind that fills a Small Burst Template. The cyclone has Pace

12, and you can move it as a free action on the round that you create it. Each subsequent round, the cyclone moves again on your turn: you can concentrate on precisely controlling its movement as a normal action, otherwise it repeats the same movement as the previous round.

Anyone the cyclone passes over (including those in the area where the spell is first cast) must make a Strength roll (at -2 if the spell was cast with a raise); on a failure, the creature is knocked 2d6" in a random direction and falls Prone. If they strike a solid surface other than the ground, they also become Shaken. This spell cannot affect the same creature more than once in the same turn.

If the cyclone exceeds the spell range, you lose control of it; it moves in a random direction each turn until you draw Clubs for initiative, at which point it dissipates. You cannot regain control of the cyclone, even if it later moves back into range.

Damnation

School: Enchantment

Rank: Novice (Priest and Unholy Champion)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Fear, Mental, Direct and Ranged

This spell targets all designated enemies within range, filling them with a sense of fear and doubt. Targeted creatures may attempt to resist with an opposed Spirit roll, on a failure they suffer a -1 penalty to Fear tests, and if you beat them with a raise they also suffer a -1 penalty to attack rolls.

If this spell is cast on someone affected by Blessing, the two spells automatically dispel each other.

Darkness

School: Evocation

Rank: Novice (Mage, Nightblade, Priest, Spellsinger and Unholy Champion)

Casting: Incantation, and either focus or components

Range: Touch

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Darkness

This spell causes an object to radiate shadows, filling a Medium Burst Template with darkness. This lowers the illumination in the area by one step: light becomes dim, dim becomes dark, and dark becomes pitch darkness (multiple castings do not stack). If the object moves, the darkness moves with it, and the darkness can also be suppressed by covering the object. This spell automatically suppresses light from non-magical sources and Light spells of equal or lower rank, but is itself automatically suppressed by Light spells of equal or higher rank.

Darkness, Improved

School: Evocation

Rank: Seasoned (Nightblade, Priest and Unholy Champion)

Casting: Incantation, and either focus or components

Range: Touch

Duration: 3 days per caster rank, dismiss early as a normal action

Trappings: Darkness

This spell causes an object to radiate shadows, filling a Large Burst Template with darkness. This lowers the illumination in the area by one step: light becomes dim, dim becomes dark, and dark becomes pitch darkness (multiple castings do not stack). If the object moves, the darkness moves with it, and the darkness can also be suppressed by covering the object. This spell automatically suppresses light from non-magical sources and Light spells of equal or lower rank, but is itself automatically suppressed by Light spells of equal or higher rank.

Darkvision

School: Transmutation

Rank: Novice (Mage and Nightblade) or Seasoned (Warden)

Casting: Gestures, incantation and components

Range: Touch

Duration: 3 hours per caster rank

Trappings: Perpetuate, Direct and Beneficial

This spell grants the target Darkvision to a distance of 12". Darkvision allows the creature to ignore all penalties from darkness up to the specified range, but without a source of light their vision cannot perceive color.

Dazzle

School: Enchantment

Rank: Cantrip (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts

Duration: Instant

Trappings: Mental, Direct and Ranged

This spell clouds the mind of one humanoid creature. The target may attempt to resist with an opposed Spirit roll, on a failure they become Dazed.

Dazzle, Improved

School: Enchantment

Rank: Novice (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: Instant

Trappings: Mental, Direct and Ranged

This spell clouds the mind of any one creature. The target may attempt to resist with an opposed Spirit roll, on a failure they become Dazed.

Dazzling Burst

School: Illusion

Rank: Heroic (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: Instant

Trappings: Mental, Direct and Ranged

This spell targets everyone within a Medium Burst Template with a pattern of discordant colors; those within the area may attempt to resist with an opposed Spirit roll, on a failure they become Dazed. Sightless creatures are immune to this spell.

Death Curse

School: Necromancy

Rank: Heroic (Mage and Shaman)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Death, Direct and Ranged

This spell targets one living creature, causing them to suffer 2d8 damage. Because there is no attack roll, it is not possible to make a Called Shot or achieve a raise (with its +d6 damage bonus) on the attack. Any creature Incapacitated by this spell is instantly slain.

Death Knell

School: Necromancy

Rank: Novice (Nightblade, Priest, Unholy Champion and Death Sphere)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Death, Unholy, Enhancement and Direct

This spell targets one incapacitated living creature. The creature may attempt to resist with an opposed Spirit roll, and if they fail you drain their remaining life force, killing them instantly without leaving any physical indication of their cause of death. The drained life force increases your Strength by +1 die step and grants you a +1 bonus to Toughness; these bonuses last for 1 hour, or 2 hours on a raise.

Death Ward

School: Necromancy

Rank: Seasoned (Holy Champion, Priest, Unholy Champion and Death Sphere) or Veteran (Shaman)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Direct and Beneficial

This spell grants one living creature complete immunity to all attacks, spells and magical effects with a Death or Draining trapping.

Deathsight

School: Necromancy

Rank: Novice (Priest and Unholy Champion)

Casting: Gestures and incantation

Range: Self

Duration: 30 minutes per caster rank

Trappings: Unholy

This spell allows you to perceive how close to death people are, simply by looking at them. You can easily distinguish the living from the dead (or undead), and automatically penetrate spells that feign death. You can also see how sick or injured people are, and whether they are stable or dying, although this spell doesn't give any clues about the cause of ill health.

Decipher Magic

School: Divination

Rank: Cantrip (Mage, Priest, Shaman, Spellsinger and Spellwright) or Novice (Holy Champion, Unholy Champion and Warden)

Casting: Gestures, incantation and focus

Range: Self

Duration: 30 minutes per caster rank

Trappings: Perpetuate

You gain the ability to decipher magical inscriptions that would otherwise be unintelligible.

Once you've used this spell to read a particular magical inscription, you don't need to recast it to read the same inscription again in the future.

Deconstruct

School: Transmutation

Rank: Veteran (Spellwright)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Direct

Artificers can only cast this spell on constructs. This is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit): if you hit, the construct suffers 2d10 damage.

Alchemists prepare this spell as a vial containing an explosive concoction. The vial can be thrown with a range of 6/12/24, exploding on impact and filling an area the size of a Small Burst Template. Those within the area can attempt to evade with an Agility roll at -2, on a failure they suffer 2d10 damage.

Decoy

School: Illusion

Rank: Veteran (Mage, Spellsinger, Deceit Sphere and Fate Sphere)

Casting: Gestures

Range: Smarts

Duration: 3 rounds per caster rank, dismiss early

as a normal action

Trappings: Obscurement and Ranged

This spell creates an illusory duplicate of you within range (including superimposed over your own body if you wish) and simultaneously turns you invisible; attacks and Notice rolls against you are made with a -4 penalty. You may perform offensive actions without ending the spell or turning visible.

Your illusory duplicate can move and talk, and even pretend to attack or cast spells (although it is only an illusion and not capable of actual spellcasting). Controlling your illusory duplicate is a free action on the round you cast this spell, and a normal action on subsequent rounds. If you don't control the duplicate, it will continue doing whatever it did on the previous round.

Demolish

School: Evocation

Rank: Veteran (Spellsinger)

Casting: Gestures, incantation and focus

Range: Touch

Duration: Instant

Trappings: Sonic and Direct

This spell requires ten minutes to cast, and inflicts 2d10 damage to one free-standing structure; if the structure is attached to another structure, the spell fails. This damage roll can Ace, and the spell is considered a Heavy Weapon.

Deny Chaos

School: Abjuration

Rank: Seasoned (Holy Champion) or Veteran (Priest and Law Sphere)

Casting: Gestures, incantation and focus

Range: Self or Touch

Duration: 3 rounds per caster rank, or Instant

Trappings: Lawful and Deflection

This spell creates a shimmering field around you. All attacks made against you from Chaotic creatures or spells suffer a -2 penalty to hit. Furthermore, you may attempt to banish Extraplanar Chaotic creatures by making a touch attack; a successful attack roll causes the target to become Shaken, while each raise inflicts one wound, and if this incapacitates the target they are immediately banished back to their home plane.

Alternatively you may use this spell to dispel any Enchantment spell cast by a Chaotic creature, or any spell with a Chaotic trapping. This option requires a successful touch attack, and automatically dispels the chosen spell, as long as it can normally be dispelled by Dispel Magic. Using this last option immediately ends the spell.

Deny Evil

School: Abjuration

Rank: Seasoned (Holy Champion) or Veteran

(Priest and Good Sphere)

Casting: Gestures, incantation and focus

Range: Self or Touch

Duration: 3 rounds per caster rank, or Instant

Trappings: Holy and Deflection

This spell creates a shimmering field around you. All attacks made against you from Unholy creatures or spells suffer a -2 penalty to hit. Furthermore, you may attempt to banish Extraplanar Unholy creatures by making a touch attack; a successful attack roll causes the target to become Shaken, while each raise inflicts one wound, and if this incapacitates the target they are immediately banished back to their home plane.

Alternatively you may use this spell to dispel any Enchantment spell cast by an Unholy creature, or any spell with an Unholy trapping. This option requires a successful touch attack, and automatically dispels the chosen spell, as long as it can normally be dispelled by Dispel Magic. Using this last option immediately ends the spell.

Deny Good

School: Abjuration

Rank: Seasoned (Unholy Champion) or Veteran (Priest and Evil Sphere)

Casting: Gestures, incantation and focus

Range: Self or Touch

Duration: 3 rounds per caster rank, or Instant

Trappings: Unholy and Deflection

This spell creates a shimmering field around you. All attacks made against you from Holy creatures or spells suffer a -2 penalty to hit. Furthermore, you may attempt to banish Extraplanar Holy creatures by making a touch attack; a successful attack roll causes the target to become Shaken, while each raise inflicts one wound, and if this incapacitates the target they are immediately banished back to their home plane.

Alternatively you may use this spell to dispel any Enchantment spell cast by a Holy creature, or any spell with a Holy trapping. This option requires a successful touch attack, and automatically dispels the chosen spell, as long as it can normally be dispelled by Dispel Magic. Using this last option immediately ends the spell.

Deny Law

School: Abjuration

Rank: Seasoned (Unholy Champion) or Veteran (Priest and Chaos Sphere)

Casting: Gestures, incantation and focus

Range: Self or Touch

Duration: 3 rounds per caster rank, or Instant

Trappings: Chaotic and Deflection

This spell creates a shimmering field around you. All attacks made against you from Lawful creatures or spells suffer a -2 penalty to hit. Furthermore, you may attempt to banish Extraplanar Lawful

creatures by making a touch attack; a successful attack roll causes the target to become Shaken, while each raise inflicts one wound, and if this incapacitates the target they are immediately banished back to their home plane.

Alternatively you may use this spell to dispel any Enchantment spell cast by a Lawful creature, or any spell with a Lawful trapping. This option requires a successful touch attack, and automatically dispels the chosen spell, as long as it can normally be dispelled by Dispel Magic. Using this last option immediately ends the spell.

Desiccate

School: Necromancy

Rank: Heroic (Mage and Water Sphere)

Casting: Gestures, incantation, and either focus or components

Range: 24/48/96

Duration: Instant

Trappings: Direct and Ranged

This spell drains the moisture from all living creatures within an area the size of a Large Burst Template; those who fail to resist with an opposed Vigor roll suffer 2d8 damage. Against plant creatures and water elementals, the damage increases to 2d10 damage, while creatures lacking moisture (such as constructs) are not affected by this spell.

Despair

School: Enchantment

Rank: Seasoned (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Medium Cone Template

Duration: 3 minutes per caster rank

Trappings: Mental and Direct

This spell targets everyone within a Medium Cone Template; those who fail to resist with an opposed Spirit roll suffer a level of Fatigue for the duration of the spell. If this spell is cast on someone affected by Hope, the two spells automatically dispel each other.

Destroy Life

School: Necromancy

Rank: Veteran (Priest and Death Sphere)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Death and Direct

This spell is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit): if you hit a living creature, they suffer 2d8 damage. Anyone incapacitated by this spell is instantly slain.

Destroy Life, Improved

School: Necromancy

Rank: Heroic (Priest and Death Sphere)

Casting: Gestures, incantation and focus (500 gp)

Range: Smarts

Duration: Instant

Trappings: Death, Direct and Ranged

This spell targets one living creature, causing them to suffer 2d8 damage. Because there is no attack roll, it is not possible to make a Called Shot or achieve a raise (with its +d6 damage bonus) on the attack. Any creature Incapacitated by this spell is instantly slain and their remains are utterly consumed, although their equipment is unaffected.

Detection Ward

School: Abjuration

Rank: Seasoned (Mage, Nightblade, Warden and Deceit Sphere)

Casting: Gestures, incantation and components (50 gp)

Range: Touch

Duration: 3 hours per caster rank

Trappings: Direct and Beneficial

This spell wards one creature or object against divination, including scrying spells and crystal balls, Clairvoyance, detection magic, location spells, and so on. Divination attempts against the warded creature or object suffer a -2 penalty, or -4 if this spell is cast with a raise. If you cast Detection Ward on yourself or an object in your possession, it is automatically treated as if cast with a raise.

Dimensional Barrier

School: Abjuration

Rank: Heroic (Mage and Priest)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 3 days per caster rank

Trappings: Direct and Ranged

This spell creates a shimmering barrier surrounding an area the size of a Small, Medium or Large Burst Template, chosen when the spell is cast. All forms of extradimensional movement are blocked from passing through the barrier in either direction. This doesn't affect ethereal creatures who were already within the area when the spell is cast, nor does it prevent summoned creatures from vanishing when their spell expires.

Dimensional Gateway

School: Conjuration

Rank: Legendary (Mage and Priest)

Casting: Gestures, incantation and a benny

Range: Smarts x 2

Duration: 3 rounds per caster rank, or Instant

Trappings: Creation, Maintained and Ranged

This spell creates a gateway to another plane of existence of your choice. You must choose the orientation, facing and size of the gateway when you cast the spell: it can be 1" disk, or the size of a Small or Medium Burst Template. Anyone can pass through the gateway in either direction, and using the spell in this way does not cost a benny.

However if you spend a benny and name either a specific individual or a type of creature when casting this spell, the gateway opens in front of them and automatically pulls them through, closing again immediately afterwards. Only extremely powerful beings such as deities can resist the pull, although they may still choose to pass through the gateway if they wish.

If a creature is pulled through the gateway and its rank does not exceed yours, you may force it to perform a service for you. A service that requires more than a few minutes to complete requires negotiation and bargaining; once the creature has completed its task it is automatically transported to your location, and if you fail to fulfill your side of the bargain the consequences will be dire – you might lose your life or even your soul, or be forced into performing a service for the creature or its master. If you complete your side of the bargain, the creature automatically returns to its home plane.

If the creature's rank exceeds yours, is free to do whatever it wishes. It can return to its own plane at any time, but may choose to have some fun first.

Dimensional Manacles

School: Abjuration

Rank: Seasoned (Mage and Priest)

Casting: Gestures and incantation

Range: 12/24/48

Duration: 3 minutes per caster rank

Trappings: Direct and Ranged

This spell shoots a ray of energy at one target, who may attempt to evade with an opposed Agility roll. If the spell is successful, the target is covered with a shimmering field of emerald energy which completely blocks all forms extradimensional travel. This doesn't affect creatures who were already ethereal when the spell was cast, nor does it block extradimensional attacks or senses, or prevent summoned creatures from vanishing when their duration expires.

Discord

School: Enchantment

Rank: Veteran (Spellsinger)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 3 rounds per caster rank

Trappings: Mental, Sonic, Direct and Ranged

This spell affects everyone within a Medium Burst Template. Those who fail to resist with an opposed

Spirit roll will automatically hit a random target (but not their original target) whenever they roll 1 or 2 on their Fighting, Shooting or Throwing die, regardless of Wild Die; they will even move when necessary in order to get within striking distance.

Disintegration

School: Transmutation

Rank: Veteran (Mage) or Heroic (Destruction Sphere)

Casting: Gestures, incantation, and either focus or components

Range: 12/24/48

Duration: Instant

Trappings: Direct and Ranged

This spell shoots a thin ray of green light at the target, inflicting 2d8 damage on a successful hit; this counts as a Heavy Weapon.

Anyone incapacitated by this spell is completely disintegrated, leaving behind only a fine trace of dust.

When used against inanimate objects, this spell can disintegrate up to one ten-foot block of matter. The ray can even disintegrate objects constructed of force (including spells with a Force trapping), but cannot affect a Sphere of Invulnerability or an Anti-Magic Aura.

Disjunct Magic

School: Abjuration

Rank: Legendary (Mage and Magic Sphere)

Casting: Incantation

Range: Smarts

Duration: Instant

Trappings: Ranged

This spell targets all magical effects and items within a Large Burst Template centered on you, except for those in contact with you when you cast the spell. Magical items attempt to resist with an opposed Spirit roll (their owner can roll instead if their chance is higher): on a failure they are permanently drained of their magic. Spells and other magical affects are automatically destroyed, except for Anti-Magic Aura, which can be resisted by its caster with a standard spellcasting roll (at –2 if the Disjunct Magic was cast with a raise).

Even artifacts can be destroyed with this spell, although they can resist with a standard Spirit roll (at –2 if the Disjunct Magic was cast with a raise). If you do destroy an artifact, you must make an immediate Spirit roll at –2, on a failure you permanently lose all Spellcasting Edges; not even a miracle or wish can restore them. Destroying an artifact is also very likely to draw attention from powerful beings connected to the device.

Dispel Magic

School: Abjuration

Rank: Seasoned (Holy Champion, Mage, Priest, Shaman, Spellsinger, Unholy Champion and Magic Sphere)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: Instant

Trappings: Ranged

This spell targets one specific spell, or all ongoing spells on one specific creature or object, or all spells within an area the size of a Medium Burst Template, chosen when the spell is cast. Each spell may attempt to resist with an opposed Spellcasting roll, using the skill of the one who cast it. Instant spells cannot be dispelled in this way, because the magical effect is already over.

If you target a magic item and it fails to resist, it loses all of its magical abilities until its owner next draws Hearts for initiative (if it has no owner, simply draw a card for it each round).

If you target an area, roll against every spell within the area that doesn't reside on a creature or object. Any creatures or objects within the area must only roll for their single most powerful spell effect in this case, not every spell.

An alternative use of dispel magic is to counter another spell as it is being cast. This requires you to be on Hold and successfully interrupt someone while they are casting a spell; if your spellcasting roll equals or exceeds their spellcasting roll, you counter their spell before it can take effect. This also work on Instant spells.

You automatically succeed at casting dispel magic against your own spells.

Dispel Magic, Improved

School: Abjuration

Rank: Veteran (Mage, Priest, Shaman and Spellsinger)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: Instant

Trappings: Ranged

This spell works like Dispel Magic, except that it can also dispel effects that the Break Curse spell can remove.

Distortion

School: Illusion

Rank: Seasoned (Mage and Spellsinger)

Casting: Incantation and components

Range: Touch

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Obscurement, Direct and Beneficial

This spell distorts light around the target, causing them to appear slightly to one side from their actual location; all attacks against them that rely on vision suffer a -2 penalty to hit (although Truesight can counteract the effect).

Divine Ally

School: Conjuration

Rank: Legendary (Chaos Sphere, Evil Sphere, Good Sphere and Law Sphere)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Summoning, plus either Holy, Unholy, Lawful or Chaotic Ranged

This spell requires a full round to cast and allows you to summon a number of ranks worth of extraplanar creatures equal to the rank of the spell. See the 'Extraplanar Minions' section for details.

The allegiance spell trapping (Holy, Unholy, Lawful or Chaotic) is determined by the sphere of magic used to cast this spell, and you may only summon creatures that have the same ability type as the trapping.

Divine Blast

School: Evocation

Rank: Seasoned (Chaos Sphere, Evil Sphere, Good Sphere and Law Sphere)

Casting: Gestures and incantation

Range: 12/24/48

Duration: Instant

Trappings: Direct, plus either Holy, Unholy, Lawful or Chaotic Ranged

This spell unleashes a fearsome blast of divine energy, targeting everyone within a Medium Burst Template; those who fail to resist with an opposed Spirit roll suffer 2d6 damage. The trapping of this spell (either Holy, Unholy, Lawful or Chaotic) is determined by the Sphere of magic used to cast this spell.

Against creatures with the opposed ability type for the trapping (e.g., a Holy Divine Blast against a creature with the Unholy ability), the damage is increased to 2d8, and if you beat them with a raise they are also knocked Prone. Creatures with the same ability type as the trapping are immune to this spell.

Divine Bolt

School: Evocation

Rank: Seasoned (Priest and Sun Sphere)

Casting: Gestures and incantation

Range: 12/24/48

Duration: Instant

Trappings: Direct and Ranged

This spell shoots a bolt of divine light at the target, inflicting 2d6 damage on a successful hit. Against undead the damage is increased to 2d8, while against constructs or inanimate objects the damage is reduced to 2d4.

Divine Favor

School: Evocation

Rank: Novice (Holy Champion and Priest)

Casting: Gestures, incantation and focus

Range: Self

Duration: 1 minute

Trappings: Luck

This spell grants you a +1 bonus to your weapon damage rolls.

Divine Guidance

School: Divination

Rank: Cantrip (Priest and Shaman)

Casting: Gestures and incantation

Range: Touch

Duration: 1 minute or until discharged

Trappings: Competence, Direct and Beneficial

This spell grants the target a +1 bonus to a single trait roll of their choice. They must announce they are using the bonus before making the roll.

Divine Might

School: Transmutation

Rank: Veteran (Priest and Strength Sphere)

Casting: Gestures, incantation and focus

Range: Self

Duration: 3 rounds per caster rank, dismiss early as a normal action

This spell causes the caster to physically grow. Your Strength increases by +2 die steps and your Toughness by +2, but you now suffer -1 penalty to all attacks, while all attacks against you receive a +1 bonus to hit. If cast with a raise, you may double these modifiers if you wish. If you are constrained or have insufficient space to grow, the spell automatically fails. Any equipment you are carrying is also enlarged for the duration of the spell, or until it leaves your person.

Furthermore, you also gain Physical Resistance, suffering -2 damage from physical attacks except those caused by unholy weapons (if you have a holy aura) or holy weapons (if you have an unholy aura).

This spell does not stack with other spells or magical effects that increase size.

Divine Power

School: Evocation

Rank: Seasoned (Holy Champion, Priest and Battle Sphere)

Casting: Gestures, incantation and focus

Range: Self

Duration: 3 rounds per caster rank

Trappings: Enhancement

This spell increases your Strength by +1 die step, or +2 if cast with a raise. It also increases your Toughness by +1.



Divine Weapon

School: Evocation

Rank: Seasoned (Holy Champion)

Casting: Gestures and incantation

Range: Touch

Duration: 3 rounds per caster rank

Trappings: Holy

This spell imbues your melee weapon with divine energy, granting it a +1 bonus to attack and damage rolls, and inflicting an additional +2 damage against creatures with the Unholy ability. Your weapon counts as Holy for the purposes of Physical Resistance, and generates a protective aura that works like the Ward against Evil spell; if the Ward is broken or destroyed, it automatically reappears at the beginning of your next turn.

You can only have one Divine Weapon at any one time, and if you cast this spell on a weapon that is already magical (including being enhanced with other spells) the previous affects are suppressed for the duration, however the spell fails if cast on an artifact. If the weapon is no longer in your hand at the end of your turn, the spell ends immediately.

Divine Word

School: Evocation

Rank: Heroic (Priest, Chaos Sphere, Evil Sphere, Good Sphere and Law Sphere)

Casting: Incantation

Range: Self

Duration: Instant

Trappings: Sonic and Direct, plus either Holy, Unholy, Lawful or Chaotic

This spell fills a Large Burst Template centered on you. Everyone within the area who can hear you speak may attempt to resist with an opposed Spirit roll, on a failure they become Dazed, and are rendered deaf until they next draw Hearts for initiative. If you win the opposed roll with one or more raises, the victim also becomes Confused and suffers one wound per raise.

If you are on your home plane when this spell is cast, Extraplanar creatures who fail their Spirit roll are also banished back to their home plane, even if they can't hear you speak.

The trapping of this spell (Holy, Unholy, Lawful or Chaotic) is determined by the Sphere of magic used to cast the spell. If cast as a Priest spell rather than a Sphere spell, the trapping is Holy if you have the Turn Undead Edge, and Unholy if you have the Rebuke Undead (if you have neither Edge, you cannot cast this spell).

Creatures with the same ability type as the trapping are immune to this spell.

Dominate Beast

School: Enchantment

Rank: Seasoned (Shaman and Beast Sphere)

Casting: Gestures and incantation

Range: Smarts

Duration: 3 rounds per caster rank

Trappings: Mental, Direct and Ranged

This spell targets a single animal, who may attempt to resist with a Spirit roll (at -2 if the spell is cast with a raise). If successful, you can command the animal to perform simple actions (no more than one or two words), as long as those actions aren't obviously suicidal. If you command the animal to perform an action that goes against its nature, it can make an immediate unmodified Spirit roll to break the spell.

The telepathic link formed by this spell allows you to issue new commands as a normal action, as long as the animal remains within range. You can also concentrate on the animal as a normal action to

receive a rough idea of what it's currently experiencing, although you don't receive sensory input.

Dominate Creature

School: Enchantment

Rank: Legendary (Mage)

Casting: Gestures and incantation

Range: Smarts

Duration: 3 days per caster rank

Trappings: Mental, Direct and Ranged

This spell targets any one creature, who may attempt to resist with a Spirit roll (at -2 if the spell is cast with a raise). If successful, you can command the creature to perform certain actions, as long as those action aren't obviously suicidal. If you command the creature to perform an action that goes against their nature, they can make an immediate unmodified Spirit roll to break the spell.

The telepathic link formed by this spell allows you to issue new commands as a normal action, regardless of distance. You can also concentrate on the creature as a normal action to receive sensory input from their mind, although this doesn't allow direct communication, nor can you use their senses directly; you only get a second-hand impression of what they currently sense and feel.

If you don't share a common language with the target creature, you can only issue very basic commands (no more than one or two words), and cannot receive sensory input from their mind.

Dominate Person

School: Enchantment

Rank: Seasoned (Spellsinger) or Veteran (Mage)

Casting: Gestures and incantation

Range: Smarts

Duration: 3 days per caster rank

Trappings: Mental, Direct and Ranged

This spell targets a single humanoid creature, who may attempt to resist with a Spirit roll (at -2 if the spell is cast with a raise). If successful, you can command the creature to perform certain actions, as long as those actions aren't obviously suicidal. If you command the creature to perform an action that goes against their nature, they can make an immediate unmodified Spirit roll to break the spell.

The telepathic link formed by this spell allows you to issue new commands as a normal action, regardless of distance. You can also concentrate on the creature as a normal action to receive sensory input from their mind, although this doesn't allow direct communication, nor can you use their senses directly; you only get a second-hand impression of what they currently sense and feel.

If you don't share a common language with the target creature, you can only issue very basic commands (no more than one or two words), and cannot receive sensory input from their mind.

Dominate Plants

School: Transmutation

Rank: Heroic (Shaman and Plant Sphere)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Ranged

This spell allows you to control a number of ranks worth of plant creatures equal to your caster rank, bending them to your will. The targets may attempt to resist with an opposed Spirit roll, and will ignore any commands that are obviously suicidal unless they are Mindless.

Dominate Undead

School: Necromancy

Rank: Heroic (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Direct and Ranged

This spell allows you to control a number of ranks worth of undead equal to your caster rank, bending them to your will. The targets may attempt to resist with an opposed Spirit roll, and will ignore any commands that are obviously suicidal unless they are Mindless.

Doppelgänger

School: Necromancy

Rank: Heroic (Mage)

Casting: Gestures, incantation, focus (500 gp) and components (1,000 gp)

Range: Adjacent

Duration: Instant

This spell requires ten minutes to cast, and creates an inert clone of the target creature, which then grows over the next 6 months (reduced to 3 months on a raise). When the creature dies (or once the clone finishes growing if the creature is already dead) their soul is immediately transferred to the new body. The physical remains of the original body then become inert, and cannot be restored to life. If the creature dies of old age, or doesn't wish to be restored to life, the spell automatically fails. After being transferred to their new body, the creature permanently loses an advance.

This spell requires special laboratory equipment (the focus) and supplies (the components). You must also have at least a cubic inch of flesh from the creature you wish to clone, and the new body will need to be maintained or preserved if it isn't used within a day or two, otherwise it begins to decompose.

Drain Life

School: Necromancy

Rank: Seasoned (Mage)

Casting: Gestures and incantation

Range: 6/12/24

Duration: Instant

Trappings: Draining, Enhancement, Direct and Ranged

This spell shoots a ray of dark crackling energy at the target, who may attempt to resist with an opposed Vigor roll. On a success against a living creature, the target becomes Dazed; each raise then inflicts one level of Fatigue, with incapacitation resulting in immediate death as their life-force is snuffed out. Fatigue from this spell is automatically recovered at the rate of 1 level every 8 hours. Against undead, this spell doesn't cause Dazed or Fatigue, instead it grants the target a +1 bonus to Toughness for the next hour.

Drain Life, Improved

School: Necromancy

Rank: Legendary (Mage and Priest)

Casting: Gestures and incantation

Range: 6/12/24

Duration: Instant

Trappings: Draining, Enhancement, Direct and Ranged

This spell shoots a ray of dark crackling energy at the target, who may attempt to resist with an opposed Vigor roll. On a success against a living creature, the target becomes Dazed; each success and raise then inflicts one level of Fatigue, with incapacitation resulting in immediate death as their life-force is snuffed out. Fatigue from this spell is automatically recovered at the rate of 1 level every 24 hours. Against undead, this spell doesn't cause Dazed or Fatigue, instead it grants the target a +2 bonus to Toughness for the next hour.

Draining Touch

School: Necromancy

Rank: Seasoned (Mage and Unholy Champion)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Draining, Enhancement and Direct

This spell is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry): if you hit the target, they suffer 2d6 damage. Your Vigor increases by +1 die step if your opponent is Shaken or wounded by this attack, or +2 die steps if they are incapacitated; the Vigor bonus lasts for one hour.

Dread

School: Necromancy

Rank: Novice (Priest and Unholy Champion)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: Instant

Trappings: Fear, Mental, Direct and Ranged

This spell targets one living creature, filling them with a sense of impending doom. The target may attempt to resist with an opposed Spirit roll, on a failure they become Dazed.

Dream Message

School: Illusion

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Unlimited

Duration: Special

Trappings: Mental and Direct

This spell requires one minute to cast, and allows you or one other willing creature to send a message in the form of a dream. The recipient of the message must be specified when the spell is cast, and must be asleep at the time; if they are awake, the sender may choose to wait in a trance-like state until the recipient falls asleep. The recipient cannot communicate with the sender, but they vividly remember the dream when they wake up. Creatures who do not sleep or dream cannot be contacted with this spell.

Earthquake

School: Evocation

Rank: Heroic (Priest, Shaman, Destruction Sphere and Earth Sphere)

Casting: Gestures, incantation and focus

Range: 24/48/96

Duration: Instant

Trappings: Ranged

This spell creates a localized earthquake centered on an area the size of a Large Burst Template; everyone up to 4" away from the area must make an Agility roll or be knocked prone. Those directly within the area must make an Agility roll at -2 or suffer 2d8 damage (+d6 if the spell is cast with a raise), and are automatically knocked prone unless they succeed with a raise.

The source of the damage could be falling debris, a landslide, falling into a fissure, etc., depending on where the spell is cast; if there is no appropriate source of damage, the creature is automatically Shaken instead. This spell counts as a Heavy Weapon.

Efface Writing

School: Transmutation

Rank: Novice (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Ranged

This spell automatically removes all non-magical writing from a single scroll, or from one or two pages of paper, parchment, or similar material. If someone else is holding the object when you cast the spell, they may attempt to resist with an opposed Spirit roll.

If you touch the writing and get a raise on the spellcasting roll, you can also remove Arcane Signatures, Explosive Sigils, Serpent Sigils, and Warding Sigils. You cannot use this spell to remove Illusionary Writing or Rune spells.

Elemental Horde

School: Conjuration

Rank: Legendary (Shaman, Air Sphere, Earth Sphere, Fire Sphere and Water Sphere)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Summoning and Ranged

This spell requires ten minutes to cast, and summons three large elementals upon completion. Ten minutes later two huge elementals appear, and after another ten minutes one greater elemental appears as well. The elementals obey your commands to the best of their ability, and never attack you (even if someone else takes control of them).

Shamans can choose to summon fire, air, earth or water elementals when this spell is cast. Priests always summon the type of elemental appropriate to their sphere.

Empathic Comprehension

School: Divination

Rank: Novice (Mage, Priest and Spellsinger)

Casting: Gestures, incantation, and either focus or components

Range: Self

Duration: 30 minutes per caster rank

Trappings: Perpetuate

This spell grants you the ability to understand all languages, both spoken and written, as long as you are touching their source (i.e., the creature who is speaking or the document you're reading). You are not able to speak or write the language yourself, you can only understand the words of others, and only the literal meaning of those words.

You cannot read magical texts with this spell, although you can recognize when a text is magical. This spell can also be foiled by certain warding spells, and does not decipher codes or reveal messages hidden within a text.

Empathic Linguist

School: Divination

Rank: Novice (Nightblade and Spellsinger) or

Seasoned (Mage and Priest)

Casting: Incantation, and either focus or components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Perpetuate and Beneficial

This spell grants the target creature the ability to speak and understand the language and dialect of any intelligent creature capable of speech.

Enchant Armor

School: Transmutation

Rank: Novice (Spellwright) or Seasoned (Priest, Battle Sphere and Strength Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 hours per caster rank

Trappings: Enhancement, Direct and Beneficial

This spell grants one shield, helmet or suit of armor a standard +1 weapon (in the case of shields) or armor ability per caster rank; see the 'Magic Arms and Armor' section for further details. This spell can only be cast on inanimate objects, not living creatures, although clothing can be affected as if it were armor.

Enchant Claws

School: Transmutation

Rank: Novice (Shaman and Warden)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Enhancement, Perpetuate, Direct and Beneficial

This spell grants one natural weapon a standard +1 magical weapon ability; see the 'Magic Arms and Armor' section for further details. This spell can only be cast on natural weapons.

Enchant Claws, Improved

School: Transmutation

Rank: Seasoned (Shaman and Warden)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 3 hours per caster rank

Trappings: Enhancement, Perpetuate, Direct, Beneficial and Ranged

This spell either grants one natural weapon a standard +1 magical weapon ability per caster rank, or all of the target's natural weapons a standard +1 magical weapon ability; see the 'Magic Arms and Armor' section for further details. This spell can only be cast on natural weapons.

Enchant Cudgel

School: Transmutation

Rank: Novice (Shaman)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Enhancement and Direct

This spell grants your non-magical wooden club or quarterstaff a +1 damage bonus as a weapon ability, as long as you are the one using it.

Enchant Stones

School: Transmutation

Rank: Novice (Priest, Shaman, Spellwright and Earth Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 30 minutes or until discharged

Trappings: Direct and Beneficial

This spell enchants up to three small pebbles, which can then be thrown (range 3/6/12) or shot from a sling. The stones have no minimum Strength requirement and inflict Str+d6 damage, increased to Str+d8 against undead. They count as magical for the purposes of overcoming Physical Resistance.

Enchant Weapon

School: Transmutation

Rank: Novice (Holy Champion, Mage, Priest, Spellwright, Unholy Champion and Battle Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Enhancement, Direct and Beneficial

This spell grants one weapon or bundle of ammunition a standard +1 magical weapon ability; see the 'Magic Arms and Armor' section for further details. This spell can only be cast on inanimate objects, not natural weapons.

Enchant Weapon, Improved

School: Transmutation

Rank: Seasoned (Holy Champion, Mage, Priest, Spellwright and Unholy Champion)

Casting: Gestures, incantation, and either focus or components

Range: Smarts

Duration: 3 hours per caster rank

Trappings: Enhancement, Direct, Beneficial and Ranged

This spell grants one weapon or bundle of ammunition a standard +1 magical weapon ability per caster rank; see the 'Magic Arms and Armor' section for further details. This spell can only be cast on inanimate objects, not natural weapons.

Energy Armor

School: Abjuration

Rank: Seasoned (Mage, Priest, Shaman, Spellwright, Unholy Champion, Warden, Fate Sphere and Protection Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Direct and Beneficial

This spell protects the target from one type of energy (acid, cold, electricity, fire, or sonic), chosen when the spell is cast. The target receives 2 points of ablative armor against the chosen energy type; this stacks with other armor, but not with further castings of this spell or Improved Energy Ward.

Energy Ward

School: Abjuration

Rank: Novice (Holy Champion, Mage, Priest, Shaman, Spellwright, Unholy Champion and Warden) or Seasoned (Fire Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Direct and Beneficial

This spell provides the target with Energy Resistance against one type of energy (acid, cold, electricity, fire, or sonic), chosen when the spell is cast. Damage of the chosen type is reduced by 2.

Enhance Armor

School: Transmutation

Rank: Cantrip (Spellwright)

Casting: Gestures and components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Enhancement and Quicken

This spell requires one minute to cast, and grants one shield, helmet or suit of armor an enhanced +1 weapon (in the case of shields) or armor ability; see the 'Magic Arms and Armor' section for further details. This spell can only be cast on inanimate objects, not living creatures, although clothing can be affected as if it were armor. The ability is only active when you are the one using the shield, helmet or armor.

Enhance Armor, Improved

School: Transmutation

Rank: Special (Spellwright)

Casting: Gestures and components (10 gp, 50 gp, or 100 gp)

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Enhancement and Quicken

This spell requires one minute to cast, and grants one shield, helmet or suit of armor an enhanced +1, +3 or +5 weapon (in the case of shields) or armor ability, depending on whether you're using the Novice, Seasoned or Veteran version of this spell; see the 'Magic Arms and Armor' section for further details. The rank of the spell also determines the cost of the components. This spell

can only be cast on inanimate objects, not living creatures, although clothing can be affected as if it were armor.

Enhance Attribute

School: Abjuration

Rank: Novice (Spellwright)

Casting: Gestures and components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Enhancement

This spell requires a full round to cast, and imbues an item with an enhancement to one specific attribute, chosen when the spell is cast. Anyone wearing the item increases the chosen attribute by +1 die step, or +2 die steps if the spell is cast with a raise.

Enhance Charisma

School: Abjuration

Rank: Novice (Spellwright)

Casting: Gestures and components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Enhancement

This spell requires a full round to cast, and imbues an item with an enhancement to Charisma. Anyone wearing the item increases their Charisma by +1, or +2 if the spell is cast with a raise.

Enhance Skill

School: Abjuration

Rank: Novice (Spellwright)

Casting: Gestures and components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Enhancement

This spell requires a full round to cast, and imbues an item with an enhancement to one specific skill, chosen when the spell is cast. Anyone wearing the item increases the chosen skill by +1 die step (or to d4 if they were previously unskilled), although this cannot raise the skill above its linked attribute.

Enhance Weapon

School: Transmutation

Rank: Cantrip (Spellwright)

Casting: Gestures and components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Enhancement and Quicken

This spell requires one minute to cast, and grants one weapon an enhanced +1 weapon ability; see the 'Magic Arms and Armor' section for further details. This spell can only be cast on inanimate objects, not natural weapons, and the ability is only active when you are the one using the weapon.

Enhance Weapon, Improved

School: Transmutation

Rank: Special (Spellwright)

Casting: Gestures and components (20 gp, 100 gp, or 200 gp)

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Enhancement and Quicken

This spell requires one minute to cast, and grants one weapon an enhanced +1, +3 or +5 weapon ability, depending on whether you're using the Novice, Seasoned or Veteran version of this spell; see the 'Magic Arms and Armor' section for further details. The rank of the spell also determines the cost of the components. This spell can only be cast on inanimate objects, not natural weapons.

Enlarge Animals

School: Transmutation

Rank: Seasoned (Warden and Beast Sphere) or Veteran (Mage and Shaman)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 3 minutes per caster rank

Trappings: Direct and Ranged

This spell targets up to one animal per caster rank, or two per caster rank on a raise. Each animal has its size increased by one category, and its natural armor (if it has any) increases by +1. Each animal also gains Physical Resistance, suffering -2 damage from physical attacks except those caused by magic weapons.

This spell does not stack with other spells or magical effects that increase size.

Enlarge Person

School: Transmutation

Rank: Novice (Mage and Strength Sphere)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Perpetuate, Direct and Ranged

This spell requires a full round to cast, and increases the size of one humanoid creature, who may attempt to resist with an opposed Vigor roll if they wish. The creature's Strength increases by +2 die steps and their Toughness by +2, but they suffer a -1 penalty to all attacks, and attacks against them receive a +1 bonus to hit. If cast with a raise, these modifiers may be doubled if the caster wishes. If the creature is constrained or has insufficient space to grow, the spell automatically fails. Any equipment the creature is carrying is also enlarged for the duration of the spell, or until it leaves their person.

This spell does not stack with other spells or magical effects that increase size.

Enlarge Person, Improved

School: Transmutation

Rank: Seasoned (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Direct and Ranged

This spell requires a full round to cast, and increases the size of up to three humanoid creatures per caster rank, who may attempt to resist with an opposed Vigor roll if they wish. Each creature's Strength increases by +2 die steps and their Toughness by +2, but they suffer a -1 penalty to all attacks, and attacks against them receive a +1 bonus to hit. If cast with a raise, these modifiers may be doubled if the caster wishes. If any of the creatures are constrained or have insufficient space to grow, they are unaffected by this spell. Any equipment the creatures are carrying is also enlarged for the duration of the spell, or until it leaves their person.

Enlarge Plants

School: Transmutation

Rank: Seasoned (Shaman, Warden and Plant Sphere)

Casting: Gestures, incantation and focus

Range: Smarts x 4

Duration: 3 minutes per caster rank, or Instant

Trappings: Ranged

If this spell is cast directly on a plant creature, it may attempt to resist with an opposed Vigor roll if it wishes; on a failure, its size temporarily increases by one category, or two categories on a raise. Each size category increases the creature's Strength by +2 die steps and its Toughness by +2, but it also suffers a -1 penalty to all attacks, and attacks against it receive a +1 bonus to hit. If the creature is constrained or has insufficient space to grow, the spell automatically fails. Any equipment the creature is carrying is also enlarged for the duration of the spell, or until it leaves their person. This does not stack with other spells or magical effects that increase size.

Alternatively, this spell can be used to permanently effect the surrounding terrain. When focused on the local area, all normal vegetation within range becomes heavily overgrown; anyone wishing to pass through it must make a Strength or Agility roll to force or squeeze their way through, with each success and raise on the roll allowing them to move 1", up to their maximum Pace. If the spell isn't focused on the local area, it instead enriches all normal vegetation within half a mile, increasing its productivity for the current year.

Enlarge Vermin

School: Transmutation

Rank: Seasoned (Priest and Shaman)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Direct and Ranged

This spell targets up to one normal-sized vermin creature per caster rank, such as a centipede or spider, although you cannot affect multiple types of vermin with the same casting. Each creature has its size increased by one category per caster rank.

Each size category increases the creature's Strength by +2 die steps and its Toughness by +2, but it also suffers a -1 penalty to all attacks, and attacks against it receive a +1 bonus to hit. If the creature is constrained or has insufficient space to grow, the spell automatically fails.

This spell does not stack with other spells or magical effects that increase size.

Enrage

School: Enchantment

Rank: Novice (Spellsinger) or Seasoned (Mage)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Mental, Morale, Direct and Ranged

This spell targets up to one willing creature per caster rank within a Large Burst Template, sending them into a berserk rage for the duration of the spell. The targeted creatures receive a +2 bonus to Toughness, ignore wound modifiers, and must automatically declare either Powerful Stance or Offensive Stance (or Wild Attack if you're not using the Stances rule) at the beginning of each turn.

Creatures in a rage cannot perform actions that require concentration, and whenever they roll 1 on their Fighting die they hit a random target within range (other than themselves and their intended target).

Note that the bonuses from this spell do not stack with the Berserker Rage (or Berserk) Edge, however any other Edges that are active while in a Berserker Rage will also apply while this spell is active.

Entangling Plants

School: Transmutation

Rank: Novice (Shaman, Warden and Plant Sphere)

Casting: Gestures, incantation and focus

Range: Smarts x 4

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Ranged

This spell causes regular plants within a Large Burst Template to entwine and twist around creatures in the area. All creatures wishing to move through the area must make a Strength or Agility roll as a normal action: on a raise they can move normally; on a success they can move as if the area were Difficult Ground; on a failure they're unable to move (but can still perform other actions).

Entrance Animals

School: Enchantment

Rank: Novice (Shaman and Spellsinger)

Casting: Gestures and incantation

Range: Smarts

Duration: Unlimited

Trappings: Mental, Sonic, Maintained, Direct and Ranged

This spell entrances a number of animals (including magical beasts) equal to half your Spirit. Only targets with animal intelligence can be affected, and they may attempt to resist with an opposed Spirit roll. Those who fail the roll remain stationary and perform no actions, although they automatically break free from the spell if threatened or attacked, or if they can no longer see you.

Entropy Field

School: Abjuration

Rank: Novice (Priest and Fate Sphere)

Casting: Gestures and incantation

Range: Self

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Deflection

This spell creates a glowing shield of swirling colors which deflects incoming ranged attacks. All ranged attacks made against you suffer a -2 penalty.

Environmental Endurance

School: Abjuration

Rank: Novice (Holy Champion, Mage, Priest, Shaman, Unholy Champion, Warden and Sun Sphere)

Casting: Gestures and incantation

Range: Touch

Duration: 24 hours

Trappings: Direct and Beneficial

This spell renders the target immune to Fatigue loss from Heat and Cold environmental hazards.

Ethereal Shift

School: Transmutation

Rank: Heroic (Mage and Priest)

Casting: Gestures and incantation

Range: Self

Duration: 3 rounds per caster rank, dismiss early as a normal action

This spell shifts you to the ethereal plane, rendering you invisible and incorporeal to creatures and objects in the material plane. You can still see and hear things within the material plane, but only to a maximum distance of 12".

Abjuration magic and spells with a Force trapping that are cast within the material plane extend into the ethereal plane, and therefore still affect you, however the reverse isn't true; spells cast on the ethereal plane only ever affect other creatures on the ethereal plane.

If this spell ends while you are in a solid object, you are automatically Shaken and pushed to the nearest open space.

Ethereal Shift, Improved

School: Transmutation

Rank: Legendary (Mage and Priest)

Casting: Gestures and incantation

Range: Touch

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Direct

This spell shifts you and up to one other willing creature per caster rank to the ethereal plane, rendering you invisible and incorporeal to creatures and objects in the material plane. You can still see and hear things within the material plane, but only to a maximum distance of 12".

Abjuration magic and spells with a Force trapping that are cast within the material plane extend into the ethereal plane, and therefore still affect you, however the reverse isn't true; spells cast on the ethereal plane only ever affect other creatures on the ethereal plane.

If this spell ends while you are in a solid object, you are automatically Shaken and pushed to the nearest open space.

Evil Eye

School: Necromancy

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Smarts

Duration: 1 round per caster rank

Trappings: Unholy, Fear, Direct and Ranged

This spell allows you to target one living creature each round as a free action, including the round when you cast the spell. Targets must make a Fear check at -2, or at -4 if the spell is cast with a raise.

Exchange Offense/Defense

School: Transmutation

Rank: Novice (Spellwright)

Casting: Gestures

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Direct and Beneficial

This spell requires a full round to cast, and targets one weapon or shield which grants a bonus to either Parry or attack; you may change an attack bonus to a Parry bonus, or vice versa.

Expeditious Jog

School: Transmutation

Rank: Novice (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Self

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Enhancement

This spell increases your Pace by +6" when moving on land.

Exploding Seeds

School: Conjuration

Rank: Veteran (Shaman, Fire Sphere and Sun Sphere)

Casting: Gestures, incantation and components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Fire and Creation

This spell must be cast on a handful of seeds, and it imbues up to two per caster rank with fiery magic. As a normal action you can cause all of your seeds within 36" to explode, each covering an area the size of a Small Burst Template; those within the area can attempt to evade with an Agility roll at -2, on a failure they suffer 2d6 damage. If someone is caught within the area of multiple exploding seeds, the effects don't overlap; they only need to make a single Agility roll, and only suffer the damage once if they fail.

Alternatively you can focus the magic, imbuing up to one seed per caster rank with fiery magic. These seeds can be thrown with a range of 6/12/24, and explode on impact; those within the area of effect may attempt to evade with an Agility roll at -2, on a failure they suffer 2d6 damage. You cannot cause these seeds to explode except by throwing them.

Explosive Sigil

School: Abjuration

Rank: Seasoned (Mage)

Casting: Gestures and incantation

Range: Touch

Duration: Permanent until discharged, dismiss early as a normal action

Trappings: Force and Direct

This spell allows you to place a mystic sigil upon a book, map, scroll, or similar object containing writing and weighing no more than ten pounds. This sigil detonates when the object is read, filling an area the size of a Small Burst Template centered

on the object. Creatures within the area may attempt to dive out of the way with an Agility roll at -2 (or at -4 if they are directly next to the sigil, which is usually the case for someone reading the object); those who fail their Agility roll suffer 2d8 damage. The object itself automatically suffers the damage, but no other inanimate objects are damaged by the explosion.

You and those you specify can read the protected writing without triggering the sigil. You may also remove the sigil whenever you wish. Dispel Magic and Efface Writing can also remove the sigil, but if the object successfully resists the Dispel Magic, or the Efface Writing fails to achieve a raise, the sigil detonates.

Anyone examining the object for traps only spots the Explosive Sigil on a raise. If someone is caught within the area of multiple exploding sigils, the effects don't overlap; they only need to make a single Agility roll, and only suffer the damage once if they fail.

Explosive Trap

School: Abjuration

Rank: Novice (Shaman) or Seasoned (Mage)

Casting: Gestures, incantation and components (25 gp)

Range: Touch

Duration: Permanent until discharged, dismiss early as a normal action

Trappings: Fire and Direct

This spell requires ten minutes to cast, and targets one object that can be opened and closed, such as a chest or door. The trap is triggered when the object is opened, filling an area the size of a Small Burst Template centered on the object. Creatures within the area may attempt to evade with an Agility roll at -2, on a failure they suffer 2d6 damage (or 2d4 if triggered underwater). This does not damage the object.

If Explosive Trap is cast on an object that already has a warding on it, the spell fails. Similarly, other warding spells fail if cast on an object that is already protected by Explosive Trap. Knock does not bypass the Explosive Trap, nor does an unsuccessful dispel magic trigger it.

You and any individuals you attune to the spell when it is cast may open the object without triggering the trap. Optionally you may also set a spoken password, which can be shared and used to bypass the trap. Anyone examining the object for traps only spots the Explosive Trap on a raise.

Extinguish Flames

School: Transmutation

Rank: Seasoned (Shaman)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: Instant

Trappings: Direct and Ranged

This spell automatically extinguishes all non-magical fires within an area the size of a Large Burst Template, and also extinguishes magical fires if cast with a raise. Fire elementals within the area automatically suffer 2d6 damage (with the usual +d6 damage if the spell is cast with a raise).

An alternative use of this spell allows it to be cast on a single magic item that creates or controls flame. The item may attempt to resist with an opposed Spirit roll (using its creator's Spirit die), on a failure it loses all of its fire-based abilities for the next 2 hours, or 4 hours if you cast the spell with a raise.

Extinguish Life

School: Necromancy

Rank: Veteran (Mage)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: Instant

Trappings: Death, Direct and Ranged

This spell targets up to one living creature per caster rank within an area the size of a Large Burst Template: roll 2d8 damage, adding a further +d6 damage if the spell is cast with a raise, and apply the result to each target. If this would inflict enough wounds to Incapacitate a target, they immediately die, otherwise the spell has no effect on them (i.e., they are not Shaken and do not suffer wounds, they either die or nothing happens). If the target is capable of Soaking, they may attempt to reduce the number of wounds in order to survive.

You may spend bennies to reroll the damage for this spell, as if you had the No Mercy Edge.

Extinguish Undeath

School: Necromancy

Rank: Veteran (Mage and Priest)

Casting: Gestures, incantation, and either focus or components

Range: Smarts x 2

Duration: Instant

Trappings: Direct and Ranged

This spell targets up to one undead creature per caster rank within an area the size of a Large Burst Template: roll 2d8 damage, adding a further +d6 damage if the spell is cast with a raise, and apply the result to each target. If this would inflict enough wounds to Incapacitate a target, they are immediately destroyed, otherwise the spell has no effect on them (i.e., they are not Shaken and do not suffer wounds, they are either destroyed or nothing happens). If the target is capable of Soaking, they may attempt to reduce the number of wounds in order to survive.

You may spend bennies to reroll the damage for this spell, as if you had the No Mercy Edge.

Extradimensional Dwelling

School: Conjuraton

Rank: Heroic (Mage)

Casting: Gestures, incantation and focus (5 gp)

Range: Smarts

Duration: 6 hours per caster rank, dismiss early as a normal action

Trappings: Creation and Ranged

This spell conjures an extradimensional dwelling, with a single portal on the plane where the spell was cast, which you can open or close as a free action. The portal is invisible and incorporeal when closed, appearing as a shimmering field in the air to those who can see the invisible. The portal is also fixed in space, and may be forced shut by heavy objects being pressed against it (for example if you open the portal within the bows of a ship, it won't rip a hole in the ship, instead it will be forced shut when the ship moves through it).

The inside of the dwelling is clean, fresh and warm, with an appearance and layout of your choosing, consisting of up to ten 2" cubes per caster rank. The dwelling is fully furnished, and stocked with enough food and drink to serve a banquet for up to three dozen people per caster rank. There is also a staff of ghostly servants.

Outside conditions such as weather and temperature cannot enter the dwelling, nor can conditions within the dwelling leave. Food eaten within the dwelling remains in the stomach of those who leave, but uneaten food, furniture, the servants, and any other part of the dwelling vanish if they leave.

When the spell ends, everything that isn't part of the spell is immediately ejected.

Extradimensional Pocket

School: Transmutation

Rank: Novice (Mage) or Seasoned (Nightblade)

Casting: Gestures, incantation and components

Range: Touch

Duration: 3 hours per caster rank, dismiss early as a normal action

This spell must be cast on a coil of rope, causing one end to rise up into the air until the entire length hangs perpendicular to the ground, with the upper end affixed to an extradimensional pocket. Anyone climbing the rope may enter an extradimensional pocket through an invisible 1x1" entrance, and may also pull the rope up if they wish.

Those within the pocket can see out, but spells cannot pass through the entrance in either direction unless they work across planes. Those outside of the pocket cannot see in – even if they can see the

invisible entrance, it just appears as an opaque barrier.

The pocket can hold up to eight creatures regardless of size, or seven if the rope is pulled up. The rope itself can hold several tons of weight, but severing it or pulling it free does not end the spell. When the spell ends, any creatures within the pocket are immediately ejected.

Eye Spy

School: Divination

Rank: Veteran (Mage)

Casting: Gestures, incantation and components

Range: Smarts miles

Duration: 3 hours per caster rank, dismiss early as a normal action

This spell requires one minute to cast, and creates two magical eyes per caster rank, or twice that number on a raise. Each eye looks like a semi-transparent white orb approximately twice the radius of a human eyeball, and must be given a specific set of instructions when created; the eyes know what you know, so their instructions can include references to things and people that you would recognize. Use the monster stats from the 'Eye Spies' section for the eyes; they can see in all directions, but only up to a distance of 24".

You must physically touch an eye to see what it has seen, so its instructions will usually include conditions for returning to you. Replaying the images in your mind requires 1 round per hour of observation, and the information is purely visual. Once you've replayed the images, the eye vanishes.

Eye Spy, Improved

School: Divination

Rank: Heroic (Mage)

Casting: Gestures, incantation and components

Range: Smarts miles

Duration: 3 hours per caster rank, dismiss early as a normal action

This spell requires one minute to cast, and creates two magical eyes per caster rank, or twice that number on a raise. Each eye looks like a semi-transparent white orb approximately twice the radius of a human eyeball, and must be given a specific set of instructions when created; the eyes know what you know, so their instructions can include references to things and people that you would recognize. Use the monster stats from the 'Eye Spies' section for the eyes; they can see in all directions, but only up to a distance of 24".

You must physically touch an eye to see what it has seen, so its instructions will usually include conditions for returning to you. Replaying the images in your mind requires 1 round per hour of observation, and the information is purely visual. Once you've replayed the images, the eye vanishes.

Fabricate Object

School: Transmutation

Rank: Veteran (Mage and Spellwright)

Casting: Gestures, incantation and components

Range: Smarts

Duration: Instant

Trappings: Ranged

This spell allows you to fabricate a single non-magical inanimate object from one type of available material within range. This does not change the quality or quantity of the material used, and if the object requires skilled craftsmanship you must also roll the appropriate skill (as if you were crafting the object normally, except much faster and without the need for tools).

You can use up to 3 cubic feet of minerals or 30 cubic feet of other materials per caster rank, however the spell requires 1 full round to cast per 1 cubic foot of minerals or 10 cubic feet of other materials (or fraction thereof). You cannot use creatures, magical objects, or attended objects as the material for this spell, and the fabrication is too slow to entrap a conscious target.

Faerie Light

School: Evocation

Rank: Novice (Shaman)

Casting: Gestures, incantation and focus

Range: Smarts x 4

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Light, Direct and Ranged

This spell targets all creatures and objects within a Small Burst Template; those who fail to resist with an opposed Spirit roll are outlined with a glowing pale light, producing the same amount of illumination as a candle. Attacks made against targets affected by this spell ignore penalties due to poor lighting and spells with an Obscurement trapping.

False Aura

School: Illusion

Rank: Novice (Mage and Spellsinger) or Seasoned (Nightblade)

Casting: Gestures and incantation

Range: Smarts

Duration: 3 hours per caster rank

Trappings: Ranged

Choose two targets (creatures or objects) within range. Any divination spells that read the aura of the first target will provide information based on the second target, unless the divination spells are cast with a raise.

False Aura only affects spells that read auras, such as Sense Magic, Sense Lies, etc.

False Image

School: Illusion

Rank: Veteran (Mage, Spellsinger and Deceit Sphere)

Casting: Gestures, incantation and components

Range: Touch

Duration: 3 hours per caster rank, dismiss early as a normal action

This spell protects an area the size of a Small, Medium or Large Burst Template, chosen when the spell is cast. Viewers using scrying magic against the affected area automatically see an illusionary image of something else, defined when the spell is cast. You can change or animate the image while within the area by concentrating on it as a normal action, otherwise it remains static.

False Image, Improved

School: Illusion

Rank: Heroic (Mage and Deceit Sphere)

Casting: Gestures and incantation

Range: Smarts

Duration: 6 hours per caster rank, dismiss early as a normal action

Trappings: Ranged

This spell requires ten minutes to cast, and creates a potent illusion within an area the size of a Small, Medium or Large Burst Template, chosen when the spell is cast. The illusion can include audible elements as well as visual, and can also be used to conceal things (as if they were invisible). You can change or animate the image while within the area by concentrating on it as a normal action, otherwise it remains static.

Creatures observing the area may attempt to penetrate the illusion with a Spirit roll at -2 (or -4 on a raise), but only if they have a reason to believe it isn't real. Those using scrying magic to observe the area always see the illusion, and cannot attempt to penetrate it.

False Life

School: Necromancy

Rank: Novice (Mage) or Seasoned (Nightblade)

Casting: Gestures, incantation and components

Range: Self

Duration: 3 hours per caster rank

This spell grants you limited protection against death itself. The next wound you suffer (after resolving any Soak roll you wish to make) is automatically negated. If you suffer multiple wounds from a single attack, this spell only negates one of them. The spell immediately ends after negating a wound, and does not remove your Shaken status.

You cannot benefit from more than one False Life spell at any one time.



Feather Fall

School: Transmutation

Rank: Novice (Mage, Nightblade and Spellsinger)

Casting: Incantation

Range: Smarts

Duration: 3 rounds per caster rank

Trappings: Direct, Beneficial and Ranged

This spell affects up to three targets per caster rank within a Large Burst Template. The targets float downward at the rate of 12" per round until they either land safely or the duration expires.

Casting this spell is a free action, and you may cast it even when it's not your turn, as long as you aren't Shaken.

Fetter

School: Enchantment

Rank: Heroic (Mage)

Casting: Gestures, incantation and components (7,500 gp)

Range: Smarts

Duration: Special

Trappings: Mental, Direct and Ranged

This spell requires one minute to cast, and other spellcasters may assist you with Cooperative Rolls. You magically bind one living creature, who must remain within range for the entire casting time, and may attempt to resist with an opposed Spirit roll. You may choose one of the following types of fetter when you cast this spell, as long as you have the appropriate components:

Chains: The target is chained to the spot for three years per caster rank, and the chains are imbued with a Repulsion spell that repels everyone except you.

Torpor: The target falls into a deep sleep for three years per caster rank, however they don't need to eat or drink while bound, nor do they age. Optionally, you may also combine Torpor with Chains. This version of Fetter grants the target a +1 bonus to the opposed roll, or +2 when combined with Chains.

Confinement: The target is transported to a specific location which must be prepared in advance, typically a building or room, and confined there forever. This version of Fetter grants the target a +2 bonus to the roll, or +3 if the location is particularly small (such as a single room or prison cell).

Containment: The target is shrunk or turned incorporeal, and permanently bound into an object such as a gem or bottle. While bound the creature is rendered completely harmless, and doesn't need to eat, drink or breathe, nor does it age, however it is still aware of its surroundings. If you wish, you may grant the target the ability to manifest a face on the surface of the object and speak, however this doesn't allow it to cast spells or use any other abilities. This version of Fetter grants the target a +4 bonus to the roll.

The Fetter cannot be dispelled, although it is still vulnerable to Anti-Magic Aura and Disjunct Magic. You may also choose to give the spell a release condition if you wish; this grants the target a -1 or -2 penalty to their roll, at the GM's discretion, depending on how likely it is to occur.

The spell components must be tailored to the specific individual you wish to bind and the type of Fetter you wish to use.

Fiery Sphere

School: Evocation

Rank: Novice (Mage and Shaman)

Casting: Gestures, incantation, and either focus or components

Range: Smarts x 2

Duration: 3 rounds per caster rank

Trappings: Fire, Direct and Ranged

You conjure a sphere of fire 1" in diameter, which provides the same illumination as a torch, and inflicts 2d4 damage to anyone passing through it. The sphere has Pace 6 and you can move it as a free action, as long as it doesn't leave the range of the spell; if it moves into contact with someone, it automatically inflicts 2d4 damage, and cannot move again this round. The sphere cannot run, but it can bounce up into the air as part of its normal movement (although it falls back to the ground afterwards).

Flammable targets who come into contact with the sphere must roll to see if they catch fire. The sphere can be extinguished as easily as a normal fire, leaving behind a soft spongy ball.

Find Creature

School: Divination

Rank: Seasoned (Mage, Nightblade and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts x 4

Duration: 30 minutes per caster rank

Trappings: Ranged

This spell allows you to sense the direction of a well-known or clearly visualized creature. If you wish to find a type of creature (which you must have seen before), the spell will reveal the direction of the nearest match within range. If you're trying to find a specific individual, you must have a very clear and accurate mental image, otherwise the spell will fail.

This spell is blocked by running water, will not find objects, and can be fooled by Decoy, Detection Ward, and Polymorph spells.

Find Location

School: Divination

Rank: Heroic (Mage, Priest and Knowledge Sphere)

Casting: Gestures, incantation and focus

Range: Unlimited

Duration: Instant

This spell requires ten minutes to cast, and allows you to discover the exact location of one particular creature or object, specified when the spell is cast. You must have previously touched the object or seen the creature (or possess something that was once theirs) in order to locate them. This spell bypasses all forms of protection other than Mental Shield.

Find Object

School: Divination

Rank: Novice (Mage, Spellsinger and Wayfare Sphere) or Seasoned (Nightblade and Priest)

Casting: Gestures, incantation and focus

Range: Smarts x 4

Duration: 3 minutes per caster rank

Trappings: Ranged

This spell allows you to sense the direction of a well-known or clearly visualized object. If you wish to locate a general item, the spell will reveal the direction of the nearest matching item within range. If you're trying to find a specific item, you must have a very clear and accurate mental image, otherwise the spell will fail.

This spell is blocked by lead (even a thin sheet), will not find creatures, and can be fooled by the Improved Polymorph spell.

Find Route

School: Divination

Rank: Veteran (Priest, Shaman, Spellsinger,

Knowledge Sphere and Wayfare Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Direct and Beneficial

This spell grants one creature the ability to innately know the shortest route into or out of one specific location, chosen when the spell is cast. The spell also imparts knowledge of how to bypass anything that blocks the route, including traps and magical wards, but it cannot predict the actions of creatures.

The creature can automatically escape a Labyrinth spell as a normal action.

Fire Storm

School: Evocation

Rank: Heroic (Priest, Shaman and Fire Sphere)

Casting: Gestures and incantation

Range: 12/24/48

Duration: Instant

Trappings: Fire, Direct and Ranged

This spell fills a Medium Burst Template with sheets of roaring flame; those who fail to evade with an opposed Agility roll suffer 2d8 damage. Roll for flammable targets to see if they catch fire.

The Fire Storm does not damage natural vegetation or ground cover, and you may also exclude any creature with the Plant ability from being harmed if you wish.

Fireball

School: Evocation

Rank: Seasoned (Mage)

Casting: Gestures, incantation and components

Range: 24/48/96

Duration: Instant

Trappings: Fire, Direct and Ranged

This spell shoots a tiny bead of swirling orange and yellow energy towards a targeted point in space, whereupon it blossoms into a huge ball of fire; this explosion creates almost no pressure. If the bead strikes something solid before reaching its destination, it will explode on impact.

The explosion targets everyone within a Medium Burst Template; those who fail to evade with an opposed Agility roll suffer 2d6 damage. Roll for flammable targets to see if they catch fire.

Fireball, Improved

School: Evocation

Rank: Heroic (Mage)

Casting: Gestures, incantation and components

Range: 24/48/96

Duration: Instant

Trappings: Fire, Direct and Ranged

This spell shoots a tiny bead of swirling orange and yellow energy towards a targeted point in

space, whereupon it blossoms into a huge ball of fire; this explosion creates almost no pressure. If the bead strikes something solid before reaching its destination, it will explode on impact.

The caster may delay the explosion by up to one round per caster rank, chosen when the spell is cast. If the bead strikes something solid before reaching its destination, it explodes instantly, otherwise it sits at its destination for the specified period of time before exploding. If someone picks up the bead they may attempt to throw it, but rolling 1 on the Throwing die causes the bead to explode in their hand.

The explosion targets everyone within a Medium Burst Template; those who fail to evade with an opposed Agility roll suffer 2d8 damage. Roll for flammable targets to see if they catch fire.

Fireworks

School: Transmutation

Rank: Novice (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts x 4

Duration: Instant, or 3 rounds per caster rank

Trappings: Obscurement, Direct and Ranged

This spell targets an existing fire, causing it to either erupt with a brief burst of blinding light, or a emit a thick cloud of choking smoke, chosen when the spell is cast. If the fire is non-magical, it is immediately extinguished by the spell, unless it exceeds the size of a Small Burst Template. If a fire-based creature is used as the source of the fire, it must succeed at an opposed Vigor roll or become Dazed.

The burst of light fills a Large Burst Template. Those within the area may attempt to avert their gaze with a standard Smarts roll, on a failure they become partially blinded (like the Bad Eyes Hindrance); if they roll 1 on their Smarts die they are instead fully blinded (like the Blind Hindrance). The blindness lasts until the victim next draws Hearts for initiative.

The choking smoke fills a Medium Burst Template and lingers for 3 rounds per caster rank. There is a -6 penalty for attacking someone within the fog, although the penalty is reduced to -2 if they are adjacent. Creatures within the smoke who need to breath must make a Vigor roll each round or suffer a level of Fatigue, as per the Smoke Inhalation rules in the Hazards section of **SWD**.

Flame Strike

School: Evocation

Rank: Seasoned (Shaman) or Veteran (Priest, Battle Sphere and Sun Sphere)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: Instant

Trappings: Fire, Direct and Ranged

This spell calls down a vertical column of divine fire which targets everyone within a Small Burst Template; those who fail to evade with an opposed Agility roll suffer 2d6 damage (one die is considered fire damage, the other holy damage, on a raise the bonus damage die can be treated as either fire or holy damage, chosen by the caster).

Flaming Arrows

School: Transmutation

Rank: Seasoned (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 30 minutes per caster rank

Trappings: Fire and Ranged

This spell targets a bundle of arrows or other ammunition, causing it to burst into flames when shot or thrown. The flaming ammunition inflicts +2 fire damage, and can cause flammable targets to catch fire.

Flaming Aura

School: Evocation

Rank: Seasoned (Mage and Sun Sphere) or Veteran (Fire Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Self

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Cold or Fire

This spell wreathes you in an aura of wispy flames, providing illumination within an area the size of a Small Burst Template. Any adjacent creatures who attack you in close combat suffer an automatic 2d6 damage.

There are two variants of Flaming Aura, and you must choose which you are using when you cast the spell. The hot version inflicts fire damage and provides you with Energy Resistance against cold damage, while the cold version inflicts cold damage and provides you with Energy Resistance against fire damage. The Energy Resistance reduces damage of the appropriate type by 2 points, but does not stack with other sources of Energy Resistance.

Flaming Blade

School: Evocation

Rank: Novice (Shaman)

Casting: Gestures, incantation and focus

Range: Self

Duration: 3 minutes per caster rank, dismiss early as a free action

Trappings: Fire and Direct

This spell conjures a magical fiery blade, which appears in your hand and cannot be dropped or disarmed. It is treated as a Str+d8 melee weapon,

but it inflicts fire damage, and has no minimum Strength requirement. If a flammable target is struck by the blade, roll to see if it catches fire. The blade is immediately extinguished if fully immersed in water.

Flash

School: Evocation

Rank: Cantrip (Mage, Shaman and Spellsinger)

Casting: Incantation

Range: Smarts

Duration: Instant

Trappings: Light, Direct and Ranged

This spell creates a bright flash of dazzling light. The target may attempt to resist with an opposed Vigor roll, on a failure they become Dazed.

Flicker

School: Transmutation

Rank: Seasoned (Mage, Nightblade and Spellsinger)

Casting: Gestures and incantation

Range: Self

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Obscurement

This spell causes you to rapidly flicker back and forth between the material and ethereal planes. From the perspective of onlookers, you appear to randomly wink in and out of existence.

Your Pace is reduced by 1, and your running die by 1 die step, however you may attempt to pass through solid objects: make an Agility roll with a penalty equal to the distance you wish to move (e.g., an Agility roll at -2 if you wish to step through a 2" wall), on a failure you become Shaken and are shunted off to the nearest open space.

Attacks against you suffer a -2 penalty to hit. Only half of this penalty is an Obscurement penalty, the other half is ignored if the attack can harm creatures on the ethereal plane (such as spells with a Force trapping). You also suffer -2 damage from area effect attacks, unless they can harm creatures on the ethereal plane.

Your own attacks can now target creatures on both the material and ethereal planes, however you suffer a -1 penalty to your attacks, as you sometimes switch planes just as you're about to strike. This penalty doesn't apply if your attacks can harm creatures on both planes.

If you fall while this spell is active, resolve the damage as if you'd only fallen half of the actual distance, as your velocity only increases while you're on the material plane.

Flight

School: Transmutation

Rank: Seasoned (Mage and Wayfare Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Direct and Beneficial

This spell grants the target the Flight ability with Pace 12 and Climb 1. If the target is encumbered, their flying Pace is reduced by twice their encumbrance penalty (i.e., Pace 10 for a Light Load, Pace 8 for a Medium Load, and Pace 6 for a Heavy Load).

Should the spell expire or be dispelled while the target is airborne, they will float downward at the rate of 12" per round until they either land safely or draw Clubs for initiative.

Flight, Improved

School: Transmutation

Rank: Veteran (Mage)

Casting: Gestures and incantation

Range: Self

Duration: 3 hours per caster rank

This spell grants you the Flight ability with Pace 8 and Climb 0. If you are encumbered, your flying Pace is reduced by your encumbrance penalty (i.e., Pace 7 for a Light Load, Pace 6 for a Medium Load, and Pace 5 for a Heavy Load).

Should the spell expire or be dispelled while you are airborne, you will float downward at the rate of 12" per round until you either land safely or draw Clubs for initiative.

Fool's Fate

School: Enchantment

Rank: Veteran (Mage)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: Instant

Trappings: Mental, Direct and Ranged

This spell targets one living creature: roll 2d10 damage, adding a further +d6 damage if the spell is cast with a raise. If this would inflict enough wounds to Incapacitate the target, their Smarts is permanently reduced to d4-2, otherwise the spell has no effect on them (i.e., they are not Shaken and do not suffer wounds, they are either turned into a drooling idiot or nothing happens).

If the target is capable of Soaking, they may attempt to reduce the number of wounds in order to resist this spell, however the Soak roll must be made with Spirit rather than Vigor.

Creatures with Smarts d4-2 are considered unskilled at all Smarts-based skills, cannot use or benefit from any Edges that require Smarts, and cannot cast spells or communicate coherently. Only Heal, Limited Wish, Miracle, Restore Major Vitality or Wish can remove the effects of this spell.



Force Bolt

School: Evocation
Rank: Novice (Mage)
Casting: Gestures and incantation
Range: Smarts x 2
Duration: Instant
Trappings: Force, Direct and Ranged

This spell shoots an unerring bolt of magical force at the target, automatically inflicting 2d4+1 damage. Because there is no attack roll, it is not possible to make a Called Shot or achieve a raise (with its +d6 damage bonus) on the attack. You may also choose to fire multiple Force Bolts, up to a maximum of one per caster rank, however each bolt after the first applies a cumulative -2 penalty to the spellcasting roll (only a single spellcasting die is rolled, not one per bolt). This spell cannot damage inanimate objects.

Foreknowledge

School: Divination
Rank: Heroic (Mage and Fate Sphere)
Casting: Gestures and incantation
Range: Self
Duration: 3 hours per caster rank
Trappings: Insight

This spell grants you a moment of foreknowledge. You can add a bonus equal to your caster rank to any one trait roll you make, or subtract your caster rank from one trait roll made directly against you. You must apply this modifier immediately after the roll has been made, but before the action has been resolved, and after applying the modifier to a roll the spell immediately ends.

You cannot be under the effect of more than one Foreknowledge spell at any one time.

Foresight

School: Divination
Rank: Legendary (Mage, Shaman and Knowledge Sphere)
Casting: Gestures, incantation, and either focus or components
Range: Touch
Duration: 30 minutes per caster rank
Trappings: Insight, Direct and Beneficial

This spell can be cast on any one creature, including yourself. When cast on yourself, you are automatically aware of any impending threats or danger; you are never Surprised, are always made aware of traps before you can trigger them, and attackers never benefit from the Drop against you. Attacks made against you also suffer a -1 penalty, as long as you are able to move.

When this spell is cast on someone else, you become aware of all dangers they face. As long as you can warn them, they are never Surprised, can be warned about traps, and attackers never benefit from the Drop against them. Attacks made against them do not receive the -1 penalty, however, due to the slight delay caused by communication.

Fortify

School: Transmutation
Rank: Special (Spellwright)
Casting: Gestures and components
Range: Touch
Duration: 30 minutes per caster rank
Trappings: Direct and Beneficial

This spell requires a full round to cast, and grants the target Physical Resistance; they suffer -1, -2, or -3 damage from physical attacks except those caused by adamantite weapons, depending on whether you're using the Novice, Seasoned or Veteran version of this spell. Physical Resistances from different sources do not stack, if more than one applies use whichever is better.

Fortitude

School: Transmutation
Rank: Cantrip (Priest and Shaman) or Novice (Holy Champion and Unholy Champion)
Casting: Gestures, incantation and focus
Range: Touch
Duration: 3 rounds per caster rank
Trappings: Resistance, Direct and Beneficial

This spell grants the target a +1 bonus to Soak rolls.

Freedom

School: Abjuration
Rank: Legendary (Mage)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Direct, Beneficial and Ranged

This spell frees the targeted creature from all spells and magical effects that restrict their movement, including binding, grappling, paralysis, petrification and pinning, as well as spells such as Entangle, Lethargy, Sleep, Stasis and Web. The creature may also be freed from Improved Stasis or Labyrinth, but you must know their name and background, and cast this spell at the spot where they were banished.

Freeze Metal

School: Transmutation

Rank: Novice (Shaman and Spellwright)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 3 rounds per caster rank

Trappings: Cold, Direct and Ranged

This spell causes a single metal object within range to become freezing cold. If the object is currently being held, worn or carried, its bearer may attempt to resist the spell with an opposed Spirit roll.

Anyone in contact with the object suffers an automatic 2d4 damage at the end of their turn each round. Anyone picking the object up after the spell has been cast also suffers an immediate 2d4 damage.

Fright

School: Necromancy

Rank: Novice (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: Instant

Trappings: Fear, Mental, Direct and Ranged

This spell targets up to one living creature per caster rank within a Large Burst Template, filling them with a sense of terror. Each target must make an immediate Fear check. If any of the creatures are affected by the Resist Fear spell, the two effects negate each other for those creatures.

Frostball

School: Evocation

Rank: Veteran (Mage)

Casting: Gestures, incantation and focus

Range: 24/48/96

Duration: Instant

Trappings: Cold, Direct and Ranged

This spell shoots a tiny bead of swirling white and blue energy towards a targeted point in space, whereupon it blossoms into an icy sphere the size of a Small Burst Template; those who fail to evade with an opposed Agility roll suffer 2d8 damage. If

the bead strikes something solid before reaches its destination, other than a body of water, it will immediately blossom on impact.

If the bead strikes a body of water, then instead of blossoming into an icy sphere it instantly freezes all water within a Large Burst Template, to a maximum depth of six inches. This automatically traps anyone currently in the water, however they may attempt to break free on their turn with a Strength roll at -2; on a raise they can act normally, otherwise breaking free consumes their action for the turn.

Geis

School: Enchantment

Rank: Seasoned (Mage and Spellsinger)

Casting: Incantation

Range: Smarts

Duration: 3 days per caster rank, dismiss early as a normal action

Trappings: Language, Mental, Direct and Ranged

This spell targets a single living creature, who may attempt to resist with a Spirit roll (at -2 if the spell is cast with a raise). If successful, you can command the creature to attempt to carry out one specific service, or refrain from one specific course of activity, as long as doing so doesn't result in the creature's death. The creature does not obey mindlessly, it will choose its own solution, but your command becomes its immediate and highest priority goal.

The creature must do its best to follow your command until it completes the task, or until the duration expires, whichever occurs first. If it is prevented from obeying, it must make a Vigor roll each day to avoid Fatigue, as if it had the Major Habit Hindrance. The creature can recover one Fatigue level per day once it's able to obey the Geis again (or once the spell has ended).

Dispel magic is not strong enough to remove this spell, but it can be removed with Break Curse, Limited Wish, Miracle, Sunder Enchantment, or Wish.

Geis, Improved

School: Enchantment

Rank: Veteran (Mage, Priest and Spellsinger)

Casting: Incantation

Range: Smarts

Duration: 3 days per caster rank, dismiss early as a normal action

Trappings: Language, Mental, Direct and Ranged

This spell targets a single living creature, who may attempt to resist with an opposed Spirit roll. If successful, you can command the creature to attempt to carry out one specific service, or refrain from one specific course of activity, as long as doing so doesn't result in the creature's death. The creature does not obey mindlessly, it will choose its

own solution, but your command becomes its immediate and highest priority goal.

The creature must do its best to follow your command until it completes the task, or until the duration expires, whichever occurs first. If it is prevented from obeying, it must make a Vigor roll at -2 each day to avoid Fatigue, as if it had the Major Habit Hindrance, with incapacitation resulting in death. The creature can recover one Fatigue level per day once it's able to obey the Geis again (or once the spell has ended).

Dispel magic and Sunder Enchantment are not strong enough to remove this spell, and Break Curse only works if cast by someone with a higher caster rank than you. Limited Wish, Miracle and Wish can all remove this spell.

Ghastly Touch

School: Necromancy

Rank: Novice (Mage and Unholy Champion)

Casting: Gestures, incantation and components

Range: Touch

Duration: Until the target next draws Hearts for initiative

Trappings: Draining and Direct

This spell targets a single humanoid creature, and is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit): if you hit the target, they must make a standard Vigor roll (at -2 on a raise), on a failure they become paralyzed and radiate a foul stench. Both effects persist until the target next draws Hearts for initiative.

The stench fills a Medium Burst Template and is considered a poison for the purposes of resistances and immunities. Everyone within or entering the area must make a standard Vigor roll each turn, on a failure they become Fatigued. The stench cannot cause Exhaustion or Incapacitation, and the Fatigue fades at the end of the spell. The caster is immune to the stench.

Ghostly Hand

School: Necromancy

Rank: Novice (Mage)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Ranged

This spell conjures a ghostly hand from your own life force, allowing you to deliver touch spells of up to Seasoned rank as if you had a reach equal to the range of the spell. The hand swoops forward to make each touch attack, then floats back and hovers by your side, but it never provokes free attacks, nor does it provide a Gang Up bonus.

While this spell is active, your Toughness is reduced by 1. The hand has Toughness 1, but all

attacks made against it suffer a -2 penalty to hit, and it can only be harmed by attacks that damage incorporeal creatures.

If the hand is Shaken or wounded the spell ends immediately, and you automatically become Shaken (this can cause a wound).

Ghostly Lights

School: Evocation

Rank: Cantrip (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 1 minute per caster rank

Trappings: Light, Perpetuate and Ranged

This spell conjures moving lights, which can either appear as a single humanoid shape, or as four smaller lights within a Small Burst Template. The light can move with Pace 20, but it cannot run, nor move beyond the range of the spell. The caster can choose the intensity of the light, ranging from a faint glow up to the brightness of a lantern.

Ghostly Sound

School: Illusion

Rank: Cantrip (Mage and Spellsinger) or Novice (Nightblade)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Perpetuate and Ranged

This spell allows you to create a certain type of sound, such as talking, singing, marching, roaring, etc., chosen when the spell is cast. The maximum volume of the sound is comparable with that of twelve humans per caster rank.

Ghostly Steed

School: Conjuration

Rank: Seasoned (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Adjacent

Duration: 3 hours per caster rank, dismiss early as a normal action

Trappings: Creation

This spell requires ten minutes to cast, and conjures a ghostly mount which can only be ridden by one specific creature, chosen by you when the spell is cast. The steed appears shadowy and insubstantial, and makes absolutely no sound. It comes with a dark saddle and bridle that appear to merge with its body.

The steed has the same stats as a warhorse, except that its Pace is 10 times your caster rank, and it never fights. Other animals shun the steed, and refuse to attack it.

If your caster rank is Veteran or higher, the steed ignores all penalties for Difficult Ground. At Heroic

it can ride over water as if it were solid ground. At Legendary it gains the Flight ability at its normal Pace with Climb 0.

Gift of Gills

School: Transmutation

Rank: Seasoned (Mage, Priest, Shaman and Water Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 6 hours per caster rank

Trappings: Direct and Beneficial

This spell grants one or more living creatures the ability to breathe underwater; divide the duration evenly among the creatures you wish to affect.

Glamour

School: Illusion

Rank: Novice (Mage, Nightblade, Spellsinger and Deceit Sphere)

Casting: Gestures and incantation

Range: Self

Duration: 30 minutes per caster rank, dismiss early as a normal action

This spell allows you to change your physical appearance, including worn and carried equipment. You can make yourself appear fatter or thinner, taller or shorter (by up to one foot), you can add or obscure features, and so on. The illusion only changes your visual appearance, it does not affect the other senses. If you wish to assume the appearance of a specific individual, this spell grants a +2 bonus to the disguise roll.

Glamour, Improved

School: Illusion

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Smarts x 4

Duration: 3 hours per caster rank, dismiss early as a normal action

Trappings: Direct and Ranged

This spell allows you to change the physical appearance of any number of creatures within a Large Burst Template, including their equipment; unwilling creatures may attempt to resist with an opposed Spirit roll. You can make individuals appear however you wish, and on a raise the illusion can also include auditory, tactile, olfactory and thermal elements (this can change the pitch and timbre of voices, but not accents or the actual words that are spoken). If you want to give someone the appearance of a specific individual, this spell grants a +2 bonus to the disguise roll.

Glib-Tongued

School: Transmutation

Rank: Seasoned (Nightblade, Spellsinger and Unholy Champion)

Casting: Gestures

Range: Self

Duration: 30 minutes per caster rank, dismiss early as a normal action

This spell makes your words sound more convincing and plausible. Any attempts to detect whether or not you're lying suffer a -2 penalty to the roll, increased to -4 if you cast the spell with a raise. This penalty also applies to magical effects that sense lies or force you to speak truthfully.

Grabbing Hand

School: Evocation

Rank: Heroic (Mage and Strength Sphere)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Force, Direct and Ranged

This spell creates a giant disembodied hand, which floats in the air between you and one specified creature, providing you with medium cover against all attacks made by that particular creature. You can assign the hand to protect against a different creature as a normal action.

The hand is treated as a Wild Card with the same attributes and Toughness as you, except that its Fighting skill is equal to your spellcasting skill, it has Strength d12+4, and it is immune to pain modifiers. It can use the grappling maneuver (but not damage the victim on subsequent rounds) and push maneuver (with the +2 running bonus), but other than that it only moves; the hand automatically moves whenever you or your opponent move in order to remain between you, and it never provokes free attacks.

The hand moves out of the way of your attacks (i.e., it doesn't provide cover to your opponent), but otherwise maintains its position between the two of you, even if your opponent moves around, turns invisible, or shapechanges into another form. Dispel magic can destroy the hand, but it is immune to most other magical effects that don't cause damage.

Grant Sentience

School: Transmutation

Rank: Veteran (Shaman)

Casting: Gestures, incantation, a benny and focus

Range: Touch

Duration: Instant

Trappings: Direct

This spell requires a full day to cast, and targets one animal or tree, granting them sentience; they will attempt to resist with an opposed Spirit roll (treat trees as having Spirit d4). A sentient animal removes the (A) from their Smarts, while a sentient

tree will need to be created using the guidelines for plants in the 'Animated Minions' section.

The newly sentient creature automatically begins with a friendly attitude towards you, although you have no special connection or control over them. They can speak one language that you can speak, chosen when you cast the spell.

Note that sentient creatures cannot serve as familiars, animal companions, or similar. If they previously served in such a capacity, they are immediately freed.

Grasping Tentacles

School: Conjuration

Rank: Seasoned (Mage)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Creation and Ranged

This spell conjures a field of black rubbery tentacles within an area the size of a Medium Burst Template. At the end of your turn each round (including the round they are summoned) the tentacles make a grappling attack against every creature within reach; a creature who is already grappled is instead crushed for Str damage. The area is also considered Difficult Ground.

The tentacles have a Wild Die (but no bennies), a Fighting skill equal to your spellcasting skill, Strength d12, reach 1", and the First Strike Edge. They suffer no penalty for attacking multiple targets, but they also receive no Gang Up bonus from other tentacles. The tentacles are immune to tricks, tests of will, and all forms of damage.

Guiding Hand

School: Evocation

Rank: Seasoned (Priest)

Casting: Gestures, incantation and focus

Range: Smarts miles

Duration: 3 hours per caster rank

This spell creates a ghostly hand which seeks out a specific individual, described when the spell is cast. The amount of time required to find the individual depends on many factors, but is typically about one hour per mile away (calculated as a straight line between you and the target), or half that time on a raise.

When the hand finds a creature who matches your description, it beckons for them to follow and points in your direction, hovering ahead of them to guide them back to you. If the creature doesn't follow, the hand continues to beckon for the duration, but cannot compel them to follow.

If multiple creatures match your description, the hand will find the closest. If it fails to find any matches before the duration expires, it appears

before you for a moment and indicates with a gesture that it has failed, then vanishes.

Guile of the Snake

School: Transmutation

Rank: Novice (Mage, Nightblade and Spellsinger)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Enhancement, Direct and Beneficial

This spell increase the target's Smarts by +1 die step, or +2 if cast with a raise.

Guile of the Snake, Improved

School: Transmutation

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures, incantation, and either focus or components

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Enhancement, Direct, Beneficial and Ranged

This spell affects a maximum number of targets equal to your Smarts. Increase each target's Smarts by +1, or +2 if cast with a raise.

Hail Storm

School: Evocation

Rank: Seasoned (Mage and Shaman) or Veteran (Water Sphere)

Casting: Gestures, incantation, and either focus or components

Range: 24/48/96

Duration: 1 full round

Trappings: Cold, Direct and Ranged

This spell targets everyone within a Medium Burst Template; those who fail to evade with an opposed Agility roll suffer 2d6 damage (one die is considered cold damage, the other bludgeoning, on a raise the bonus damage die should also be considered bludgeoning damage). The storm remains until the beginning of the caster's next turn; the area is treated as Difficult Ground, and everyone within (or entering) the area suffers a -2 penalty to listening-based Notice rolls.

Harden Object

School: Transmutation

Rank: Veteran (Spellwright)

Casting: Gestures, incantation and components (10 gp)

Range: Touch

Duration: Permanent

Trappings: Resistance and Direct

This spell targets one object up to 30 cubic feet per caster rank, or 3 cubic feet per rank if it's metal

or mineral. The object becomes harder and more durable, increasing its Toughness by +1.

Harden Skin

School: Transmutation

Rank: Novice (Shaman, Spellwright, Warden and Plant Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Enhancement, Direct and Beneficial

This spell toughens the target's skin, increasing their armor by +1.

Harm

School: Necromancy

Rank: Veteran (Priest and Destruction Sphere)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Draining and Direct

This spell is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit, the +2 doesn't apply to the opposed roll): if you hit the target, they must make an opposed Spirit roll or suffer 2d10 damage.

When used on undead, this spell instead removes one wound and one level of Fatigue for each success and raise on the spellcasting roll. It also removes Shaken, Dazed, blindness, deafness, confusion, Fool's Fate and Lunacy.

Hazy Form

School: Illusion

Rank: Novice (Mage, Nightblade and Spellsinger)

Casting: Incantation

Range: Touch

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Obscurement, Direct and Beneficial

This spell causes the target's outline to shift and waver; all attacks against them that rely on vision suffer a -1 penalty to hit (although Truesight can counteract the effect).

Heal

School: Conjunction

Rank: Veteran (Priest and Healing Sphere) or Heroic (Shaman)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Healing, Direct and Beneficial

This spell automatically stabilizes someone who is bleeding out, and removes Shaken, Dazed, blindness, deafness, poisons, diseases, confusion, Fool's Fate and Lunacy, along with all temporary

trait damage. The spell also removes one wound and one level of Fatigue for each success and raise on the spellcasting roll.

When used on undead, this spell is instead treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit, the +2 doesn't apply to the opposed roll): if you hit the target, they must make an opposed Spirit roll or suffer 2d10 damage.

Heal, Improved

School: Conjunction

Rank: Legendary (Priest and Healing Sphere)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Healing, Direct, Beneficial and Ranged

This spell can target any number of creatures within a Large Burst Template. It automatically stabilizes those who bleeding out, and removes Shaken, Dazed, blindness, deafness, poisons, diseases, confusion, Fool's Fate and Lunacy, along with all temporary trait damage. The spell also removes one wound and one level of Fatigue for each success and raise on the spellcasting roll.

Any undead targeted by the spell may attempt to resist with an opposed Spirit roll; on a failure they suffer 2d10 damage.

Heal Steed

School: Conjunction

Rank: Seasoned (Holy Champion and Unholy Champion)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Healing, Direct and Beneficial

This spell can only be cast on your Celestial Steed: it automatically stabilizes your steed if they are bleeding out, and removes Shaken, Dazed, blindness, deafness, poisons, diseases, confusion, Fool's Fate and Lunacy, along with all temporary trait damage. The spell also removes one wound and one level of Fatigue for each success and raise on the spellcasting roll.

Heat Metal

School: Transmutation

Rank: Novice (Shaman, Spellwright and Sun Sphere)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 3 rounds per caster rank

Trappings: Fire, Direct and Ranged

This spell causes a single metal object within range to become extremely hot. If the object is currently being held, worn or carried, its bearer

may attempt to resist the spell with an opposed Spirit roll.

Anyone in contact with the object suffers an automatic 2d4 damage at the end of their turn each round. Anyone picking the object up after the spell has been cast also suffers an immediate 2d4 damage.

Hidden Chest

School: Conjuraction

Rank: Veteran (Mage)

Casting: Gestures, incantation and focus (50 gp)

Range: Touch

Duration: 1 month per caster rank

Trappings: Summoning

This spell requires ten minutes to cast, and allows you to hide a specially prepared chest by transporting it to the ethereal plane. The chest is physically about 3x2x2 feet in size, and costs at least 5,000 gp to construct. It can be fitted with locks, wards, etc., just like any other normal chest.

If any living creatures are inside the chest, you suffer a -4 penalty to your spellcasting roll. Creatures inside the chest must still eat, drink and breathe as normal, and cannot usually survive for long without additional precautions.

The spell requires a tiny replica of the chest as a spell focus, and the replica is also required to recall the large chest – if it is destroyed, the large chest is lost forever (not even a Wish can bring it back). If the large chest is not recalled before the duration expires, it is irretrievably lost.

You cannot have more than one than one Hidden Chest at any one time.

Holy Aura

School: Abjuration

Rank: Heroic (Priest and Good Sphere)

Casting: Gestures, incantation and focus

Range: Self

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Holy, Enhancement, Direct and Beneficial

This spell affects you and any number of other creatures you wish to affect within a Medium Burst Template centered on you, providing protecting against unholy creatures and spells.

Affected creatures become immune to possession (although this doesn't expel a spirit that is already possessing them), and Enchantment spells that allow control over the creature are suppressed (although not blocked or negated) for the duration of the spell. These benefits apply as long as the attacker has the Unholy ability or uses a spell with an Unholy trapping.

Attackers with the Unholy ability also suffer a -2 penalty to hit the affected creatures, and inflict -2 damage against them. They also suffer an

automatic 2d4 damage if they attack an affected creature while adjacent to them.

Finally, the affected creatures gain +4 Magic Resistance against spells with a Unholy trapping, or which are cast by creatures with the Unholy ability.

Holy Ground

School: Evocation

Rank: Novice (Priest)

Casting: Gestures, incantation, focus and components (25 gp)

Range: Smarts

Duration: 6 hours per caster rank

Trappings: Holy and Ranged

This spell affects an area the size of a Medium Burst Template. Undead within the area suffer a -1 penalty to all Spirit rolls, increased to -2 if the area contains a permanent religious fixture dedicated to your deity, such as a shrine. If you cast this spell in an area dedicated to another deity, it temporarily suppresses the connection to that deity instead of providing the Spirit penalty. If the spell is cast in an area affected by Unholy Ground, the two spells automatically dispel each other.

Holy Ground, Improved

School: Evocation

Rank: Veteran (Priest and Shaman)

Casting: Gestures, incantation, focus and components (1,000 gp)

Range: Touch

Duration: Instant

Trappings: Holy

This spell requires a full day to cast, and affects an area the size of a Large Burst Template. Undead within the area suffer a -2 penalty to all Spirit rolls, and the area is protected by a permanent Ward against Evil effect. Furthermore, any corpses buried in the area cannot be animated as undead.

If you wish you may also tie one additional spell effect to the area. The available spells are at the GM's discretion, but typically include things like Light, Darkness, Dimensional Manacles, Sense spells, etc. The spell effect lasts for a year, and increases the cost of the spell components by 2,000 gp per caster rank.

This spell cannot be cast on an area that is already affected by another (Improved) Holy or Unholy Ground spell.

Holy Water

School: Transmutation

Rank: Novice (Holy Champion and Priest)

Casting: Gestures, incantation and components (25 gp)

Range: Touch

Duration: Instant

Trappings: Holy and Direct

This spell requires one minute to cast, and infuses up to 1 liter of water with positive energy, turning it into holy water.

Holy Weapon

School: Transmutation

Rank: Novice (Holy Champion)

Casting: Gestures and incantation

Range: Touch

Duration: 3 minutes per caster rank

This spell makes one weapon Holy, and also grants it the ability to harm incorporeal Unholy creatures.

Hope

School: Enchantment

Rank: Seasoned (Spellsinger)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 3 minutes per caster rank

Trappings: Mental, Morale, Direct, Beneficial and Ranged

This spell targets any number of creatures within a Medium Burst Template. Those affected receive a +1 bonus to damage rolls, and also gain a +1 bonus to attack rolls if the spell is cast with a raise. If this spell is cast on someone affected by Despair, the two spells automatically dispel each other.

Hovering Disk

School: Evocation

Rank: Novice (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 hours per caster rank

Trappings: Force and Ranged

This spell creates a floating disk of force three feet in diameter, which can be directed to move around as long as it remains within range. If not directed it follows you around, maintaining a distance of 1". The disk can hold up to 300 pounds of weight per caster rank, and can fly with Pace 6 and Climb 0, but the spell ends if it moves more than a few feet above the ground. The disk is also slightly concave, allowing it to hold up to 2 gallons of liquid.

Hypnotism

School: Enchantment

Rank: Novice (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Mental, Direct and Ranged

This spell targets any number of creatures within a Small Burst Template; those targeted may attempt to resist with a standard Spirit roll (at -2 if cast with a raise). On a failure they become Dazed, and their attitude improves by two steps until they

recover from being Dazed. If you make a brief and reasonable request of them before they recover, the creature retains their attitude towards that one request even after they recover from being Dazed.

If this spell is used during combat, the targets receive a +1 bonus to resist. If you choose to target only one creature, it suffers a -1 penalty to resist. Only creatures who can see or hear you are affected by this spell. Those who fail their Spirit roll do not remember that you hypnotized them.

Identify Object

School: Divination

Rank: Novice (Mage, Spellsinger, Spellwright and Magic Sphere)

Casting: Gestures, incantation, and either focus or components (100 gp)

Range: Touch

Duration: Instant

This spell requires one hour to cast, and reveals the magical properties of a single object, including the number of charges and method of activation if appropriate.

Illusionary Barrier

School: Illusion

Rank: Seasoned (Mage)

Casting: Gestures and incantation

Range: Smarts

Duration: Permanent

Trappings: Ranged

This spell creates an illusionary wall, floor, ceiling, or similar surface. The illusion is an inch thick, and covers a 2x2" square. Although it looks real, the illusion is purely visual, and doesn't fool the other senses.

Illusionary Clone

School: Illusion

Rank: Veteran (Spellsinger) or Heroic (Mage)

Casting: Gestures, incantation and components (5 gp)

Range: Smarts x 2

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Ranged

This spells projects a clone of you that appears at any visible location within range. The illusion looks, sounds and even smells like you, although it has no physical substance. You can independently control the clone each round as a normal action, otherwise it mimics your actions.

You can choose to perceive the world through your clone's eyes and ears at will, but cannot use your own senses at the same time. When casting other spells (including those with range Touch), you may choose to have them originate from the clone

instead of from yourself, although the clone cannot cast spells upon itself unless they are illusions.

There must be an unblocked line between you and the clone at all times in order to maintain the connection, otherwise the spell ends immediately. Creatures and visual obscurement such as fog or darkness do not break the connection, but solid barriers such as walls or closed doors will cause the clone to vanish. This spell requires a small doll that looks like you, which is consumed during casting.

Illusionary Duplicates

School: Illusion

Rank: Novice (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Self

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Obscurement

This spell conjures multiple illusionary duplicates of you, which constantly move around and through you, making it difficult for enemies to know which target to attack. All attacks made against you that rely on vision suffer a -2 penalty, even those that are incorporeal.

You conjure two duplicates (or four on a raise), plus one additional duplicate per caster rank. Whenever an attack misses you because of this spell, one of the duplicates is struck and destroyed instead. When all of the duplicates have been destroyed, the spell ends.

Illusionary Image

School: Illusion

Rank: Novice (Mage and Spellsinger)

Casting: Gestures, incantation and focus

Range: Smarts x 4

Duration: Unlimited, then 1 round per caster rank

Trappings: Maintained and Ranged

This spell creates a visual illusion within an area the size of a Large Burst Template. On a raise the illusion may also include sounds, but not understandable speech. You can move the illusion within the area, but it vanishes if attacked.

Illusionary Image, Improved

School: Illusion

Rank: Seasoned (Mage and Spellsinger)

Casting: Gestures, incantation and focus

Range: Smarts x 4

Duration: Unlimited, then 1 round per caster rank

Trappings: Maintained and Ranged

This spell creates an illusion within an area the size of a Large Burst Template. The illusion can also include sounds, smells, and changes to the temperature. You can move the illusion within the area, but it vanishes if attacked unless you cause it to react appropriately.

Illusionary Mouth

School: Illusion

Rank: Novice (Mage and Spellsinger)

Casting: Gestures, incantation and components (10 gp)

Range: Smarts

Duration: Permanent until discharged

Trappings: Perpetuate, Direct and Ranged

This spell imbues a single creature or object with an illusionary mouth, which appears and speaks its message when a specified event occurs. You must choose the trigger condition (visual or audible only) and a message of up to 25 words when the spell is cast, and if the target is a creature or attended (or magical) object, it may attempt to resist with an opposed Spirit roll.

If the spell is cast on a target which already has a mouth (such as a creature or statue), their existing mouth appears to move when the message is spoken. Otherwise (such as when casting the spell on a tree or rock) an appropriate-looking mouth appears and speaks the message.

A visual trigger can be keyed to anything a regular person might see, and is fooled by disguises, illusions and magical darkness. An audible trigger can be keyed to general types of noise, a specific noise, or a spoken word, and can be fooled by stealth as well as magical silence. The trigger can only respond to events within the range of the spell, and the events must also be within line of sight or hearing distance.

Illusionary Page

School: Transmutation

Rank: Seasoned (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Touch

Duration: Permanent

This spell requires ten minutes to cast, and disguises the contents of a page, making it appear however you wish. You must specify a command word when the spell is cast: speaking the command word reveals the true contents of the page, and you can restore it to its illusionary appearance at all; speaking the command word twice in rapid succession removes the spell completely.

Sense Magic reveals a faint aura, and Truesight reveals the presence of hidden material, but the combination of Empathic Comprehension and Truesight is required to reveal the contents of the page. Dispel Magic can also remove the spell, while Efface Writing destroys the original contents of the page.

Illusionary Terrain

School: Illusion

Rank: Seasoned (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts x 4

Duration: 6 hours per caster rank, dismiss early as a normal action

Trappings: Ranged

This spell requires ten minutes to cast, and changes the appearance, sound and smell of natural terrain within a Large Burst Template, so that it appears to be some other type of natural terrain. This spell has no effect on creatures, objects or artificial structures within the area.

Illusionary Terrain, Improved

School: Illusion

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Smarts x 4

Duration: Unlimited, then 3 hours per caster rank, dismiss early as a normal action

Trappings: Maintained and Ranged

This spell changes the appearance, sound and smell of the area within a Medium Burst Template, allowing you to change the terrain, the appearance of fixed structures, or even add new structures to the area. The changes are tactile, so that an illusionary wall will feel like a real wall, however it's still illusionary and cannot actually support any weight. You cannot add or change the appearance of creatures with this spell.

Illusionary Trap

School: Illusion

Rank: Novice (Mage)

Casting: Gestures, incantation and components (50 gp)

Range: Touch

Duration: Permanent, dismiss as a normal action

This spell targets one lock or other small mechanism. Anyone examining the mechanism for traps will be convinced that a real trap exists, although the effect is only illusionary (there is no real trap). This spell automatically fails if cast within 12" of another Illusionary Trap.

Illusionary Writing

School: Illusion

Rank: Novice (Nightblade) or Seasoned (Mage and Spellsinger)

Casting: Gestures, incantation and components (50 gp)

Range: Touch

Duration: 3 days per caster rank, dismiss early as a normal action

Trappings: Mental and Direct

This spell requires at least one minute to cast, and allows you to write illusionary words on a suitable piece of material, such as paper or parchment. You and those you designate can read the writing

normally, but it appears unintelligible to everyone else, and exposes them to a magical suggestion (like the suggestion spell except with a maximum duration of half an hour), which must be defined when this spell is cast.

Unauthorized individuals can read the message using Truesight combined with either Decipher Magic or Empathic Comprehension.

Implode

School: Evocation

Rank: Legendary (Priest and Destruction Sphere)

Casting: Gestures and incantation

Range: Smarts

Duration: 1 round per caster rank

Trappings: Maintained, Direct and Ranged

This spell grants you the ability to crush corporeal creatures, treated as a free action the round you cast the spell, and a normal action on subsequent rounds. Each time you use your ability you must select one corporeal creature within range, and they automatically suffer 2d10 damage. Because there is no attack roll, it is not possible to make a Called Shot or achieve a raise (with its +d6 damage bonus) on the attack. Any creature Incapacitated by this spell implodes, dying instantly.

You can crush up to one creature per caster rank throughout the duration of the spell, although you cannot crush more than one creature per round, nor can you crush the same creature more than once per casting.

Imprison Soul

School: Necromancy

Rank: Legendary (Mage and Priest)

Casting: Gestures, incantation and focus (10,000 gp)

Range: Smarts

Duration: Permanent

Trappings: Ranged

This spell allows you to draw the soul from a corpse shortly after death, and imprison it within a gem. The target must have died within the last couple of minutes, and their soul may attempt to resist the binding with an opposed Spirit roll.

If the spell is successful, the victim cannot be brought back from the dead by any means, unless the gem is first destroyed or dispelled.

Induce Blindness/Deafness

School: Necromancy

Rank: Novice (Mage and Spellsinger) or Seasoned (Priest and Unholy Champion)

Casting: Incantation

Range: Smarts x 2

Duration: Permanent, dismiss as a normal action

Trappings: Direct and Ranged

This spell targets one living creature: roll 2d8 damage, adding a further +d6 damage if the spell is cast with a raise. If this would inflict enough wounds to Incapacitate the target, they immediately become either blind or deaf (your choice), otherwise the spell has no effect on them (i.e., they are not Shaken and do not suffer wounds, they are either blinded or deafened, or nothing happens). If the target is capable of Soaking, they may attempt to reduce the number of wounds in order to resist the spell.

Infernal Weapon

School: Evocation
Rank: Seasoned (Unholy Champion)
Casting: Gestures and incantation
Range: Touch
Duration: 3 rounds per caster rank
Trappings: Unholy

This spell imbues your melee weapon with infernal energy, granting it a +1 bonus to attack and damage rolls, and inflicting an additional +2 damage against creatures with the Holy ability. Your weapon counts as Unholy for the purposes of Physical Resistance, and generates a protective aura that works like the Ward against Good spell; if the Ward is broken or destroyed, it automatically reappears at the beginning of your next turn.

You can only have one Infernal Weapon at any one time, and if you cast this spell on a weapon that is already magical (including being enhanced with other spells) the previous affects are suppressed for the duration, however the spell fails if cast on an artifact. If the weapon is no longer in your hand at the end of your turn, the spell ends immediately.

Instant Recall

School: Conjuration
Rank: Veteran (Priest) or Heroic (Shaman)
Casting: Incantation
Range: Unlimited
Duration: Instant
Trappings: Direct and Beneficial

This spell teleports the caster and up to one additional willing creature per caster rank to a designated location on the same plane of existence. The location must be very familiar to the caster, and is chosen in advance when the spell is prepared.

Instant Trap

School: Transmutation
Rank: Seasoned (Shaman and Warden)
Casting: Gestures, incantation and focus
Range: Touch
Duration: Instant

This spell causes a rope, vine, cord, or similar object to rig itself up as a snare. This is resolved as if the spellcasting roll had actually been a Survival roll, except that the trap is created immediately, and any attempts to spot it suffer a further -2 penalty to the Notice roll.

Internal Compass

School: Divination
Rank: Cantrip (Shaman and Spellsinger)
Casting: Gestures and incantation
Range: Self
Duration: Instant

This spell allows you to instantly know which direction is north from your current position.

Interrogate the Dead

School: Necromancy
Rank: Seasoned (Priest)
Casting: Gestures, incantation and focus
Range: Adjacent
Duration: 3 minutes per caster rank
Trappings: Language

This spell requires ten minutes to cast, and targets a single inanimate corpse, which must be reasonably intact and physically capable of speech; the corpse may attempt to resist with an opposed Spirit roll, but it only does this if it would have viewed you as an enemy in life. The target is temporarily imbued with the semblance of life, and forced to answer one question per caster rank, or two questions per caster rank on a raise.

The corpse is limited to whatever it knew in life, and its answers tend to be brief and cryptic, but it cannot lie. Casting this spell also renders the corpse immune to further castings of Interrogate the Dead for a period of one week.

Invert Gravity

School: Transmutation
Rank: Heroic (Mage and Shaman)
Casting: Gestures, incantation, and either focus or components
Range: Smarts x 2
Duration: 3 rounds per caster rank, dismiss early as a normal action
Trappings: Ranged

This spell targets an area the size of a Small, Medium or Large Burst Template, inverting the gravity to a height of 6", 4" or 2" respectively, chosen when the spell is cast. Everything within or entering the area immediately falls upwards; if something reaches the maximum height without hitting anything (like a ceiling), it floats in place until the spell ends, at which point it falls back down to the ground.

Those within the area may attempt an Agility roll at -2 to secure themselves, but only if there is

something to hold on to. Creatures capable of flight or levitation can prevent themselves from falling.

Invisibility

School: Illusion

Rank: Novice (Mage, Nightblade, Spellsinger and Deceit Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Obscurement, Perpetuate, Direct and Beneficial

This spell renders the target and their equipment invisible; Attacks and Notice rolls against them are made with a -4 penalty. The spell ends immediately if the invisible character makes a direct offensive action such as an attack. It is also possible to cast this spell on an inanimate object weighing up to 300 pounds per caster rank.

Invisibility, Combat

School: Illusion

Rank: Seasoned (Mage, Nightblade and Spellsinger)

Casting: Gestures and incantation

Range: Touch

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Obscurement, Direct and Beneficial

This spell renders the target creature and their equipment invisible; Attacks and Notice rolls against them are made with a -4 penalty. Unlike the normal Invisibility spell, offensive actions do not cause Combat Invisibility to end. It is also possible to cast this spell on an inanimate object weighing up to 300 pounds per caster rank.

Invisibility, Improved

School: Illusion

Rank: Heroic (Mage)

Casting: Gestures, incantation and components

Range: Smarts x 4

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Obscurement, Direct, Beneficial and Ranged

This spell renders any number of targets within range invisible, as long as each of them remains within 30" of at least one other recipient of the spell; Attacks and Notice rolls against invisible creatures are made with a -4 penalty. If a recipient moves more than 30" away from the nearest group member, the spell ends for them. If any recipient makes a directly offensive action, the spell ends for everyone. Inanimate objects can also be targeted as long as they don't weigh more than 300 pounds

per caster rank. Note that the recipients of this spell are also invisible to each other.

Invisibility Aura

School: Illusion

Rank: Seasoned (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Touch

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Obscurement, Direct and Beneficial

This spell renders the target creature and their equipment invisible, and surrounds them with a mobile sphere the size of a Medium Burst Template; all other creatures within the sphere are also rendered invisible. Those affected by this spell can still see themselves and each other, and remain invisible as long as they don't leave the sphere or make a direct offensive action such as an attack, but attacks and Notice rolls against them are made with a -4 penalty.

If the main target of the spell makes a direct offensive action, the spell ends immediately for everyone. Creatures moving into the sphere after the spell has already been cast do not become invisible.

Invisible Eye

School: Divination

Rank: Seasoned (Mage and Nightblade)

Casting: Gestures, incantation and components

Range: Unlimited

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Scrying

This spell requires ten minutes to cast, and creates an invisible floating sensor the size of your eyeball. The sensor must appear at a point you can see when the spell is cast, but after that it can leave your line of sight. You must concentrate on the sensor as a normal action to use it: this allows you to move the sensor with Pace 6, and see everything it sees (as if you were standing in its place) until the beginning of your next turn. The sensor only provides visual feedback, and cannot move through solid objects or enter another plane of existence.

Invisible Servant

School: Conjuration

Rank: Novice (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 hours per caster rank

Trappings: Creation and Ranged

This spell summons an invisible force to serve the caster. The Invisible Servant has d4 in all attributes and is immune to fear and mind-affecting magic. It

has Pace 3, no skills, and cannot attack or even perform tricks, but it can complete simple tasks and perform menial chores. The Invisible Servant must remain within range of you at all times, otherwise the spell immediately ends.

Ironwood

School: Transmutation

Rank: Veteran (Shaman)

Casting: Gestures, incantation and components

Range: Adjacent

Duration: 3 days per caster rank, dismiss early as a normal action

Trappings: Enhancement

This spell transforms a single object weighing up to 15 pounds per caster rank from normal wood into ironwood, and requires one minute per pound to cast. Ironwood is as heavy and durable as steel, and doesn't burn, but is still treated as wood for the purposes of other spells and abilities.

Irresistible Dance

School: Enchantment

Rank: Veteran (Spellsinger) or Heroic (Mage)

Casting: Incantation

Range: Touch

Duration: Until the target next draws Hearts for initiative

Trappings: Mental and Direct

This spell is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit, the +2 doesn't apply to the opposed roll): if you hit the target, they must make an opposed Spirit roll or begin to dance. This spell only affects living creatures, and expires when the target next draws Hearts for initiative.

Dancing is a normal action. The character may perform other actions as well (except for running), but doing so will inflict the standard multi-action penalty. Normal movement is still a free action, although the character will caper and prance as they move around.

Isolation Bubble

School: Abjuration

Rank: Heroic (Mage)

Casting: Gestures, incantation and components

Range: Touch

Duration: 3 days per caster rank, dismiss early as a normal action

Trappings: Direct

This spell affects one object or willing creature, placing them into a state of suspended animation. The target becomes invisible, and is also rendered undetectable to scrying and other forms of divination magic.

Jet of Flame

School: Evocation

Rank: Cantrip (Mage)

Casting: Gestures and incantation

Range: 6/12/24

Duration: Instant

Trappings: Fire, Direct and Ranged

This spell shoots a jet of flame at a single target within range, inflicting 2d6 damage on a successful hit. Roll for flammable targets to see if they catch fire.

Keen Blade

School: Transmutation

Rank: Seasoned (Mage and Nightblade)

Casting: Gestures and incantation

Range: Smarts

Duration: 30 minutes per caster rank

Trappings: Direct, Beneficial and Ranged

This spell grants one slashing or piercing weapon or bundle of ammunition the Keen ability. An attack roll with a Keen weapon that hits with two (or more) raises adds +2d6 damage instead of the normal +1d6 for a raise. Any Edge or other ability that modifies the bonus damage die is applied to both dice.

Knock

School: Transmutation

Rank: Novice (Mage)

Casting: Incantation

Range: Smarts x 2

Duration: Instant

Trappings: Ranged

This spell opens one door, shackle or lock, resolved as if the spellcasting roll had actually been a Lockpicking roll (or Strength roll if the door is stuck rather than locked). You don't require lock picks, but any other penalties that would normally apply to the Lockpicking or Strength roll are applied to the spellcasting roll; if these penalties would turn a success into a failure, you can spend a benny to ignore them for this casting of Knock.

If this spell is cast on an door protected by Secure Lock, you suffer a -2 penalty to your spellcasting roll (which is also ignored if you spend the benny); if successful, the Secure Lock is suppressed for ten minutes. Knock cannot be used to raise a barred gate or portcullis, nor does it affect ropes, vines, etc.

If you spend a benny to turn a failure into a success, and the spell still fails to work (such as when cast on a fake door), you get your benny back.

Labyrinth

School: Conjunction

Rank: Heroic (Mage)

Casting: Gestures and incantation

Range: Smarts

Duration: 10 minutes

Trappings: Direct and Ranged

This spell targets one creature within range, who may attempt to resist with an opposed Spirit roll; on a failure, they are banished to an extradimensional maze. Each turn, as a full-round action, the creature may attempt to escape the maze with a Smarts roll at -2 (or -4 if the spell was cast with a raise).

The creature may escape with spells or abilities that allow travel between planes (such as Planar Travel), but not with abilities that work on the same plane (such as Teleportation). Once they escape, or after ten minutes, the spell ends and the creature is returned to its original location; if that location is occupied, they instead appear in the nearest empty location.

Lawful Aura

School: Abjuration

Rank: Heroic (Priest and Law Sphere)

Casting: Gestures, incantation and focus

Range: Self

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Lawful, Enhancement, Direct and Beneficial

This spell affects you and any number of other creatures you wish to affect within a Medium Burst Template centered on you, providing protecting against chaotic creatures and spells.

Affected creatures become immune to possession (although this doesn't expel a spirit that is already possessing them), and Enchantment spells that allow control over the creature are suppressed (although not blocked or negated) for the duration of the spell. These benefits apply as long as the attacker has the Chaotic ability or uses a spell with a Chaotic trapping.

Attackers with the Chaotic ability also suffer a -2 penalty to hit the affected creatures, and inflict -2 damage against them. They also suffer an automatic 2d4 damage if they attack an affected creature while adjacent to them.

Finally, the affected creatures gain +4 Magic Resistance against spells with a Chaotic trapping, or which are cast by creatures with the Chaotic ability.

Leap

School: Transmutation

Rank: Novice (Mage, Nightblade, Shaman and Warden)

Casting: Gestures, incantation and components

Range: Touch

Duration: 3 minutes per caster rank, dismiss early

as a normal action

Trappings: Direct and Beneficial

This spell doubles the distance the target can jump: 2" from a dead stop, or 4" with a "run and go", with +2" on a successful Strength roll.

Lethargy

School: Transmutation

Rank: Seasoned (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 rounds per caster rank

Trappings: Direct and Ranged

This spell targets up to three creatures per caster rank within a Large Burst Template. Those targeted by the spell may attempt to resist with a standard Spirit roll (at -2 if the spell was cast with a raise): on a failure their Pace is halved and movement becomes a normal action. If this spell is cast on someone affected by Swiftess, the two spells cancel each other out.

Levitation

School: Transmutation

Rank: Novice (Mage) or Seasoned (Nightblade)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Ranged

This spell can be cast on either yourself, a willing creature, or an unattended inanimate object weighing up to 300 pounds per caster rank. You can move the target horizontally by up to 4" each round as a normal action (or instead of your normal movement when levitating yourself). Levitating creatures suffer the unstable platform penalty.

Light

School: Evocation

Rank: Cantrip (Mage, Priest, Shaman, Spellsinger and Spellwright)

Casting: Incantation, and either focus or components

Range: Touch

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Light

This spell causes an object to glow, filling a Medium Burst Template with light. If the object moves, the light moves with it, and the light can also be suppressed by covering the object. This spell automatically suppresses Darkness spells of equal or lower rank, but is itself automatically suppressed by Darkness spells of equal or higher rank.

Light, Improved

School: Evocation

Rank: Seasoned (Holy Champion, Mage, Priest, Shaman and Spellsinger)

Casting: Gestures and incantation

Range: Touch

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Light

This spell causes an object to glow, filling a Large Burst Template with light as bright as daylight. This illumination is also treated as daylight for the purposes of weaknesses and vulnerabilities. If the object moves, the light moves with it, and the light can also be suppressed by covering the object. This spell automatically suppresses Darkness spells of equal or lower rank, but is itself automatically suppressed by Darkness spells of equal or higher rank.

Lightning Bolt

School: Evocation

Rank: Seasoned (Mage)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: Instant

Trappings: Electricity, Direct and Ranged

This spell targets everyone within a straight line originating from you; those who fail to evade with an opposed Agility roll suffer 2d6 damage. The line is as long as the range of the spell.

Lightning Bolt, Improved

School: Evocation

Rank: Veteran (Mage and Air Sphere)

Casting: Gestures, incantation and focus

Range: Smarts x 4

Duration: Instant

Trappings: Electricity, Direct and Ranged

This spell targets everyone within a line originating from you; after striking a creature the line can change direction before jumping to the next target. The first target suffers 2d8 damage, while the others each suffer 2d4 damage, although all targets may attempt to evade with an opposed Agility roll. The line is as long as the range of the spell, and you cannot strike the same target more than once.

Lightning Storm

School: Evocation

Rank: Seasoned (Shaman)

Casting: Gestures and incantation

Range: 12/24/48

Duration: 3 minutes per caster rank

Trappings: Electricity, Direct and Ranged

This spell requires a full round to cast and calls down lightning on your foes, even if you are indoors or underground, but not when underwater. The first

bolt is called when the spell is cast, inflicting 2d6 damage to the specified target on a successful attack. On each subsequent round you may call down another lightning bolt if you wish: this uses your spellcasting skill to resolve the attack as a normal action (therefore preventing you from casting another spell the same round), and rolling 1 on the spellcasting die causes the spell to expire at the end of your turn.

Lightning Storm, Improved

School: Evocation

Rank: Veteran (Shaman)

Casting: Gestures and incantation

Range: 24/48/96

Duration: 3 minutes per caster rank

Trappings: Electricity, Direct and Ranged

This spell requires a full round to cast and calls down lightning on your foes, even if you are indoors or underground, but not when underwater. The first bolt is called when the spell is cast, inflicting 2d8 damage to the specified target on a successful attack. On each subsequent round you may call down another lightning bolt if you wish: this uses your spellcasting skill to resolve the attack as a normal action (therefore preventing you from casting another spell the same round), and rolling 1 on the spellcasting die causes the spell to expire at the end of your turn.

Limited Wish

School: Universal

Rank: Heroic (Mage)

Casting: Gestures, incantation, a benny and components (1,500 gp)

Range: Special

Duration: Special

Trappings: Direct

This powerful spell allows the caster to alter reality in one specific way, chosen when the spell is cast. Limited wish can duplicate any other Mage spell of up to Veteran rank, or any other spell of up to Seasoned rank. It can create a magical or non-magical item with a value of up to 1,500 gp, or add a permanent enchantment of the same value to an existing item. Limited wish can also be used to undo the harmful effects of certain spells. Other options may also be available at the GM's discretion, although greedy wishes have a tendency to be twisted. Unwilling recipients of a limited wish may attempt to resist with an opposed Spirit roll.

When duplicating a spell with a spell component costing more than 1,000 gp, that component must be provided as well.

Long Stride

School: Transmutation

Rank: Novice (Shaman, Warden and Wayfare)

Sphere)

Casting: Gestures, incantation and components

Range: Self

Duration: 3 hours per caster rank, dismiss early as a normal action

Trappings: Enhancement

This spell increases your Pace by +2" when moving on land.

Lunacy

School: Enchantment

Rank: Heroic (Mage)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: Instant

Trappings: Mental, Direct and Ranged

This spell targets one creature: roll 2d10 damage, adding a further +d6 damage if the spell is cast with a raise. If this would inflict enough wounds to Incapacitate the target, they become permanently Confused, otherwise the spell has no effect on them (i.e., they are not Shaken and do not suffer wounds, they are either cursed or nothing happens).

If the target is capable of Soaking, they may attempt to reduce the number of wounds in order to resist this spell, however the Soak roll must be made with Spirit rather than Vigor.

The confusion caused by this spell is permanent; drawing a Joker or spending a benny on Spades only suppresses the confusion for the current scene. Only Heal, Limited Wish, Miracle, Restore Major Vitality or Wish can remove the effects of this spell.

Magnificent Feast

School: Conjunction

Rank: Veteran (Priest and Spellsinger)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 1 hour

Trappings: Creation and Ranged

This spell requires ten minutes to cast, and conjures magnificent feast, complete with chairs and tables. There is sufficient food and drink for up to three people per caster rank, and those who spend the full duration consuming the feast can make an immediate natural healing roll, are automatically cured of all diseases and poisons, and become immune to poison for the next 12 hours.

Malediction

School: Necromancy

Rank: Seasoned (Mage, Priest and Unholy Champion)

Casting: Gestures and incantation

Range: Touch

Duration: Permanent

Trappings: Direct

This spell targets one creature: roll 2d8 damage, adding a further +d6 damage if the spell is cast with a raise. If this would inflict enough wounds to Incapacitate the target, they immediately suffer a curse of your choice, otherwise the spell has no effect on them (i.e., they are not Shaken and do not suffer wounds, they are either cursed or nothing happens).

If the target is capable of Soaking, they may attempt to reduce the number of wounds in order to resist the curse, however the Soak roll must be made with Spirit rather than Vigor.

The effect of the curse should be comparable with a Minor or Major Hindrance, and is chosen when the spell is cast. The curse cannot be dispelled, but can be removed with Break Curse, Limited Wish, Miracle, Sunder Enchantment, or Wish.

Manic Laughter

School: Enchantment

Rank: Novice (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 rounds per caster rank

Trappings: Mental, Direct and Ranged

This spell targets one sentient creature, who may attempt to resist with an opposed Spirit roll (with a +2 bonus to their roll if they are from a different race or culture, due to differences in their sense of humor). If the creature fails to resist, they collapse into gales of manic laughter: they fall prone when the spell is cast, and suffer a -2 penalty to all actions for the duration of the spell. They are also rendered incapable of actions requiring speech, and find it impossible to move quietly due to their uncontrollable laughter.

Memory Manipulation

School: Enchantment

Rank: Seasoned (Nightblade and Spellsinger)

Casting: Gestures and incantation

Range: Smarts

Duration: Permanent

Trappings: Mental, Direct and Ranged

This spell requires a full round to cast, and targets one living creature: roll 2d8 damage, adding a further +d6 damage if the spell is cast with a raise. If this would inflict enough wounds to Incapacitate the target, you are able to reach into their mind and change their memories, otherwise the spell has no effect on them (i.e., they are not Shaken and do not suffer wounds, either you change their memories or nothing happens).

If the target is capable of Soaking, they may attempt to reduce the number of wounds in order to resist the spell, however the Soak roll must be made with Spirit rather than Vigor.

You can use this spell to add, alter, sharpen or remove up to one minute of the target's memory per caster rank, or twice that number on a raise. This cannot undo the effects of other spells (such as Geis).

Mend Major Damage

School: Transmutation

Rank: Seasoned (Spellwright)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Direct and Beneficial

Artificers can only cast this spell on constructs. Apply the target's wounds as a penalty to the spellcasting roll: each success and raise removes one wound.

Alchemists use this spell to create a healing elixir. Any living creature who consumes the elixir is automatically stabilized and must make a Vigor roll: each success and raise removes one wound, while failure removes one wound but also inflicts a level of Fatigue (as if from lack of sleep).

Mend Minor Damage

School: Transmutation

Rank: Cantrip (Spellwright)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Direct and Beneficial

Artificers can only cast this spell on constructs. Apply the target's wounds as a penalty to the spellcasting roll: on a success they remove one wound.

Alchemists use this spell to create a healing elixir. Any living creature who consumes the elixir is automatically stabilized and immediately recovers one wound, but they must also make a Vigor roll or suffer a level of Fatigue (as if from lack of sleep).

Mend Moderate Damage

School: Transmutation

Rank: Novice (Spellwright)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Direct and Beneficial

Artificers can only cast this spell on constructs. Apply the target's wounds as a penalty to the spellcasting roll: on a success they remove one wound, while on a raise they remove two wounds.

Alchemists use this spell to create a healing elixir. Any living creature who consumes the elixir is automatically stabilized and must make a Vigor roll: on a success they remove one wound, while on a raise they remove two wounds; on a failure they

recover one wound but also suffer a level of Fatigue (as if from lack of sleep).

Mend Object

School: Transmutation

Rank: Cantrip (Mage, Priest, Shaman, Spellsinger and Spellwright)

Casting: Gestures and incantation

Range: Smarts / 2

Duration: Smarts

Trappings: Direct, Beneficial and Ranged

This spell repairs a single damaged object weighing no more than one pound, as if the spellcasting roll were actually a Repair roll (with no modifiers for tools or a lack thereof). It can only repair a single break in a metallic object, but can repair multiple breaks in most other materials (such as ceramic, wood, leather, etc.). It is possible to repair magic items, but this doesn't restore their magical abilities.

Mend Object, Improved

School: Transmutation

Rank: Novice (Priest and Spellwright)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Direct, Beneficial and Ranged

This spell repairs a single inanimate object of up to thirty cubic feet per caster rank, as if the spellcasting roll were actually a Repair roll (with no modifiers for tools or a lack thereof). It can fully repair damaged objects, but cannot repair items that have been warped, burned, disintegrated, ground to powder, melted or vaporized. It is possible to repair magic items, but this doesn't restore their magical abilities.

Mental Shield

School: Abjuration

Rank: Heroic (Mage and Protection Sphere)

Casting: Gestures and incantation

Range: Smarts

Duration: 24 hours

Trappings: Direct, Beneficial and Ranged

This spell protects one creature from all forms of mental influence and magical detection, including mind reading, mind control, scrying, and any other form information gathering through Divination magic. If the creature is explicitly targeted by such magic, it fails outright, while area-effect magic simply fails to reveal them. Not even Wish or Miracle are powerful enough to penetrate a Mental Shield.

Mesmeric Pattern

School: Illusion

Rank: Novice (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: Instant

Trappings: Mental, Direct and Ranged

This spell targets everyone within a Small Burst Template with a pattern of shifting colors; those within the area may attempt to resist with a standard Spirit roll (at -2 if cast with a raise), on a failure they become Dazed. Sightless creatures are immune to this spell.

Mesmeric Pattern, Improved

School: Illusion

Rank: Seasoned (Mage and Spellsinger)

Casting: Gestures, incantation, focus and components

Range: Smarts x 2

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Mental, Direct and Ranged

This spell creates rainbow-hued pattern of interweaving colors the size of a Medium Burst Template. Those within the area when the spell is first cast may attempt to resist with a standard Spirit roll (at -2 if cast with a raise), on a failure they become Dazed. Sightless creatures are immune to this spell.

You may move the pattern up to 6" each turn as a free action, although this has no effect on those it moves over. Any creatures who were Dazed by the initial casting of the spell will attempt to follow the pattern on their turn. Once they recover from being Dazed, the spell loses its influence over them.

Metal Body

School: Transmutation

Rank: Heroic (Mage and Earth Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Self

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Enhancement

This spell transforms your body into living metal. You gain Physical Resistance, suffering -3 damage from physical attacks except those caused by adamantite weapons, you become immune to electricity, blindness, deafness, disease and poison, and no longer need to breathe. You suffer half damage from fire and acid, but can now be harmed by rust attacks. Your Strength increases by +2 die steps, but your Agility is reduced by 2 die steps, and your Pace is halved.

You are treated as if you were wearing 4 points of armor for the purposes of Arcane Spell Failure, and your unarmed attacks count as Str+d4 natural weapons. You longer benefit from potions or elixirs (as you cannot drink), your weight increases by ten times, and you no longer float (or swim).

Metamagic Device

School: Transmutation

Rank: Seasoned (Spellwright)

Casting: Gestures and incantation

Range: Touch

Duration: 3 rounds per caster rank

Trappings: Direct and Beneficial

This spell requires a full round to cast, and targets one magic item capable of casting spells. When you cast this spell, you must choose one of your Metamagic Edges and one of the spells the magic item can cast (if it can cast more than one): for the duration, anyone who uses the specified item to cast the chosen spell automatically gains the benefit of the Metamagic Edge.

Meteor Strike

School: Evocation

Rank: Legendary (Mage)

Casting: Gestures and incantation

Range: 24/48/96

Duration: Instant

Trappings: Fire, Direct and Ranged

This spell shoots four fiery meteors, each of which fills a Large Burst Template; those who fail to evade with an opposed Agility roll suffer 2d4 damage (one die is considered bludgeoning damage, the other fire, and on a raise the bonus die should also be considered fire damage). Roll for flammable targets to see if they catch fire.

The caster may fully or partially overlap the Burst Templates if they wish. Those caught within the area of multiple meteors only require a single Agility roll to evade them all, and there is only one damage roll per target, but the damage dice are increased to 2d6, 2d8 or 2d10 when the target is caught within the area of two, three or four meteors respectively.

Minor Teleport

School: Conjuration

Rank: Seasoned (Mage, Nightblade, Spellsinger and Wayfare Sphere)

Casting: Incantation

Range: Smarts x 4

Duration: Instant

Trappings: Direct and Ranged

This spell instantly teleports you and everything you're carrying to any desired destination within range, which can either be a visualized location or a specified distance and direction. You may also bring along up to one additional willing creature per caster rank, although all of the creatures must be in contact with you (either directly or through each other). If a destination is occupied by a solid body, the teleporting creature is automatically Shaken.

and transported to a random unoccupied location within range.

Miracle

School: Evocation

Rank: Legendary (Priest and Fate Sphere)

Casting: Gestures, incantation and a benny

Range: Special

Duration: Special

Trappings: Direct

This incredibly powerful spell allows you to call upon your deity to perform a specific type of miracle, chosen when the spell is cast. Miracle can duplicate any other Priest spell of up to Heroic rank, or any other spell of up to Veteran rank. It can create a magical or non-magical item with a value of up to 25,000 gp, or add a permanent enchantment of the same value to an existing item. It can revive the dead (as if casting Resurrect), or teleport up to 3 creatures per caster rank to anywhere else on the same plane of existence. It can remove one specific type of injury or affliction from up to 3 creatures per caster rank, or force a reroll of any roll made within the last round. Other options may also be available at the GM's discretion, as long as they coincide with the goals of the deity. Unwilling recipients of a Miracle may attempt to resist with an opposed Spirit roll.

When duplicating a spell with a spell component costing more than 100 gp, that component must be provided as well.

Mist Form

School: Transmutation

Rank: Seasoned (Mage, Nightblade, Spellsinger and Air Sphere)

Casting: Gestures, and either focus or components

Range: Touch

Duration: 6 minutes per caster rank, dismiss early as a normal action

This spell affects one willing creature, causing them to become misty and translucent. While in this form the creature no longer benefits from physical armor (either worn or natural), cannot use or benefit from any supernatural abilities, cannot make any physical attacks, cannot manipulate or activate physical objects, and cannot cast any spells that require speaking, gestures, or physical items.

The creature gains Flight with Pace 2 and Climb 3, but cannot run or use any other form of movement. They can pass through any opening that isn't airtight, but cannot move through liquid, and are blown around by heavy winds.

Gaseous creatures also become immune to poison, no longer suffer additional damage from Called Shots, and gain Physical Resistance; they suffer -2 damage from physical attacks except those caused by magic weapons. Physical

Resistances from different sources do not stack, if more than one applies use whichever is better.

Mystic Armor

School: Conjunction

Rank: Novice (Mage)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 hours per caster rank, dismiss early as a normal action

Trappings: Force, Creation and Beneficial

The target is surrounded by an invisible field of force, granting them 2 points of armor. This is considered worn armor for the purposes of stacking bonuses, but does not count as armor for the purposes of arcane spell failure.

Night Terrors

School: Illusion

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Unlimited

Duration: Instant

Trappings: Unholy, Mental and Direct

This spell requires ten minutes to cast, and allows you to send a horrifying nightmare to one specific creature. The target may attempt to resist with an opposed Spirit roll, on a failure they suffer a level of Fatigue. If Deny Evil is cast on the target while you're casting this spell, the spell is disrupted and you automatically suffer a level of Fatigue, which is removed after 4 hours of restful sleep. If the target is awake when you start casting this spell, you may choose to wait in a trance-like state until they fall asleep and then complete the spell.

If you've never met the target, they receive a +2 bonus to the opposed roll. If you have something belonging to them, they receive a -1 penalty to the opposed roll, increased to -2 if you have an actual piece of them (such as a drop of blood or a lock of hair).

Obfuscate Aura

School: Illusion

Rank: Novice (Mage, Nightblade, Spellsinger and Magic Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 days per caster rank, dismiss early as a normal action

This spell alters the aura of a single magical item, confusing detection spells and similar magic. You can make the item appear non-magical, or appear to be a different magic item, or make it appear to be enchanted by another spell of your choice.

If someone casts Identify Object on the item, they require a raise to recognize that the aura is false,

otherwise they will believe the aura and no amount of further testing from that individual will reveal the truth.

This spell cannot disguise the auras of exceptionally powerful items, such as artifacts.

Obscuring Fog

School: Conjuration

Rank: Novice (Mage, Nightblade, Shaman and Water Sphere)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 30 minutes per caster rank

Trappings: Creation, Obscurement and Ranged

This spell fills a Medium Burst Template with a thick cloud of fog. There is a -6 penalty for attacking someone within the fog, although the penalty is reduced to -2 if they are adjacent.

Open/Close Portal

School: Transmutation

Rank: Cantrip (Mage, Spellsinger and Spellwright)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: Instant

Trappings: Direct and Ranged

This spell opens or closes a single door or container weighing no more than 30 pounds. If the target is locked, barred, or in some other way resists being opened or closed, the spell automatically fails.

Pacify Animals

School: Enchantment

Rank: Novice (Shaman, Warden and Beast Sphere)

Casting: Gestures and incantation

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Mental, Direct and Ranged

This spell targets all animals of one specified type within a Large Burst Template, making them docile and harmless. Particularly aggressive or trained animals may attempt to resist with an opposed Spirit roll, and any animal that are threatened or attacked will automatically break free of the spell.

Pacify Emotions

School: Enchantment

Rank: Novice (Priest, Spellsinger and Law Sphere)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: 3 rounds per caster rank

Trappings: Mental, Maintained, Direct and Ranged

This spell targets all creatures within a Large Burst Template; those who fail to resist with a standard Spirit roll (at -2 on a raise) become calm and unable to initiate violent actions, although they

automatically break free of the spell if threatened, attacked or injured.

This spell also suppresses (but doesn't negate) all morale bonuses from other spells and abilities, as well as fear, rage and confusion effects.

Paralyze Animal

School: Enchantment

Rank: Novice (Shaman, Warden and Beast Sphere)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: Instant

Trappings: Mental, Direct and Ranged

This spell targets a single animal, freezing it in place. The animal may attempt to resist with an opposed Spirit roll: on a failure it becomes Dazed (if not already), and can no longer move until it has recovered from being Dazed and is allowed to perform normal actions (i.e., a normal success on the roll to recover from being Dazed will not allow the animal to move the same round).

Paralyze Creature

School: Enchantment

Rank: Seasoned (Spellsinger) or Veteran (Mage and Law Sphere)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: Instant

Trappings: Mental, Direct and Ranged

This spell targets a single living creature, freezing it in place. The creature may attempt to resist with an opposed Spirit roll: on a failure it becomes Dazed (if not already), and can no longer move until it has recovered from being Dazed and is allowed to perform normal actions (i.e., a normal success on the roll to recover from being Dazed will not allow the creature to move the same round).

Paralyze Creature, Improved

School: Enchantment

Rank: Legendary (Mage)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: Instant

Trappings: Mental, Direct and Ranged

This spell targets any living creatures you wish to affect within a Large Burst Template, freezing them in place. The creatures may attempt to resist with an opposed Spirit roll: on a failure they become Dazed (if not already), and can no longer move until they've recovered from being Dazed and are allowed to perform normal actions (i.e., a normal success on the roll to recover from being Dazed will not allow them to move the same round).

Paralyze Person

School: Enchantment

Rank: Novice (Priest and Spellsinger) or Seasoned (Mage)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: Instant

Trappings: Mental, Direct and Ranged

This spell targets a single humanoid creature, freezing them in place. The target may attempt to resist with an opposed Spirit roll: on a failure they become Dazed (if not already), and can no longer move until they've recovered from being Dazed and are allowed to perform normal actions (i.e., a normal success on the roll to recover from being Dazed will not allow them to move the same round).

Paralyze Person, Improved

School: Enchantment

Rank: Heroic (Mage)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: Instant

Trappings: Mental, Direct and Ranged

This spell targets any humanoid creatures you wish to affect within a Large Burst Template, freezing them in place. The creatures may attempt to resist with an opposed Spirit roll: on a failure they become Dazed (if not already), and can no longer move until they've recovered from being Dazed and are allowed to perform normal actions (i.e., a normal success on the roll to recover from being Dazed will not allow them to move the same round).

Paralyze Undead

School: Necromancy

Rank: Seasoned (Holy Champion and Mage)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: Instant

Trappings: Direct and Ranged

This spell targets up to three undead creatures within a Medium Burst Template, who may attempt to resist with an opposed Spirit roll (unless they are Mindless, in which case they are automatically affected). Those affected by this spell become Dazed (if not already), and can no longer move until they've recovered from being Dazed and are allowed to perform normal actions (i.e., a normal success on the roll to recover from being Dazed will not allow them to move the same round).

Passage

School: Transmutation

Rank: Veteran (Mage)

Casting: Gestures, incantation and components

Range: Touch

Duration: 3 hours per caster rank, dismiss early as a normal action

This spell creates a temporary physical passage through plaster, wood or stone, with a maximum depth of 4" per caster rank. If the spell ends while someone is still inside the passage, they are ejected from the nearest exit; if the passage is dispelled or dismissed, anyone inside is ejected from the far exit if there is one, or the sole exit if not.

Passage, Improved

School: Conjuration

Rank: Heroic (Mage and Wayfare Sphere)

Casting: Incantation

Range: Adjacent

Duration: 1 use per caster rank, or 2 per caster rank on a raise.

Trappings: Creation and Perpetuate

This spell creates an ethereal passage through plaster, wood or stone, with a maximum depth of 4" per caster rank. The entrance to the passage is invisible and inaccessible to everyone other than the caster, and not even the caster can see through it. The caster may bring one person with them if they wish, but this counts as two uses of the door. If the door is dispelled while someone is inside the passage, they are harmlessly ejected.

Patch of Spikes

School: Transmutation

Rank: Seasoned (Shaman, Warden and Earth Sphere)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: 3 hours per caster rank, dismiss early as a normal action

Trappings: Direct and Ranged

This spell must be cast on a stone floor or a patch of rocky ground, and it affects an area the size of a Large Burst Template. Sharp spikes of stone project from the ground as people move within the area, inflicting 2d6 damage to those who fail an Agility roll at -2. This roll only needs to be made once per round, and only by those who move. The area is also treated as Difficult Ground.

Patch of Thorns

School: Transmutation

Rank: Seasoned (Shaman and Warden)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: 3 hours per caster rank, dismiss early as a normal action

Trappings: Direct and Ranged

This spell must be cast on vegetation-covered ground, and it affects an area the size of a Large Burst Template. Sharp thorns project from the

vegetation as people move within the area, inflicting 2d4 damage to those who fail an Agility roll at -2. This roll only needs to be made once per round, and only by those who move. The area is also treated as Difficult Ground.

Perpetual Flame

School: Evocation

Rank: Novice (Mage) or Seasoned (Priest)

Casting: Gestures, incantation and components (50 gp)

Range: Touch

Duration: Permanent

Trappings: Light

This spell causes an object to burn with a magical flame that radiates no heat and requires no oxygen. The light fills a Medium Burst Template, moves with the object, and can be temporarily suppressed (but not extinguished) by covering the object. Continual flame automatically suppresses Darkness spells of equal or lower rank, but is itself automatically suppressed by Darkness spells of equal or higher rank.

Perpetual Image

School: Illusion

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures, incantation, focus and components (100 gp)

Range: Smarts x 4

Duration: Permanent, dismiss as a normal action

Trappings: Ranged

This spell creates an illusion within an area the size of a Large Burst Template. The illusion can also include sounds, smells, and changes to the temperature. You can move the illusion within the area as a normal action, otherwise it remains static.

Perpetual Spell

School: Universal

Rank: Veteran (Mage)

Casting: Gestures, incantation and a benny

Range: Special

Duration: Permanent

This spell allows you to make one other spell permanent. You must first cast the spell you wish to make permanent, and then cast Perpetual Spell as your next action. Only spells with the Perpetuate trapping are affected by this spell.

In addition to costing a benny to cast, this spell also reduces the number of bennies you begin with each session: Add up the number of ranks worth of spells you've made permanent, treating Cantrips as half a rank, and divide the total by your caster rank, rounding up. For example if your caster rank is Veteran and you have two permanent Novice spells (worth one rank each) and one permanent Seasoned spell (worth two ranks), you would begin

each session with two fewer bennies than normal, dropping to one fewer benny when your caster rank reached Heroic.

This spell automatically fails if casting it would cause you to begin the next session with fewer than two bennies. If a permanent spell is negated or dispelled, it is no longer included when calculating your bennies for the next session.

Personal Instrument

School: Conjuration

Rank: Cantrip (Spellsinger)

Casting: Gestures and incantation

Range: Self

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Summoning

This spell summons a single handheld musical instrument, of standard quality. You may choose the type of instrument, and whether it appears in your hands or at your feet, but it must be small enough to hold and cannot be played by anyone else.

Petrification

School: Transmutation

Rank: Veteran (Mage)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: Instant

Trappings: Direct and Ranged

This spell targets one creature: roll 2d10 damage, adding a further +d6 damage if the spell is cast with a raise. If this would inflict enough wounds to Incapacitate the target, they are immediately turned to stone along with their equipment, otherwise the spell has no effect on them (i.e., they are not Shaken and do not suffer wounds, they are either petrified or nothing happens).

If the target is capable of Soaking, they may attempt to reduce the number of wounds in order to avoid being turned to stone. Creatures without flesh are not affected by this spell.

Phantasmal Horror

School: Illusion

Rank: Seasoned (Mage)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: Instant

Trappings: Fear, Mental, Direct and Ranged

This spell creates a horrifying phantasmal image in the mind of one living creature, which only they can see, shaped from their own subconscious fears. The target must make a Fear check at -2, or at -4 if the spell is cast with a raise.

Phantasmal Horror, Improved

School: Illusion

Rank: Legendary (Mage)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: Instant

Trappings: Fear, Mental, Direct and Ranged

This spell creates horrifying phantasmal images in the minds of any number of living creatures within a Large Burst Template, which only they can see, each image shaped to the subconscious fears of the individual viewer. The targets must make Fear checks at -2, or at -4 if the spell is cast with a raise.

Phantom Watchdog

School: Conjuration

Rank: Veteran (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 hours per caster rank, then 3 rounds per caster rank

Trappings: Creation and Ranged

This spell conjures a phantom watchdog that is invisible to everyone other than you. The hound doesn't move, but will guard the area where it was conjured. If anyone comes within 6" of the hound (other than those who were already within 6" when the spell was first cast) it will begin barking loudly, and if an intruder moves adjacent to the hound it will immediately attack.

The hound has Fighting d10 and inflicts Str+d6 damage with its bite. It has Low Light Vision, can see invisible and ethereal creatures, and ignores spells with a Figment trapping. It also has the First Strike Edge. The hound cannot be attacked, Shaken or damaged, it can only be avoided or dispelled.

The duration is 3 hours per caster rank while the hound on guard, and a further 3 rounds per caster rank once it starts barking. If you ever move more than 15" away from the hound, the spell ends.

Plague Touch

School: Necromancy

Rank: Seasoned (Mage, Priest, Shaman, Unholy Champion and Destruction Sphere)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Unholy and Direct

This spell is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit): if you hit the target, they are exposed to a short-term debilitating disease, which they can attempt to resist with a successful Vigor roll (at -2 if the spell is cast with a raise).

Planar Ally

School: Conjuration

Rank: Special (Priest)

Casting: Gestures, incantation, a benny and focus

Range: Smarts

Duration: Instant

Trappings: Special and Ranged

This spell requires ten minutes to cast, and calls forth an elemental or other extradimensional creature of your deity's choice, with a rank equal to the rank of this spell. The creature is not under your direct control, but will perform a service for you if you can communicate with it and negotiate a suitable payment. You don't need to spend the benny for this spell until the creature has agreed to perform the service.

The precise nature of the payment depends on the type of creature and the type of task: it could be in the form of another service or task, a donation to a church, direct payment in gold or magic items, or even some sort of sacrifice. As a very rough guideline, the typical cost is likely to be around 500 gp per rank of the spell for a brief task that requires no more than a few minutes, 2,500 gp per rank for a longer task that requires no more than a few hours, and 5,000 gp per rank for an open-ended task. This amount can increase or decrease depending on how dangerous the task is, and the creature will usually refuse a job that seems suicidal.

The creature returns to its home plane once the service is complete, or if you fail to negotiate agreeable terms. This spell includes trappings appropriate to the creature, for example Unholy for an Unholy creature, Fire for a fire elemental, and so on.

Planar Contact

School: Divination

Rank: Veteran (Mage)

Casting: Incantation

Range: Self

Duration: 1 or 2 rounds per caster rank

Trappings: Maintained

This spell requires ten minutes to cast, and allows you to contact a deity or other powerful being on another plane of existence, asking them up to one question per caster rank, or twice that number on a raise. You can ask one question each round, and receive a single-word answer to each question.

The GM should secretly draw a card for each question; on Clubs, the deity doesn't know or refuses to answer the question; if the Clubs card is also a face card, the deity lies (or answers randomly).

Planar Seal

School: Abjuration

Rank: Veteran (Priest)

Casting: Gestures, incantation, focus and

components (3,000 gp, 6,000 gp, or 9,000 gp)

Range: Smarts x 2

Duration: Permanent

Trappings: Direct and Ranged

This spell requires one minute to cast, and wards an area the size of a Small, Medium or Large Burst Template, chosen when the spell is cast. The size of the area determines the cost of the components, and two overlapping Planar Seals will merge together to cover a larger area.

All forms of extradimensional movement are blocked within the area, as well as from passing through the area in either direction. This doesn't affect ethereal creatures who were already within the area when the spell is cast, nor does it prevent summoned creatures from vanishing when their spell expires.

Any creatures entering the area after the spell is cast must make a Spirit roll at -2 or suffer 2d8 damage, unless both you and they have identical allegiance abilities (Holy, Unholy, Lawful and/or Chaotic).

You may specify a secret passphrase when you cast this spell if you wish: this increases the cost of the components by 50%, but those speaking the phrase when they enter the area do not suffer any damage.

Planar Summoning

School: Conjunction

Rank: Special (Mage)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Direct, plus either Holy, Unholy, Lawful or Chaotic Ranged

This spell requires ten minutes to cast, and you must first cast an inward-focused Ward spell to hold the creature you plan to summon. You then either speak the true name of the creature you wish to summon, or specify a certain kind of creature if you don't wish to summon a specific individual. The target creature may then attempt to resist the spell with an opposed Spirit roll, if they fail they are summoned within the circle.

Once the creature has been summoned it will usually attempt to escape the circle, but if that fails you can negotiate with it using Persuasion along with various offers and bribes. If the creature can be convinced to perform a service, it will be bound to obey to the best of its ability until that service is complete, although it may attempt to subvert your instructions if you annoyed it too much. The creature returns to its home plane once the service is complete, or after three days per caster rank, whichever occurs first.

The rank of the creature you summon cannot exceed the rank of this spell, and the trappings are

based on the supernatural alignment of the creature.

Planar Travel

School: Conjunction

Rank: Veteran (Priest) or Heroic (Mage)

Casting: Gestures, incantation and focus

Range: Touch

Duration: Instant

Trappings: Direct

This spell transports up to eight willing targets (one of whom can be the caster) to another dimension or plane of existence. You arrive at some point within 500 miles of your desired destination.

Plant Step

School: Conjunction

Rank: Veteran (Shaman)

Casting: Gestures and incantation

Range: Unlimited

Duration: 1 round

This spell allows you to teleport between two living plants of the same type, regardless of the distance between them; you literally step into one plant and out of the other, therefore they must be at least a little bigger than you. This spell doesn't work on plant creatures, only normal plants.

If you choose a specific destination plant which is no longer available (or alive), the spell simply fails. If you don't know of a specific plant at your desired destination, you may instead choose a distance and direction, and you will arrive at the closest possible location.

You may bring along any object or objects you are physically able to carry, and up to one willing creature per caster rank, all of whom must be physically linked to you (either directly or through each other).

Polymorph

School: Transmutation

Rank: Seasoned (Mage)

Casting: Gestures, incantation and components

Range: Touch

Duration: 3 minutes per caster rank, dismiss early as a normal action

This spell changes the physical form of one willing living creature to that of another corporeal living creature, although the rank of the new form cannot exceed either your caster rank or the rank of the target creature. The creature replaces their Agility, Strength, Vigor, Size, Pace, senses, non-magical movement abilities (such as Flight, Aquatic or Burrow), natural armor and natural weapons with those of the new form, but they do not gain any magical abilities.

You may choose the creature's height, weight and general appearance from the normal ranges for

their new form, but they cannot imitate a specific individual. Any equipment the creature is wearing that cannot be worn by the new form melds into their body (and becomes non-functional) for the duration of the spell.

If you cast this spell with a raise, the target creature can make a natural healing roll when they first assume their new form.

Polymorph, Improved

School: Transmutation

Rank: Heroic (Mage and Deceit Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Smarts

Duration: Special

Trappings: Direct and Ranged

This spell targets one creature or object: roll 2d10 damage, adding a further +d6 damage if the spell is cast with a raise. If this would inflict enough wounds to Incapacitate or destroy the target, they are immediately polymorphed into something of your choice, otherwise the spell has no effect on them (i.e., they are not Shaken and do not suffer wounds, they are either polymorphed or nothing happens).

If the target is capable of Soaking, they may attempt to reduce the number of wounds in order to resist the spell. If the new form would prove fatal (for example, transforming someone into a fish while they're on dry land) they receive a +2 bonus to their Soak roll.

The target replaces all of its traits and abilities with those of the new form, including mental attributes and skills. The duration of the spell is based on the difference between the original and new form, but is 5 minutes per caster rank for two unrelated forms. This can increase in steps to 15 minutes per caster rank, 1 hour per caster rank, 1 day per caster rank, or permanent.

If both forms belong to the same kingdom (animal, vegetable or mineral) increase the duration by 2 steps. The duration also increases by 1 step for each of the following: both forms belong to the same class (mammals, birds, fish, etc.); both forms have the same Size; the Smarts of the new form does not exceed that of the original form; the two forms are related in some way (e.g., turning a human hair into a human being, or the figurine of a cat into a real cat).

This spell cannot transform targets into a valuable materials such as precious metals or gems, nor can it turn the target into a magical item. However it can be used to duplicate the effects of Malevolent Polymorph, Polymorph, Petrification, Reverse Petrification, Transform Metal into Wood, Transform Mud into Stone, and Transform Stone into Mud.

Polymorph, Malevolent

School: Transmutation

Rank: Veteran (Mage and Shaman)

Casting: Gestures and incantation

Range: Smarts

Duration: Permanent

Trappings: Direct and Ranged

This spell targets one creature: roll 2d10 damage, adding a further +d6 damage if the spell is cast with a raise. If this would inflict enough wounds to Incapacitate the target, they are immediately polymorphed into a Small animal of your choice, otherwise the spell has no effect on them (i.e., they are not Shaken and do not suffer wounds, they are either polymorphed or nothing happens).

If the target is capable of Soaking, they may attempt to reduce the number of wounds in order to survive. If the new form would prove fatal (for example, transforming someone into a fish while they're on dry land) they receive a +2 bonus to their Soak roll.

The target retains their Smarts and Spirit, along with any skills linked to those attributes, but replaces all of their other stats and abilities with those of the new form. After 24 hours in the new form, the creature must make a Spirit roll (at -2 if the spell was cast with a raise); on a failure they lose their memories and become an animal mentally as well as physically.

Incorporeal and gaseous creatures are immune to this spell, and creatures capable of shapechanging can revert back to their true form at any time as a normal action.

Portent

School: Divination

Rank: Novice (Priest)

Casting: Gestures, incantation, focus (25 gp) and components (25 gp)

Range: Self

Duration: Instant

This spell requires one minute to cast, and allows you to determine whether a particular course of action is likely to bring good or bad results for you within the next half hour. The four possible responses are 'good', 'bad', 'both good and bad', or 'nothing' (if the results are unlikely to be particularly good or bad).

After you cast the spell, the GM should secretly roll a d6 (this die can Ace); if the result is higher than your spellcasting roll, the response is always 'nothing'. If you recast the spell for the same course of action, the result will always be the same as the first casting.

Portent, Improved

School: Divination

Rank: Seasoned (Priest and Knowledge Sphere)

Casting: Gestures, incantation and components (25 gp)

Range: Self

Duration: Instant

This spell requires ten minutes to cast, and provides you with a single piece of advice concerning the outcome of a specific activity or event that will take place within the next week. The advice usually comes in the form of a cryptic phrase or rhyme, and multiple castings with the same question will each give the same advice, unless the conditions have changed since the last casting.

Prayer

School: Enchantment

Rank: Seasoned (Holy Champion and Priest)

Casting: Gestures, incantation and focus

Range: Self

Duration: 3 rounds per caster rank

Trappings: Mental, Luck and Direct

This spell affects everyone within a Large Burst Template centered on you. Those you consider allies receive a +1 bonus to their weapon damage rolls, while those you perceive as enemies receive a -1 penalty to their weapon damage rolls unless they resist with an opposed Spirit roll.

Preserve Corpse

School: Necromancy

Rank: Novice (Priest) or Seasoned (Holy Champion and Mage)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 3 days per caster rank

Trappings: Direct

This spell preserves one corpse, preventing it from decaying. While affected by this spell, the corpse doesn't age for the purposes of the Raise Dead spell.

Prestidigitation

School: Universal

Rank: Cantrip (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Smarts / 2

Duration: 1 hour

Trappings: Ranged

This spell allows the caster to perform simple magical effects for the duration, each of which is treated as a normal action. Examples include chilling, warming, flavoring, coloring, cleaning, soiling, or levitating a small object (weighing no more than one pound, and filling an area no more than one cubic foot). You can even create small objects, although they are crude and fragile, and not suitable for use as tools, weapons or spell components. Any effects (other than moving, cleaning or soiling) revert when the spell duration expires.

Prismatic Barrier

School: Abjuration

Rank: Heroic (Mage)

Casting: Gestures and incantation

Range: Smarts

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Perpetuate and Ranged

This spell creates an immobile opaque barrier of multicolored light up to 2" wide and 1" high per caster rank, which must appear within an unoccupied location, otherwise the spell fails. The barrier automatically blocks all types of attack (including mental and breath weapons) and spells, the only thing capable of passing through it is a creature (and its gear).

Those passing through the barrier automatically suffer 3d4 damage (one die deals fire, one acid, and one electricity) and must draw an action card, resolving the result as if they had just been targeted by the appropriate spell, cast with the same spellcasting roll you used to cast Prismatic Barrier (the creature may still attempt to resist the effect normally): Clubs is Ray of Weariness, Diamonds is Lunacy, Hearts is Petrification, and Spades is treated like Banish except it works on all creatures and always sends them to a random plane. On a Joker, draw two cards and apply both (if they both have the same suit, draw again until you have two different suits).

The barrier cannot be dispelled, and even an Anti-Magic Aura cannot suppress it, although Disjunct Magic will destroy it. Anyone within 4" of the barrier who looks at its shimmering lights must make a Smarts roll or be blinded until they next draw Hearts for initiative.

Prismatic Blast

School: Evocation

Rank: Heroic (Mage)

Casting: Gestures and incantation

Range: Large Cone Template

Duration: Instant

Trappings: Direct

This spell targets everyone within a Large Cone Template, striking them with interwoven beams of multicolored light. Each creature within the area may attempt to evade with an opposed Agility roll, if you beat them with a normal success they suffer 2d8 damage (treated as either fire, acid or electricity, chosen at random).

If you beat a creature with a raise, instead of the normal +d6 damage bonus you must draw an action card and resolve the attack as if they had just been just targeted by the appropriate spell, cast with your original spellcasting roll (the creature may still attempt to resist the effect normally): Clubs is Ray of Weariness, Diamonds is Lunacy,

Hearts is Petrification, and Spades is treated like Banish except it works on all creatures and always sends them to a random plane. On a Joker, the caster may choose one of the four effects.

Prismatic Globe

School: Abjuration

Rank: Legendary (Mage, Protection Sphere and Sun Sphere)

Casting: Incantation

Range: Self

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Perpetuate

This spell creates an immobile opaque sphere of multicolored light the size of a Small Burst Template, centered on your location when the spell is cast. If the sphere would fully or partially appear over another creature, the spell fails. The sphere automatically blocks all types of attack (including mental and breath weapons) and spells, including your own; the only thing capable of passing through it is a creature (and its attended gear).

Anyone other than you who passes through the sphere automatically suffers 3d4 damage (one die deals fire, one acid, and one electricity) and must draw an action card, resolving the result as if they had just been targeted by the appropriate spell, cast with the same spellcasting roll you used to cast Prismatic Globe (the creature may still attempt to resist the effect normally): Clubs is Ray of Weariness, Diamonds is Lunacy, Hearts is Petrification, and Spades is treated like Banish except it works on all creatures and always sends them to a random plane. On a Joker, draw two cards and apply both (if they both have the same suit, draw again until you have two different suits).

The sphere cannot be dispelled, and even an Anti-Magic Aura cannot suppress it, although Disjunct Magic will destroy it. Anyone within 4" of the sphere (other than you) who looks at its shimmering lights must make a Smarts roll or be blinded until they next draw Hearts for initiative.

Privacy Ward

School: Abjuration

Rank: Veteran (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 24 hours, dismiss early as a normal action

Trappings: Perpetuate and Ranged

This spell requires ten minutes to cast, and wards an area the size of a Small, Medium or Large Burst Template, chosen when the spell is cast. The area appears dark and foggy from the outside, and cannot be penetrated even with magical vision, scrying, or detection spells, although anyone can enter or leave the area freely.

Those within the area can see normally, with the border of the spell only barely visible as a faint swirling of shadowy mist. Any sounds made within the area cannot be heard outside, although sound originating from outside can still be heard within the area.

Produce Fire

School: Evocation

Rank: Novice (Shaman and Fire Sphere)

Casting: Gestures and incantation

Range: Self

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Fire and Direct

This spell causes flames with the same brightness and intensity as a torch to appear in your hand. The flames cause no damage to you or your equipment, but inflict Str+d6 damage if used to make an unarmed attack (although they don't count as a weapon for the purposes of the Unarmed Defender rule). The flames can also be thrown with a range of 3/6/12, inflicting Str+d6 damage. After throwing the flames, a new set of flames immediately appear in your hand.

Produce Water

School: Conjuration

Rank: Cantrip (Priest and Shaman) or Novice (Holy Champion and Unholy Champion)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Creation and Ranged

This spell produces up to 6 gallons of fresh water per caster rank. The water can be conjured in the air (like rain) or within one or more containers, but cannot be created inside a creature. Note that the spell gathers and transports the water to your location, so it cannot be dispelled afterwards.

Project Voice

School: Illusion

Rank: Novice (Mage and Spellsinger)

Casting: Incantation and focus

Range: Smarts

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Ranged

This spell allows you to project your voice from any point within range. Those who hear it may attempt to recognize the spell as an illusion with an opposed Spirit roll, although this doesn't stop them from hearing your voice.

Protect Stronghold

School: Abjuration

Rank: Veteran (Mage)

Casting: Gestures, incantation, focus and components

Range: Special

Duration: 6 hours per caster rank, dismiss early as a normal action

This spell requires half an hour to cast, and wards an area of up to 20 1x1" sections per caster rank, each with a height of up to 3". The sections can be divided up as you see fit, although they must all be within the same physical building. You must be within the building when you cast the spell, and must be familiar with the layout of the affected sections.

You can apply as many of the following spells as you wish to any or all affected sections of the building: Obscuring Fog within corridors, Secure Locks on doors, Illusionary Images (of walls) over doorways, Webs within staircases, and a specialized Confuse at junctions (those affected have a 50% chance of believing they took a different direction from the one they actually took).

You may also apply one of the following standard options: two Ghostly Lights (in different locations), one Illusionary Mouth, or one Stinking Cloud. If you cast the spell with a raise, you can either pick two standard options (including taking the same option twice), or one of the following advanced options: Blast of Wind, or Suggestion.

Protection from Chaos

School: Abjuration

Rank: Novice (Holy Champion, Mage, Priest and Law Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Lawful, Deflection, Resistance and Beneficial

This spell protects the target from Chaotic creatures. The target receives a +1 bonus when resisting opposed rolls, attacks against them are at -1, and they become immune to possession (although this doesn't expel a spirit that is already possessing them). Enchantment spells that allow control over the target are also suppressed (although not blocked or negated) for the duration of the spell. Finally, summoned creatures cannot touch the target or attack them using natural weapons, unless the target attacks them first. All of these spell effects only apply against creatures with the Chaotic ability.

Protection from Evil

School: Abjuration

Rank: Novice (Holy Champion, Mage, Priest and Good Sphere)

Casting: Gestures, incantation, and either focus or

components

Range: Touch

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Holy, Deflection, Resistance and Beneficial

This spell protects the target from Unholy creatures. The target receives a +1 bonus when resisting opposed rolls, attacks against them are at -1, and they become immune to possession (although this doesn't expel a spirit that is already possessing them). Enchantment spells that allow control over the target are also suppressed (although not blocked or negated) for the duration of the spell. Finally, summoned creatures cannot touch the target or attack them using natural weapons, unless the target attacks them first. All of these spell effects only apply against creatures with the Unholy ability.

Protection from Good

School: Abjuration

Rank: Novice (Mage, Priest, Unholy Champion and Evil Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Unholy, Deflection, Resistance and Beneficial

This spell protects the target from Holy creatures. The target receives a +1 bonus when resisting opposed rolls, attacks against them are at -1, and they become immune to possession (although this doesn't expel a spirit that is already possessing them). Enchantment spells that allow control over the target are also suppressed (although not blocked or negated) for the duration of the spell. Finally, summoned creatures cannot touch the target or attack them using natural weapons, unless the target attacks them first. All of these spell effects only apply against creatures with the Holy ability.

Protection from Law

School: Abjuration

Rank: Novice (Mage, Priest, Unholy Champion and Chaos Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Chaotic, Deflection, Resistance and Beneficial

This spell protects the target from Lawful creatures. The target receives a +1 bonus when resisting opposed rolls, attacks against them are at

-1, and they become immune to possession (although this doesn't expel a spirit that is already possessing them). Enchantment spells that allow control over the target are also suppressed (although not blocked or negated) for the duration of the spell. Finally, summoned creatures cannot touch the target or attack them using natural weapons, unless the target attacks them first. All of these spell effects only apply against creatures with the Lawful ability.

Prowess

School: Enchantment

Rank: Seasoned (Holy Champion, Mage, Spellsinger and Unholy Champion)

Casting: Gestures and incantation

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Mental, Morale, Direct and Beneficial

This spell grants the target a +1 bonus to attack rolls and Fear tests.

Prowess, Improved

School: Enchantment

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Mental, Morale, Direct and Beneficial

This spell grants the target a +1 bonus to Toughness and attack rolls, and a +2 bonus to Fear tests.

Psychic Fog

School: Enchantment

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 10 minutes per caster rank

Trappings: Mental, Direct and Ranged

This spell fills a Medium Burst Template with a cloud of thin mist that saps the will of those within it. Everyone within the area can try to resist with an opposed Spirit roll; those who fail suffer a -2 penalty to all Spirit rolls. This penalty lasts until the next time the creature draws Hearts for initiative after having already left the mist.

The mist is stationary and normally lasts for 30 minutes, however it can be quickly dispersed by strong winds.

Purification

School: Transmutation

Rank: Cantrip (Priest and Shaman)

Casting: Gestures and incantation

Range: Smarts / 2

Duration: Instant

Trappings: Direct and Ranged

This spell purifies up to three cubic feet (or 24 gallons) of rotten, contaminated or poisoned food and water per caster rank, making it suitable for consumption.

Pushing Hand

School: Evocation

Rank: Veteran (Mage)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Force, Direct and Ranged

This spell creates a giant disembodied hand, which floats in the air between you and one specified creature, providing you with medium cover against all attacks made by that particular creature. You can assign the hand to protect against a different creature as a normal action.

The hand is treated as a Wild Card with the same attributes and Toughness as you, except that its Fighting skill is equal to your spellcasting skill, it has Strength d12+3, and it is immune to pain modifiers. It cannot attack, but it can use the push maneuver (with the +2 running bonus) as well as move; the hand automatically moves whenever you or your opponent move in order to remain between you, and it never provokes free attacks.

The hand moves out of the way of your attacks (i.e., it doesn't provide cover to your opponent), but otherwise maintains its position between the two of you, even if your opponent moves around, turns invisible, or shapechanges into another form. Dispel magic can destroy the hand, but it is immune to most other magical effects that don't cause damage.

Raise Dead

School: Conjuration

Rank: Veteran (Priest)

Casting: Gestures, incantation, focus and components (5,000 gp)

Range: Touch

Duration: Instant

Trappings: Healing, Direct and Beneficial

This spell requires one minute to cast and restores life to a willing creature that has been dead no more than 3 days per caster rank, as long as their corpse is relatively intact. Non-magical poisons and diseases are cured, and the creature is no longer incapacitated or bleeding out, but wound levels and any permanent injuries remain, and the creature permanently loses an advance. This spell doesn't work on Constructs, Elementals, Outsiders, Undead (even if destroyed first), or creatures who died of old age or were killed by spells or magical weapons with a Death trapping.

Raise/Lower Water

School: Transmutation

Rank: Seasoned (Priest, Shaman and Water Sphere) or Veteran (Mage)

Casting: Gestures, incantation, and either focus or components

Range: Smarts x 4

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Ranged

This spell affects an area of water the size of a Large Burst Template, allowing you to either raise or lower the water level by up to 1" (i.e., 2 yards) per caster rank. Raising the water level creates a water hill, with water spilling over the sides. Lowering the water level creates a depression, which becomes a whirlpool in particularly large and deep bodies of water.

If this spell is cast directly on a water elemental, it may attempt to resist with an opposed Spirit roll: on a failure its Pace is halved and movement becomes a normal action.

Ray of Cold

School: Evocation

Rank: Cantrip (Mage)

Casting: Gestures and incantation

Range: 6/12/24

Duration: Instant

Trappings: Cold, Direct and Ranged

This spell shoots a ray of freezing air and ice at the target, inflicting 2d6 damage on a successful hit.

Ray of Cold, Improved

School: Evocation

Rank: Heroic (Mage)

Casting: Gestures, incantation and focus

Range: 6/12/24

Duration: Instant

Trappings: Cold, Direct and Ranged

This spell shoots a blue-white ray of freezing air and ice at the target, inflicting 2d10 damage on a successful hit.

Ray of Heat

School: Evocation

Rank: Novice (Mage)

Casting: Gestures and incantation

Range: 6/12/24

Duration: Instant

Trappings: Fire, Direct and Ranged

This spell shoots a ray of scorching heat at the target, inflicting 2d6 damage with AP 2; roll for flammable targets to see if they catch fire. At Seasoned caster rank you may simultaneously shoot two rays if you wish, while at Veteran you

may shoot up to three rays, however each ray after the first applies a cumulative -2 penalty to the spellcasting roll.

Ray of Light

School: Necromancy

Rank: Cantrip (Mage)

Casting: Gestures and incantation

Range: 6/12/24

Duration: Instant

Trappings: Direct and Ranged

This spell shoots a bright ray of light at the target, inflicting 2d8 damage if they are undead. Other creatures are not affected by this spell.

Ray of Weakness

School: Necromancy

Rank: Novice (Mage)

Casting: Gestures and incantation

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Direct and Ranged

This spell shoots a dazzling ray of energy at the target, who may attempt to resist with an opposed Spirit roll. Success reduces the target's Strength by 1 die step, while a raise reduces it by 2 die steps, to a minimum of d4-2.

Ray of Weariness

School: Necromancy

Rank: Seasoned (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Direct and Ranged

This spell targets one creature within range, who may attempt to resist with an opposed Vigor roll. If you win the opposed roll, they become Fatigued for the duration of the spell. If they are already Fatigued, or you beat them with a raise, they instead become Exhausted. This spell has no effect on creatures that are already Exhausted.

Recall Object

School: Conjuration

Rank: Heroic (Mage)

Casting: Gestures, incantation and components (1,000 gp)

Range: Touch

Duration: Permanent until discharged

Trappings: Summoning

This spell must be cast on an object upon which you've already placed your Arcane Signature, and requires a gem to serve as a link to the object. When you speak the command word (chosen when the spell is cast) and crush the gem, the object is immediately transported to your hand regardless of distance, even if it is on another plane of existence.

If another creature owns the object then the spell fails, but you immediately know the identity and location of the creature.

The gem is invisibly marked with the name of the object, but only the caster can read the name or summon the object.

Recall Spell

School: Transmutation

Rank: Seasoned (Mage)

Casting: Gestures, incantation, focus (50 gp) and components

Range: Self

Duration: Instant

This spell can be used in one of two ways, chosen when cast.

The first option requires ten minutes to cast while studying your spellbook, and allows you to prepare additional spells without first needing to rest – either two Novice spells, one Novice spell and two Cantrips, or four Cantrips. The spells are immediately stored in your mind as if prepared normally, and the slot used to cast this spell cannot be used again until all of the additional spells have been cast.

The second option is cast as a normal action, and allows you to recall one Cantrip or Novice spell that you've cast the previous round. The recalled spell is immediately stored in your mind as if it had been prepared normally.

Spontaneous casters cannot learn or cast this spell.

Recall Spell, Improved

School: Transmutation

Rank: Veteran (Mage)

Casting: Gestures and incantation

Range: Self

Duration: Instant

This spell allows you to recall one Cantrip, Novice or Seasoned spell that you've cast within the past 24 hours. The recalled spell is immediately stored in your mind as if it had been prepared normally.

Spontaneous casters cannot learn or cast this spell.

Redemption

School: Abjuration

Rank: Veteran (Priest and Shaman)

Casting: Gestures, incantation, a benny, focus (500 gp) and components

Range: Touch

Duration: Instant

Trappings: Direct

This spell requires one hour to cast, and removes the burden of sinful acts or misdeeds from one willing creature, who must be truly repentant for their actions. You only need to spend a benny to

cast the spell if the creature committed the sins deliberately and of their own free will, as the removal of such sins requires you to call directly upon your deity.

Redemption can restore divine spellcasting abilities that were lost due to committing sins. It can also remove behavioral Hindrances that were caused by magic (but not those taken during character creation).

It is common (but not required) for the caster to assign the creature some sort of quest or penance before casting Redemption on their behalf.

Regeneration

School: Conjuration

Rank: Heroic (Priest and Healing Sphere) or Legendary (Shaman)

Casting: Gestures, incantation and focus

Range: Touch

Duration: Instant

Trappings: Healing, Direct and Beneficial

This spell requires three rounds to cast, and causes one living creature to regenerate all temporary and permanent injuries, including severed limbs. The regeneration process requires one minute to complete, reduced to one round if all severed body parts are in contact with the creature when the spell is cast. The creature also recovers one wound and one level of Fatigue for each success and raise on the spellcasting roll.

If this spell is used to remove a Hindrance that was taken in return for additional points during character creation, the target has a choice: they can either keep the Hindrance (the spell is unable to remove it), or they can swap it for a different Hindrance of the same severity.

Reincarnation

School: Transmutation

Rank: Seasoned (Shaman)

Casting: Gestures, incantation, focus and components (1,000 gp)

Range: Touch

Duration: Instant

Trappings: Direct and Beneficial

This spell requires ten minutes to cast and restores life to one willing creature that has been dead no more than a week, as long as you have at least some part of them from the moment of their death (even the fine dust left after a Disintegration spell is sufficient).

The creature returns in a new body, which grows over the space of an hour; they have the same stats as the former character, but they permanently lose an advance. The new body has a different appearance to the former body, and the caster may also choose a different race for the creature if they wish (this can only be changed again with Miracle or Wish).

This spell doesn't work on Constructs, Elementals, Outsiders, Undead (even if destroyed first), or creatures who died of old age or were killed by spells or magical weapons with a Death trapping.

Repair Damage

School: Transmutation

Rank: Veteran (Spellwright)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Direct and Beneficial

Artificers can only cast this spell on constructs. The target removes Shaken, Dazed, blindness, deafness, confusion, Fool's Fate and Lunacy, along with all temporary trait damage. They also remove one wound and one level of Fatigue for each success and raise on the spellcasting roll.

Alchemists use this spell to create a healing elixir. Any living creature who consumes the elixir is automatically stabilized and must make a Vigor roll: each success and raise removes one wound and one level of Fatigue, while failure removes one wound but inflicts a level of Fatigue (as if from lack of sleep). The target also removes Shaken, Dazed, blindness, deafness, confusion, Fool's Fate and Lunacy, along with all temporary trait damage, regardless of their Vigor roll.

Repulse Metal and Rock

School: Abjuration

Rank: Heroic (Shaman)

Casting: Gestures and incantation

Range: Huge Cone Template

Duration: 3 rounds per caster rank, dismiss early as a normal action

This spell fills an area the size of a Huge Cone Template with waves of rolling energy, causing all metal and stone objects (which also includes objects with metal and/or stone parts) to be pushed away from the point where the spell was initially cast. Objects firmly fixed to the ground are unaffected if they are larger than 3 inches in diameter, but bend or shatter if they are smaller.

Loose objects are repelled at the rate of 8" per round, up to the limit of the spell, unless they weight more than 500 pounds. Creatures carrying or wearing metal or stone objects must make a Strength roll at -2 (or -4 if the spell was cast with a raise), on a failure they are dragged along with their objects; if the objects are held the creature may choose to drop them, but this decision must be made before making the Strength roll. If the creature succeeds at their Strength roll, their Pace is still halved while moving through the area, unless they rolled a raise.

The effect of this spell is applied when the spell is first cast, at the beginning of the caster's turn on all subsequent rounds, and immediately whenever a

creature or object enters the area. If cast against a solid surface such as a wall, creatures and objects can be pinned in place until they succeed a Strength roll.

Repulse Wood

School: Transmutation

Rank: Veteran (Shaman and Plant Sphere)

Casting: Gestures and incantation

Range: Huge Cone Template

Duration: 3 minutes per caster rank, dismiss early as a normal action

This spell fills an area the size of a Huge Cone Template with waves of rolling energy, causing all wooden objects (which also includes objects with wooden parts) to be pushed away from the point where the spell was initially cast. Objects firmly fixed to the ground are unaffected if they are larger than 3 inches in diameter, but splinter and break if they are smaller.

Loose objects are repelled at the rate of 8" per round, up to the limit of the spell, unless they weight more than 500 pounds. Creatures carrying or wearing wooden objects must make a Strength roll at -2 (or -4 if the spell was cast with a raise), on a failure they are dragged along with their objects; if the objects are held the creature may choose to drop them, but this decision must be made before making the Strength roll. If the creature succeeds at their Strength roll, their Pace is still halved while moving through the area, unless they rolled a raise.

The effect of this spell is applied when the spell is first cast, at the beginning of the caster's turn on all subsequent rounds, and immediately whenever a creature or object enters the area. If cast against a solid surface such as a wall, creatures and objects can be pinned in place until they succeed a Strength roll.

Repulsion

School: Enchantment

Rank: Heroic (Mage) or Legendary (Shaman)

Casting: Gestures, incantation, and either focus or components

Range: Smarts

Duration: 6 hours per caster rank, dismiss early as a normal action

Trappings: Mental, Direct and Ranged

This spell requires an hour to cast, and causes the targeted object or location to magically repel a specific type of creature, or creatures with a specific supernatural alignment, chosen when the spell is cast. A location targeted by this spell can be as big as the range of the spell. Creatures affected by this spell feel an overwhelming urge to avoid the object or leave the area; they may resist with a Spirit roll at -2 (or at -4 if the spell is cast with a raise), but this causes them great discomfort, and

reduces their Parry by 2 until they drop the object or leave the area.

If this spell is cast on an object or area affected by Attraction, the two spells dispel each other.

Repulsive Aura

School: Abjuration

Rank: Veteran (Mage) or Heroic (Priest and Protection Sphere)

Casting: Gestures, incantation and focus

Range: Self

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Direct

This spell creates an invisible aura around you, the size of a Small, Medium or Large Burst Template, chosen when the spell is cast. Any creature within the aura when the spell is cast, or attempting to enter the aura afterwards, must make a Spirit roll at -2 (or at -4 on a raise): on a failure they cannot move towards you for the duration of the spell.

Those affected by this spell can still move around you or away from you, they just can't voluntarily move closer to you while within the aura (although they can still be pushed or moved by others). If you approach them they are not forced back, and they can still attack you normally if they can reach you.

Resist Fear

School: Abjuration

Rank: Novice (Priest and Spellsinger)

Casting: Gestures and incantation

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Morale, Direct, Beneficial and Ranged

This spell grants the target creature and up to one additional creature per caster rank a +2 bonus to resist Fear tests and spells with a Fear trapping.

Resist Magic

School: Abjuration

Rank: Veteran (Priest, Magic Sphere and Protection Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Enhancement, Direct and Beneficial

This spell grants the target creature +2 Magic Resistance Edge, or +4 Magic Resistance on a raise.

Resist Magic, Improved

School: Abjuration

Rank: Heroic (Mage and Magic Sphere)

Casting: Gestures, incantation, focus (1,000 gp per creature) and components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Enhancement, Direct and Beneficial

This spell targets up to one creature per caster rank, and grants the affected creatures +2 Magic Resistance, or +4 Magic Resistance on a raise. This spell requires a gem for each target creature to serve as a spell focus; if a creature loses its gem, they immediately lose the protection of this spell.

Resistance Charm

School: Abjuration

Rank: Novice (Spellwright)

Casting: Gestures and components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Resistance

This spell requires a full round to cast, and grants the target a +1 bonus to Agility, Vigor and Spirit rolls when attempting to resist opposed rolls.

Restore Major Vitality

School: Conjunction

Rank: Heroic (Priest)

Casting: Gestures, incantation and a benny

Range: Touch

Duration: Instant

Trappings: Healing, Direct and Beneficial

This spell requires ten minutes to cast, and cures all Fatigue as well as restoring the target's traits. All spells and magical effects that reduce traits are automatically dispelled, and all trait damage is restored, both permanent and temporary, except that caused by death. This spell also removes all forms of Lunacy, confusion, and other mental effects, as well as permanent injuries such as missing limbs.

If this spell is used to remove a Hindrance that was taken in return for additional points during character creation, the target has a choice: they can either keep the Hindrance (the spell is unable to remove it), or they can swap it for a different Hindrance of the same severity.

Restore Minor Vitality

School: Conjunction

Rank: Novice (Holy Champion, Priest, Shaman and Unholy Champion)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Healing, Direct and Beneficial

This spell requires three rounds to cast, and cures one level of Fatigue as well as restoring one of the target's traits. You can choose to either automatically dispel all spells and magical effects that reduce the specified trait, or restore 1 die step of temporary damage (such as from an injury).

Restore Moderate Vitality

School: Conjuration

Rank: Seasoned (Holy Champion and Priest)

Casting: Gestures, incantation and components (100 gp)

Range: Touch

Duration: Instant

Trappings: Healing, Direct and Beneficial

This spell requires three rounds to cast, and cures two levels of Fatigue as well as restoring the target's traits. All spells and magical effects that reduce traits are automatically dispelled, and all temporary trait damage is restored. You can also restore 1 die step of permanent trait damage (such as from an injury), unless it was caused by death.

Resurrect

School: Conjuration

Rank: Heroic (Priest)

Casting: Gestures, incantation, focus and components (10,000 gp)

Range: Touch

Duration: Instant

Trappings: Healing, Direct and Beneficial

This spell requires ten minutes to cast and restores life to a willing creature that has been dead no more than 30 years per caster rank, as long as at least some part of them remains (even the fine dust left after a Disintegration spell is sufficient). Non-magical poisons and diseases are cured, the creature is no longer incapacitated, wounded or bleeding out, and all injuries (including permanent ones) are restored, but the creature permanently loses an advance. This spell doesn't work on Constructs, Elementals, Outsiders, Undead (unless destroyed first), or creatures who died of old age.

Resurrect, Improved

School: Conjuration

Rank: Legendary (Priest)

Casting: Gestures, incantation, focus and components (25,000 gp)

Range: Touch

Duration: Instant

Trappings: Healing, Direct and Beneficial

This spell requires ten minutes to cast and restores life to a willing creature that has been dead no more than 30 years per caster rank, even if their body has been completely destroyed, as long as you can unambiguously identify them (such as by reciting the time and place of their birth or death). Non-magical poisons and diseases are cured, the creature is no longer incapacitated, wounded or bleeding out, and all injuries (including permanent ones) are restored. This spell doesn't

work on Constructs, Undead (unless destroyed first), or creatures who died of old age.

Reveal Legends

School: Divination

Rank: Seasoned (Spellsinger) or Veteran (Mage) or Heroic (Knowledge Sphere)

Casting: Gestures, incantation, focus (200 gp) and components (250 gp)

Range: Self

Duration: Special

This spell allows you to learn legends (including those that have been forgotten or were never generally known) about an important person, object or place.

If the target is present, the spell requires 6 minutes to cast, or 3 minutes on a raise. If you have detailed information about the target but they are not present, the casting time is in days rather than minutes, and the information is less complete. If you only know rumors about the target (and they are not present) then the casting time is in weeks, and the information is even more vague.

You can only perform routine activities while casting this spell, and it only works if the target is considered to be of legendary importance (GM's discretion).

Reveal Legends, Improved

School: Divination

Rank: Heroic (Mage)

Casting: Gestures, incantation and components (250 gp)

Range: Self

Duration: Instant

This spell allows you to learn legends (including those that have been forgotten or were never generally known) about an important person, object or place.

If the target is present, there is no modifier to the spellcasting roll. If you have detailed information about the target but they are not present, there is a -1 penalty to the roll and the information is less complete. If you only know rumors about the target (and they are not present), there is a -2 penalty to the roll and the information is even more vague.

You suffer a level of Fatigue from casting this spell, unless you succeed with a raise. You may choose to spend a benny instead of suffering the Fatigue if you wish. This spell only works if the target is considered to be of legendary importance (GM's discretion).

Reverse Petrification

School: Transmutation

Rank: Veteran (Mage)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: Instant

Trappings: Direct and Ranged

This spell targets one stone creature or object, or an area of stone up to 1" in diameter and 2" in length. Unwilling creatures may attempt to resist with an opposed Vigor roll, while attended and magical objects can resist with an opposed Spirit roll. If the spell is successful, the target is transformed into flesh.

A stone object becomes inert flesh, while a stone creature becomes a flesh creature. This spell reverses petrification.

Rockskin

School: Abjuration

Rank: Seasoned (Mage) or Veteran (Shaman, Earth Sphere and Strength Sphere)

Casting: Gestures, incantation and components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Direct and Beneficial

This spell grants the target creature Physical Resistance; they suffer -2 damage from physical attacks except those caused by adamantite weapons. Physical Resistances from different sources do not stack, if more than one applies use whichever is better.

Rune of Death

School: Necromancy

Rank: Heroic (Mage and Priest)

Casting: Gestures, incantation and components (5,000 gp)

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Death, Perpetuate and Direct

This spell requires ten minutes to cast, and allows you to draw a rune of power onto any solid surface, as long as it is visible and legible at a distance of at least 12". If the rune is concealed after the spell is cast, this prevents it from being activated (unless the act of concealing it triggers the activation, such as throwing a rug over a rune with a touch trigger).

Specify one or more trigger conditions when you cast the spell, such as: glancing at the rune, examining the rune (which includes identifying it with Decipher Magic), touching the rune (including covering it with something), moving over or under the rune, pass through a doorway marked with the rune, etc. You may also define your own trigger conditions, and include exceptions such as pass phrases, specific people, etc.

Regardless of its trigger conditions, the rune can only be activated by someone who is within 12" of it, and it must be activated through their own actions; drawing the rune on a weapon and hitting someone with it will not activate a touch trigger, for example, they must reach out and touch it

themselves. The duration doesn't begin counting down until the rune is activated.

The rune glows when activated, and everyone within 12" (including those who later move into range), must make a Vigor roll at -2, or at -4 if the spell was cast with a raise; on a failure they suffer an automatic wound, and if they are incapacitated they immediately die. Each creature only needs to roll Vigor once no matter how long they remain within the area, however if they leave and then come back they must make another roll.

Rune of Fear

School: Necromancy

Rank: Veteran (Mage and Priest)

Casting: Gestures, incantation and components (1,000 gp)

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Fear, Mental, Perpetuate and Direct

This spell requires ten minutes to cast, and allows you to draw a rune of power onto any solid surface, as long as it is visible and legible at a distance of at least 12". If the rune is concealed after the spell is cast, this prevents it from being activated (unless the act of concealing it triggers the activation, such as throwing a rug over a rune with a touch trigger).

Specify one or more trigger conditions when you cast the spell, such as: glancing at the rune, examining the rune (which includes identifying it with Decipher Magic), touching the rune (including covering it with something), moving over or under the rune, pass through a doorway marked with the rune, etc. You may also define your own trigger conditions, and include exceptions such as pass phrases, specific people, etc.

Regardless of its trigger conditions, the rune can only be activated by someone who is within 12" of it, and it must be activated through their own actions; drawing the rune on a weapon and hitting someone with it will not activate a touch trigger, for example, they must reach out and touch it themselves. The duration doesn't begin counting down until the rune is activated.

The rune glows when activated, and everyone within 12" (including those who later move into range), must make a Fear check at -2, or at -4 if the spell was cast with a raise. Each creature only needs to make a single Fear check no matter how long they remain within the area, however if they leave and then come back they must make another roll.

Rune of Lunacy

School: Enchantment

Rank: Heroic (Mage and Priest)

Casting: Gestures, incantation and components (5,000 gp)

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Mental, Perpetuate and Direct

This spell requires ten minutes to cast, and allows you to draw a rune of power onto any solid surface, as long as it is visible and legible at a distance of at least 12". If the rune is concealed after the spell is cast, this prevents it from being activated (unless the act of concealing it triggers the activation, such as throwing a rug over a rune with a touch trigger).

Specify one or more trigger conditions when you cast the spell, such as: glancing at the rune, examining the rune (which includes identifying it with Decipher Magic), touching the rune (including covering it with something), moving over or under the rune, pass through a doorway marked with the rune, etc. You may also define your own trigger conditions, and include exceptions such as pass phrases, specific people, etc.

Regardless of its trigger conditions, the rune can only be activated by someone who is within 12" of it, and it must be activated through their own actions; drawing the rune on a weapon and hitting someone with it will not activate a touch trigger, for example, they must reach out and touch it themselves. The duration doesn't begin counting down until the rune is activated.

The rune glows when activated, and everyone within 12" (including those who later move into range), must make a Spirit roll, at -2 if the spell was cast with a raise; on a failure they become permanently Confused: drawing a Joker or spending a benny on Spades only suppresses the confusion for the current scene. Each creature only needs to make a single Spirit roll no matter how long they remain within the area, however if they leave and then come back they must make another roll. Any spell that can cure Lunacy can also remove the effect of this spell.

Rune of Pain

School: Necromancy

Rank: Veteran (Mage and Priest)

Casting: Gestures, incantation and components (1,000 gp)

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Unholy, Perpetuate and Direct

This spell requires ten minutes to cast, and allows you to draw a rune of power onto any solid surface, as long as it is visible and legible at a distance of at least 12". If the rune is concealed after the spell is cast, this prevents it from being activated (unless the act of concealing it triggers the activation, such as throwing a rug over a rune with a touch trigger).

Specify one or more trigger conditions when you cast the spell, such as: glancing at the rune, examining the rune (which includes identifying it with Decipher Magic), touching the rune (including covering it with something), moving over or under

the rune, pass through a doorway marked with the rune, etc. You may also define your own trigger conditions, and include exceptions such as pass phrases, specific people, etc.

Regardless of its trigger conditions, the rune can only be activated by someone who is within 12" of it, and it must be activated through their own actions; drawing the rune on a weapon and hitting someone with it will not activate a touch trigger, for example, they must reach out and touch it themselves. The duration doesn't begin counting down until the rune is activated.

The rune glows when activated, and everyone within 12" (including those who later move into range), must make a Vigor roll at -2, or at -4 if the spell was cast with a raise; on a failure they suffer an automatic level of Fatigue (Bumps and Bruises). Each creature only needs to roll Vigor once no matter how long they remain within the area, however if they leave and then come back they must make another roll.

Rune of Persuasion

School: Enchantment

Rank: Veteran (Mage and Priest)

Casting: Gestures, incantation and components (5,000 gp)

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Mental, Perpetuate and Direct

This spell requires ten minutes to cast, and allows you to draw a rune of power onto any solid surface, as long as it is visible and legible at a distance of at least 12". If the rune is concealed after the spell is cast, this prevents it from being activated (unless the act of concealing it triggers the activation, such as throwing a rug over a rune with a touch trigger).

Specify one or more trigger conditions when you cast the spell, such as: glancing at the rune, examining the rune (which includes identifying it with Decipher Magic), touching the rune (including covering it with something), moving over or under the rune, pass through a doorway marked with the rune, etc. You may also define your own trigger conditions, and include exceptions such as pass phrases, specific people, etc.

Regardless of its trigger conditions, the rune can only be activated by someone who is within 12" of it, and it must be activated through their own actions; drawing the rune on a weapon and hitting someone with it will not activate a touch trigger, for example, they must reach out and touch it themselves. The duration doesn't begin counting down until the rune is activated.

The rune glows when activated, and everyone within 12" (including those who later move into range), must make a Spirit roll at -2, or at -4 if the spell was cast with a raise; on a failure their attitude towards you becomes Friendly for three

hours per caster rank, or Helpful if they were already Friendly. This does not change their goals or allow you to control them, it just makes them view you in a favorable light. Each creature only needs to make a single Spirit roll no matter how long they remain within the area, however if they leave and then come back they must make another roll.

Rune of Slumber

School: Enchantment

Rank: Veteran (Mage and Priest)

Casting: Gestures, incantation and components (1,000 gp)

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Mental, Perpetuate and Direct

This spell requires ten minutes to cast, and allows you to draw a rune of power onto any solid surface, as long as it is visible and legible at a distance of at least 12". If the rune is concealed after the spell is cast, this prevents it from being activated (unless the act of concealing it triggers the activation, such as throwing a rug over a rune with a touch trigger).

Specify one or more trigger conditions when you cast the spell, such as: glancing at the rune, examining the rune (which includes identifying it with Decipher Magic), touching the rune (including covering it with something), moving over or under the rune, pass through a doorway marked with the rune, etc. You may also define your own trigger conditions, and include exceptions such as pass phrases, specific people, etc.

Regardless of its trigger conditions, the rune can only be activated by someone who is within 12" of it, and it must be activated through their own actions; drawing the rune on a weapon and hitting someone with it will not activate a touch trigger, for example, they must reach out and touch it themselves. The duration doesn't begin counting down until the rune is activated.

The rune glows when activated, and everyone within 12" (including those who later move into range), must make a Spirit roll, at -2 if the spell was cast with a raise; on a failure they fall asleep. Each creature only needs to make a single Spirit roll no matter how long they remain within the area, however if they leave and then come back they must make another roll.

Rune of Stunning

School: Enchantment

Rank: Heroic (Mage and Priest)

Casting: Gestures, incantation and components (5,000 gp)

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Mental, Perpetuate and Direct

This spell requires ten minutes to cast, and allows you to draw a rune of power onto any solid surface, as long as it is visible and legible at a distance of at least 12". If the rune is concealed after the spell is cast, this prevents it from being activated (unless the act of concealing it triggers the activation, such as throwing a rug over a rune with a touch trigger).

Specify one or more trigger conditions when you cast the spell, such as: glancing at the rune, examining the rune (which includes identifying it with Decipher Magic), touching the rune (including covering it with something), moving over or under the rune, pass through a doorway marked with the rune, etc. You may also define your own trigger conditions, and include exceptions such as pass phrases, specific people, etc.

Regardless of its trigger conditions, the rune can only be activated by someone who is within 12" of it, and it must be activated through their own actions; drawing the rune on a weapon and hitting someone with it will not activate a touch trigger, for example, they must reach out and touch it themselves. The duration doesn't begin counting down until the rune is activated.

The rune glows when activated, and everyone within 12" (including those who later move into range), must make a Spirit roll at -2, or at -4 if the spell was cast with a raise; on a failure they become Dazed and fall Prone. Each creature only needs to make a single Spirit roll no matter how long they remain within the area, however if they leave and then come back they must make another roll.

Rune of Weakness

School: Necromancy

Rank: Heroic (Mage and Priest)

Casting: Gestures, incantation and components (5,000 gp)

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Perpetuate and Direct

This spell requires ten minutes to cast, and allows you to draw a rune of power onto any solid surface, as long as it is visible and legible at a distance of at least 12". If the rune is concealed after the spell is cast, this prevents it from being activated (unless the act of concealing it triggers the activation, such as throwing a rug over a rune with a touch trigger).

Specify one or more trigger conditions when you cast the spell, such as: glancing at the rune, examining the rune (which includes identifying it with Decipher Magic), touching the rune (including covering it with something), moving over or under the rune, pass through a doorway marked with the rune, etc. You may also define your own trigger conditions, and include exceptions such as pass phrases, specific people, etc.

Regardless of its trigger conditions, the rune can only be activated by someone who is within 12" of it, and it must be activated through their own actions; drawing the rune on a weapon and hitting someone with it will not activate a touch trigger, for example, they must reach out and touch it themselves. The duration doesn't begin counting down until the rune is activated.

The rune glows when activated, and everyone within 12" (including those who later move into range), must make a Vigor roll; on a raise they resist the spell, on a normal success their Strength is reduced by 1 die step, and on a failure their Strength is reduced by 2 die steps. If this reduces a creature's Strength below d4, they are immediately incapacitated. Strength reduced by this spell is recovered at the rate of 1 die step per night of rest. Each creature only needs to make a single Vigor roll no matter how long they remain within the area, however if they leave and then come back they must make another roll.

Rusting Touch

School: Transmutation

Rank: Seasoned (Shaman and Spellwright)

Casting: Gestures, incantation and focus

Range: Self

Duration: 3 rounds per caster rank, dismiss early as a normal action

This spell allows you to rust and corrode metal with a touch. For the duration of the spell you may make touch attacks that inflict 2d8 damage to non-magical objects and creatures made from iron or steel.

Scripted Image

School: Illusion

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts x 4

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Ranged

This spell creates an illusion within an area the size of a Large Burst Template. The illusion can also include sounds, smells, and changes to the temperature, and follows a predefined script which must be specified when the spell is cast.

Scry

School: Divination

Rank: Seasoned (Mage, Shaman and Spellsinger) or Veteran (Priest)

Casting: Gestures, incantation, and either focus or components

Range: Unlimited

Duration: 3 minutes per caster rank

Trappings: Scrying and Direct

This spell requires one hour to cast, and allows you to remotely view the target creature with your normal senses, unless they resist with an opposed Spirit roll (at +2 if they are on another plane of existence). If the target wins the opposed roll, you cannot attempt to scry on them again for 24 hours. If you beat them with a raise, you can use the following spells through the scrying sensor: Sense Chaos, Sense Evil, Sense Good, Sense Law, Sense Magic, and Whispered Message. The scrying sensor has Pace 30, and follows the target if they move.

You receive one of the following modifiers to the opposed roll, depending on how well you know the target: -4 if you know nothing about them, -2 if you've heard of them but have never met them, +0 if you've met them, or +2 if you know them well.

You also receive one of the following modifiers for a sympathetic link (use the highest if more than one applies): +4 if you have a piece of the target (such as a drop of their blood or a lock of their hair), +2 if you have one of their possessions or garments, +1 if you have a picture or likeness of them, otherwise +0.

This spell usually requires a silver mirror worth 1,000 gp as a spell focus. A priest instead requires a holy water font worth 100 gp, while a shaman requires a natural pool of water.

Scry, Improved

School: Divination

Rank: Veteran (Spellsinger) or Heroic (Mage, Priest and Shaman)

Casting: Gestures and incantation

Range: Unlimited

Duration: 3 hours per caster rank

Trappings: Scrying and Direct

This spell allows you to remotely view the target creature with your normal senses, unless they resist with an opposed Spirit roll (at +2 if they are on another plane of existence). If the target wins the opposed roll, you cannot attempt to scry on them again for 24 hours. You can use the following spells through the scrying sensor: Sense Chaos, Sense Evil, Sense Good, Sense Law, Sense Magic, Whispered Message, Decipher Magic, and Empathic Linguist. The scrying sensor has Pace 30, and follows the target if they move.

You receive one of the following modifiers to the opposed roll, depending on how well you know the target: -4 if you know nothing about them, -2 if you've heard of them but have never met them, +0 if you've met them, or +2 if you know them well.

You also receive one of the following modifiers for a sympathetic link (use the highest if more than one applies): +4 if you have a piece of the target (such as a drop of their blood or a lock of their hair), +2 if you have one of their possessions or garments, +1 if you have a picture or likeness of them, otherwise +0.

Seal Portal

School: Abjuration

Rank: Novice (Mage)

Casting: Incantation

Range: Smarts x 2

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Ranged

This spell keeps one closed door, gate, window or other portal securely shut. The spell can be removed with Knock or Dispel Magic, otherwise the portal can only be opened with brute force, and anyone attempting to do so suffers an additional –1 penalty to their Strength roll (on top of whatever other penalties might normally apply).

Secure Lock

School: Abjuration

Rank: Novice (Mage and Spellwright)

Casting: Gestures, incantation and components (25 gp)

Range: Touch

Duration: Permanent

This spell magically locks a door, chest or portal, preventing anyone except the caster from opening it, and providing it with +2 Toughness. The magic can be suppressed for 10 minutes with a Knock spell, or destroyed with Dispel Magic.

Secure Lodge

School: Conjunction

Rank: Seasoned (Mage and Spellsinger)

Casting: Gestures, incantation, focus and components

Range: Smarts

Duration: 6 hours per caster rank, dismiss early as a normal action

Trappings: Creation and Ranged

This spell requires ten minutes to cast, and conjures a small lodge complete with a sturdy door, two shuttered windows, and a chimney, all of which are protected by Alarm Wards. The door and shutters are further protected by Secure Locks, while the narrow chimney has an iron grate at the top. The lodge appears to be made from materials common to the area where the spell was cast, but has the resilience of a stone building.

Inside the lodge is a small fireplace, a trestle table, a writing desk, eight bunk beds and eight stools. An Invisible Servant is also conjured to provide service for the duration of the spell.

Sense Beasts and Plants

School: Divination

Rank: Novice (Shaman and Warden)

Casting: Gestures and incantation

Range: Huge Cone Template

Duration: 30 minutes per caster rank

Trappings: Maintained

This spell reveals the presence of a particular type of animal or plant within a Huge Cone Template; you can choose a different type of animal or plant each round. If you concentrate on a particular area as a full-round action (no movement allowed), you can also sense the number of different animals or plants and the condition of the healthiest specimen. If you continue concentrating on the same kind of animal or plant within the same area for a second full-round action, you can also sense the condition and location of each individual specimen.

Sense Chaos

School: Divination

Rank: Novice (Priest)

Casting: Gestures, incantation and focus

Range: Large Cone Template

Duration: 30 minutes per caster rank

Trappings: Maintained

This spell reveals the presence of supernatural chaos within a Large Cone Template (such as chaotic magical items, priests of chaotic gods, and creatures with the Chaotic ability). If you concentrate on a particular area as a full-round action (no movement allowed), you can also sense the number of different auras and the approximate strength of the strongest aura. If you continue concentrating for a second full-round action you can also sense the strength and location of each individual aura.

Sense Evil

School: Divination

Rank: Novice (Priest)

Casting: Gestures, incantation and focus

Range: Large Cone Template

Duration: 30 minutes per caster rank

Trappings: Maintained

This spell reveals the presence of supernatural evil within a Large Cone Template (such as unholy magical items, priests of evil gods, and creatures with the Unholy ability). If you concentrate on a particular area as a full-round action (no movement allowed), you can also sense the number of different auras and the approximate strength of the strongest aura. If you continue concentrating for a second full-round action you can also sense the strength and location of each individual aura.

Sense Good

School: Divination

Rank: Novice (Priest)

Casting: Gestures, incantation and focus

Range: Large Cone Template

Duration: 30 minutes per caster rank

Trappings: Maintained

This spell reveals the presence of supernatural good within a Large Cone Template (such as holy magical items, priests of good gods, and creatures with the Holy ability). If you concentrate on a particular area as a full-round action (no movement allowed), you can also sense the number of different auras and the approximate strength of the strongest aura. If you continue concentrating for a second full-round action you can also sense the strength and location of each individual aura.

Sense Hidden Doors

School: Divination

Rank: Novice (Mage, Spellsinger and Knowledge Sphere)

Casting: Gestures and incantation

Range: Large Cone Template

Duration: 3 minutes per caster rank

Trappings: Maintained

This spell reveals the presence of hidden or secret doors within a Large Cone Template. If you concentrate on a particular area as a full-round action (no movement allowed), you can also sense the number of hidden doors and their precise location (or direction, if outside your line of sight). If you continue concentrating, you can sense the mechanism or trigger for one specific door each round.

Sense Invisibility

School: Divination

Rank: Novice (Mage and Nightblade) or Seasoned (Spellsinger)

Casting: Gestures, incantation and components

Range: Self

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Perpetuate

This spell grants you the ability to perceive invisible creatures and objects as translucent shapes. It also reveals ethereal creatures and objects, but not illusions or other sources of obscurement. You can distinguish between visible, invisible and ethereal, but not to the method used to become invisible.

Sense Law

School: Divination

Rank: Novice (Priest)

Casting: Gestures, incantation and focus

Range: Large Cone Template

Duration: 30 minutes per caster rank

Trappings: Maintained

This spell reveals the presence of supernatural lawfulness within a Large Cone Template (such as

Lawful magical items, priests of Lawful gods, and creatures with the Lawful ability). If you concentrate on a particular area as a full-round action (no movement allowed), you can also sense the number of different auras and the approximate strength of the strongest aura. If you continue concentrating for a second full-round action you can also sense the strength and location of each individual aura.

Sense Lies

School: Divination

Rank: Seasoned (Holy Champion, Priest and Unholy Champion)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 3 rounds per caster rank

Trappings: Maintained and Ranged

This spell grants you a +2 bonus to sense if someone is intentionally lying, increased to +4 if you cast the spell with a raise. If you concentrate on a particular creature as a full-round action, you can automatically sense when they knowingly lie; this option lasts until the beginning of your next turn, and can be extended by concentrating with another full-round action.

Sense Magic

School: Divination

Rank: Cantrip (Mage, Priest, Shaman, Spellsinger and Spellwright)

Casting: Gestures and incantation

Range: Large Cone Template

Duration: 3 minutes per caster rank

Trappings: Perpetuate and Maintained

This spell reveals the presence of magical auras within a Large Cone Template. If you concentrate on a particular area as a full-round action (no movement allowed), you can also sense the number of different auras and the approximate strength of the strongest aura. If you continue concentrating for a second full-round action you can also sense the strength and location of each individual aura, and can make an spellcasting roll at -2 to determine the school of magic of each aura.

Sense Poison

School: Divination

Rank: Cantrip (Mage, Priest and Shaman) or Novice (Holy Champion, Nightblade and Warden)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Ranged

This spell reveals if a particular creature, object, or 1"x1" area is poisoned or poisonous. The caster may also make a Knowledge (Poison) roll to

determine the general type of poison, with a raise revealing the exact type.

Sense Scrying

School: Divination

Rank: Seasoned (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Self

Duration: 24 hours

This spell grants you an innate awareness of all scrying spells and effects within a Large Burst Template centered on you, and allows you to precisely locate any magical sensors within the area. You may also make an opposed spellcasting roll against any scrying spells (once per spell); if you win the roll, you see a visual image of the scryer and get an accurate sense of their current distance and direction.

Sense Thoughts

School: Divination

Rank: Novice (Mage, Spellsinger and Knowledge Sphere)

Casting: Gestures, incantation and focus

Range: Large Cone Template

Duration: 3 minutes per caster rank

Trappings: Mental and Maintained

This spell reveals the presence of thoughts within a Large Cone Template. If you concentrate on a particular area as a full-round action (no movement allowed), you can also sense the number of different minds and the Smarts of each; if the highest Smarts is $d12+2$ or higher (and at least 4 die steps higher than your own) you become Shaken and the spell ends. If you continue concentrating for a second full-round action you can also sense the surface thoughts of one specific mind in the area, unless the target succeeds at a standard Spirit roll.

Note that Mindless creatures cannot be sensed with this spell.

Sense Traps

School: Divination

Rank: Novice (Shaman and Warden)

Casting: Gestures and incantation

Range: Large Cone Template

Duration: 30 minutes per caster rank

Trappings: Maintained

This spell reveals the presence of pits, deadfalls and snares, as well as traps constructed of natural materials, within a Large Cone Template. If you concentrate on a particular area as a full-round action (no movement allowed), you can also sense the number of such hazards and their precise location (or direction, if outside your line of sight). If you continue concentrating, you can sense the

general type and trigger for one specific hazard each round.

Sense Undead

School: Divination

Rank: Novice (Holy Champion, Mage and Priest)

Casting: Gestures, incantation, and either focus or components

Range: Large Cone Template

Duration: 3 minutes per caster rank

Trappings: Maintained

This spell reveals the presence of undead within a Large Cone Template. If you concentrate on a particular area as a full-round action (no movement allowed), you can also sense the number of different undead and the approximate strength of the strongest undead. If you continue concentrating for a second full-round action you can also sense the strength and location of each individual undead.

Serpent Sigil

School: Conjuration

Rank: Seasoned (Mage and Spellsinger)

Casting: Gestures, incantation and components (500 gp)

Range: Touch

Duration: Permanent or until discharged

Trappings: Force and Creation

This spell requires ten minutes to cast, and creates a small symbol in the text of one written work, such as a map or book. When someone deliberately reads the text (rather than just glancing at it), which must be at least 25 words in length, a reddish-brown serpent appears and strikes at them; the victim may attempt to evade with an Agility roll at -2 , on a failure they are engulfed in a shimmering amber field of energy.

The energy field remains in place for 3 days per caster rank, or 4 days per caster rank if cast with a raise, and the engulfed victim is placed into a state of suspended animation. They do not need to eat, drink, sleep, or breathe, nor do they age or bleed out, however they can still be attacked and harmed by outside forces.

The sigil cannot be detected by mundane means, and Sense Magic reveals the entire text as magical. It can be removed with Dispel Magic or Efface Writing, although the latter will remove the text as well.

Shadow Conjurer

School: Illusion

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Special

Duration: Special

Trappings: Direct

This spell creates a quasi-real illusion of one or more creatures, objects or forces. The effect can mimic any Cantrip, Novice or Seasoned spell from the Conjuration school that has a Creation or Summoning trapping.

Any creature that interacts with the illusion can make a standard Smarts roll to recognize its true nature, allowing them to ignore all effects of the spell.

Shadow Conjurer, Improved

School: Illusion

Rank: Heroic (Mage)

Casting: Gestures and incantation

Range: Special

Duration: Special

Trappings: Direct

This spell creates a quasi-real illusion of one or more creatures, objects or forces. The effect can mimic any Cantrip, Novice, Seasoned or Veteran spell from the Conjuration school that has a Creation or Summoning trapping.

Any creature that interacts with the illusion can make a Smarts roll at -2 to recognize its true nature, allowing them to ignore all effects of the spell.

Shadow Evoker

School: Illusion

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Special

Duration: Special

Trappings: Direct

This spell creates a quasi-real illusion. The effect can mimic any Cantrip, Novice or Seasoned spell from the Evocation school.

Any creature that interacts with the illusion can make a standard Smarts roll to recognize its true nature, allowing them to ignore all effects of the spell.

Shadow Evoker, Improved

School: Illusion

Rank: Heroic (Mage)

Casting: Gestures and incantation

Range: Special

Duration: Special

Trappings: Direct

This spell creates a quasi-real illusion. The effect can mimic any Cantrip, Novice, Seasoned or Veteran spell from the Evocation school.

Any creature that interacts with the illusion can make a Smarts roll at -2 to recognize its true nature, allowing them to ignore all effects of the spell.

Shadow Master

School: Illusion

Rank: Legendary (Mage)

Casting: Gestures and incantation

Range: Special

Duration: Special

Trappings: Direct

This spell creates a quasi-real illusion of one or more creatures, objects or forces. The effect can mimic any non-Legendary spell from the Conjuration school that has a Creation or Summoning trapping.

Any creature that interacts with the illusion can make a Smarts roll at -4 to recognize its true nature, allowing them to ignore all effects of the spell.

Shadow Simulacrum

School: Illusion

Rank: Heroic (Mage)

Casting: Gestures, incantation, a benny and components (1,500 gp)

Range: Adjacent

Duration: Instant

This spell requires 12 hours to cast, and creates a quasi-real duplicate of one specific creature, formed from extradimensional energy. The Simulacrum is always an Extra and only has half as many advances as the original creature, it never advances and cannot heal naturally, although you can repair it in the same way as a Construct. If destroyed, it blinks out of existence.

The Simulacrum obeys your every command without question, but this spell does not provide any sort of telepathic link. Those familiar with the original creature can make a Notice roll at -2 spot that something is off.

In addition to costing a benny to cast, this spell also reduces the number of bennies you begin with each session by one, until such time as the Simulacrum is destroyed. The spell automatically fails if casting it would cause you to begin the next session with fewer than two bennies, or if the rank of the creature you wish to duplicate exceeds your caster rank.

This spell requires a piece of the creature you wish to duplicate, such as a hair or a drop of blood.

Shadow Step

School: Illusion

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Touch

Duration: 3 hours per caster rank, dismiss early as a normal action

Trappings: Direct

This spell transports you and up to three other willing creatures per caster rank to the border between the material plane and the plane of shadows. Due to the differences in relative

distances between the two planes, every mile you travel along the border moves you the equivalent of twenty miles in the material plane.

However the unpredictable nature of the plane of shadows makes it impossible to judge distances with perfect accuracy, and the warping of reality prevents you from making out any details in the material plane. Not only does this render the spell worthless for spying or scouting, it also makes it difficult to arrive at a specific location – typically you will arrive within a few thousand feet of your desired destination, or a few hundred feet if you cast the spell with a raise.

You may also use this spell to travel to other planes, by moving through the plane of shadows and finding the point where it borders with the plane you wish to enter. Navigating the plane of shadows typically requires a Smarts roll: on a raise you find your destination in one hour, while on a normal success you find it in two hours, and on a failure you're lost for two hours and must roll again to keep looking. If you have Knowledge (Planes) you may roll that instead: a success indicates that you reach your destination in one hour, while a failure indicates that you reach your destination in two hours.

Shambling Minions

School: Conjunction

Rank: Legendary (Shaman and Plant Sphere)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 7 days (or 7 months)

Trappings: Creation and Ranged

This spell creates two shambling mounds, or four on a raise. The creatures serve you willingly for seven days, although the duration increases to seven months if they are assigned to guard a specific location (in which case they cannot move beyond the range of this spell, relative to the point where they were created).

Shambling mounds created with this spell only gain Energy Resistance to fire if the local terrain from which they were created is damp or marshy. At the end of the duration the shambling mounds revert back to a pile of rotting vegetation.

Shape Earth

School: Transmutation

Rank: Veteran (Mage, Shaman and Spellwright)

Casting: Gestures, incantation and components

Range: Smarts x 4

Duration: Instant

Trappings: Ranged

This spell allows you to the earth (including soil, sand and clay, but not rock formations) within an area of up to 125x125", however it requires ten minutes to cast for each 25x25" section. The earth moves slowly and fluidly without breaking the

surface, and doesn't cause damage to plants or buildings. You can raise or lower the elevation of the terrain by up to 2", but cannot form tunnels. This spell is too slow to trap creatures, unless they remain in place for several minutes.

Shape Sound

School: Transmutation

Rank: Seasoned (Spellcaster)

Casting: Gestures and incantation

Range: Smarts

Duration: 3 hours per caster rank, dismiss early as a normal action

Trappings: Direct and Ranged

This spell affects up to three targets per caster rank, and can be applied to either creatures or objects, chosen when the spell is cast. Targets can attempt to resist with an opposed Spirit roll, on a failure you can shape the sounds they produce, although all targets must be changed in the same way.

You can use this spell to make the targets produce new sounds, or to amplify, suppress or change existing sounds, however the precise usage must be defined when the spell is cast and is then fixed for the duration. As a general guideline, this spell can typically be used to provide a situational modifier of +2 or -2 where appropriate (including to spellcasting rolls that require an incantation, Persuasion rolls where a silly voice would be detrimental, Stealth and Notice rolls based on sound, and so on).

Shape Stone

School: Transmutation

Rank: Seasoned (Mage, Priest, Shaman and Earth Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: Instant

This spell transforms a single piece of stone no larger than one cubic yard into another shape of your choice. Only crude shapes are possible, and moving parts only work if the spell is cast with a raise. If the stone is held or worn by another creature, the wearer may attempt to resist with an opposed Spirit roll; if the stone is magical, it may also attempt to resist.

Shape Weather

School: Transmutation

Rank: Heroic (Mage, Priest, Shaman and Air Sphere)

Casting: Gestures and incantation

Range: Smarts miles

Duration: Spirit hours per caster rank

This spell requires ten minutes to cast, and allows you to control and manipulate the weather conditions within range, as long as your changes are appropriate to the current climate and season. You can create fog, rain and storms, control the direction and intensity of the wind, and so on, but cannot direct specific applications such as the path of a tornado or the location of a lightning strike. Changing the weather is a normal action, however it takes ten minutes before your changes take effect (i.e., you can increase or decrease the wind by one category every ten minutes).

Shape Wind

School: Transmutation

Rank: Veteran (Shaman and Air Sphere)

Casting: Gestures and incantation

Range: Smarts x 100 yards

Duration: 30 minutes per caster rank

This spell allows you to alter and redirect the wind within range. You can cause it to blow inward or outward from your current location, make it rotate clockwise or counter clockwise around your current location, or simply cause it to blow in one specific direction, chosen when the spell is cast.

You can increase or decrease the intensity of the wind by up to one category per caster rank, plus one category per raise on the spellcasting roll, however the change isn't instant: the wind changes one category per round until it reaches the desired intensity. You may also create an area of calm the size of a Large Burst Template centered on you if you wish.

After the spell has been cast you cannot change the direction or intensity of the wind further, nor does the effect (or the area of calm) move with you. See the 'Wind Scale' section for further details.

Shape Wood

School: Transmutation

Rank: Novice (Shaman)

Casting: Gestures, incantation and focus

Range: Touch

Duration: Instant

Trappings: Direct

This spell transforms a single piece of wood no larger than one cubic yard into another shape of your choice. Only crude shapes are possible, and moving parts only work if the spell is cast with a raise. If the wood is held or worn by another creature, the wearer may attempt to resist with an opposed Spirit roll; if the wood is magical, it may also attempt to resist.

Shapeshift

School: Transmutation

Rank: Novice (Mage, Nightblade and Spellsinger)

Casting: Gestures and incantation

Range: Self

Duration: 30 minutes per caster rank, dismiss early as a normal action

This spell changes your physical form to that of another similar creature (i.e., a humanoid caster can assume another humanoid form) of the same size category. Replace your Pace, non-magical movement abilities (such as Flight, Aquatic or Burrow), natural armor and natural weapons with those of the new form, but other abilities (such as senses) and traits do not change.

You may choose your height, weight and general appearance from the normal ranges for your new form, but cannot imitate a specific individual. Any equipment you're wearing that cannot be worn by the new form melds into your body (and becomes non-functional) for the duration of the spell.

Shapeshift, Improved

School: Transmutation

Rank: Legendary (Mage, Shaman and Beast Sphere)

Casting: Gestures, incantation and focus (1,500 gp)

Range: Self

Duration: 30 minutes per caster rank, dismiss early as a normal action

This spell grants you the ability to assume the form of any creature whose rank doesn't exceed your caster rank; you can change form up to once per round, as a free action. You retain your Smarts and Spirit, and skills linked to those two attributes, but replace all of your other traits, Edges and abilities with those of your current form.

You may choose the creature's height, weight and general appearance from the normal ranges for their new form, and if you wish to imitate a specific individual you receive a +2 bonus to the disguise roll. Any equipment you are wearing that cannot be worn by the new form melds into your body (and becomes non-functional) until you assume a form that can use it.

Shatter Glass

School: Evocation

Rank: Novice (Mage, Priest, Spellsinger, Chaos Sphere and Destruction Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Smarts

Duration: Instant

Trappings: Sonic, Direct and Ranged

This spell fills a Small Burst Template with a loud ringing noise, causing all non-magical ceramic, crystal and glass objects to shatter, unless their weight exceeds 3 pounds per caster rank.

Alternatively you may focus the spell on a single object or crystalline creature. This will shatter one non-magical solid object, regardless of its

composition, as long as its weight doesn't exceed 30 pounds per caster rank. If the spell is focused on a crystalline creature, it automatically inflicts 2d6 damage, with an additional +d6 damage if cast with a raise.

Shield of Force

School: Abjuration

Rank: Novice (Mage)

Casting: Gestures and incantation

Range: Self

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Force

This spell creates an invisible disc of force which hovers in the air, deflecting incoming attacks. All attacks made against the caster suffer a -2 penalty, even those that are incorporeal. Force Bolt spells are automatically blocked by a Shield of Force.

The bonus from this spell does not stack with Parry or cover bonuses from physical shields or defensive weapons.

Shielding Hand

School: Evocation

Rank: Seasoned (Mage)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Force, Direct and Ranged

This spell creates a giant disembodied hand, which floats in the air between you and one specified creature, providing you with medium cover against all attacks made by that particular creature. You can assign the hand to protect against a different creature as a normal action.

The hand is treated as a Wild Card with the same attributes and Toughness as you, except that its Fighting skill is equal to your spellcasting skill, it has Strength d12+2, and it is immune to pain modifiers. It cannot attack or take any actions of its own other than to move; the hand automatically moves whenever you or your opponent move in order to remain between you, and it never provokes free attacks.

The hand moves out of the way of your attacks (i.e., it doesn't provide cover to your opponent), but otherwise maintains its position between the two of you, even if your opponent moves around, turns invisible, or shapechanges into another form. Dispel magic can destroy the hand, but it is immune to most other magical effects that don't cause damage.

Shielding Link

School: Abjuration

Rank: Novice (Holy Champion, Priest and Protection Sphere)

Casting: Gestures, incantation and focus (2 x 50 gp)

Range: Smarts

Duration: 3 hours per caster rank, dismiss early as a normal action

Trappings: Direct, Beneficial and Ranged

This spell creates a mystical connection between you and the target creature. Whenever they would suffer two or more wounds (before Soaking), they receive half of the wounds (rounded up) and you receive the rest. If they would receive just one wound, then both of you become Shaken instead (this can cause you a wound, but not them).

Shielding Link requires a pair of platinum rings as the spell focus: You and the target creature must each wear one of the rings. The spell ends immediately if either of the rings are removed, or if you and the target creature ever move further apart than the range of the spell.

Shimmerdust

School: Conjunction

Rank: Novice (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: 3 rounds per caster rank

Trappings: Creation and Ranged

This spell fills a Small Burst Template with a cloud of glowing particles, which automatically stick to everyone within the target area. Those covered with the shimmering dust become highly visible, giving them a -4 penalty to Stealth rolls and rendering them visible if they were previously invisible. Everyone within the area must also make a Spirit roll or become partially blinded (like the Bad Eyes Hindrance); if they roll 1 on their Spirit die they are instead fully blinded (like the Blind Hindrance).

Shocking Touch

School: Evocation

Rank: Novice (Mage)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Electricity and Direct

This spell is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit): if you hit the target, they suffer 2d6 damage, increased to 2d8 damage if they are wearing metal armor, made out of metal, or carrying a lot of metal.

Shrink Animal

School: Transmutation

Rank: Novice (Shaman) or Seasoned (Warden)

Casting: Gestures and incantation

Range: Touch

Duration: 3 hours per caster rank, dismiss early as a normal action

This spell decreases the size of one willing animal. The animal's Strength decreases by 2 die steps (becoming a fixed penalty if this would take their Strength below d4) and their Toughness is reduced by 2, but they gain a +1 bonus to all attacks, and attacks against them receive a –1 penalty to hit. If cast with a raise, these modifiers may be doubled if the caster wishes. Any equipment the animal is carrying is also reduced for the duration of the spell, or until it leaves their person.

This spell does not stack with other spells or magical effects that reduce size.

Shrink Object

School: Transmutation

Rank: Seasoned (Mage and Nightblade)

Casting: Gestures and incantation

Range: Touch

Duration: 3 days per caster rank

Trappings: Perpetuate and Direct

This spell affects one non-magical object of up to 6 cubic feet per caster rank, shrinking it down to around a 16th of its original size in each dimension (i.e., roughly a 4000th of its original volume and mass). If you wish, you may also transform the shrunken item into a flat piece of cloth-like material; if the object is on fire when you do this, it ceases to burn for the duration of the spell.

The spell can be ended by tossing the item onto a solid surface, or by a word of command from the caster.

Shrink Person

School: Transmutation

Rank: Novice (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Perpetuate, Direct and Ranged

This spell requires a full round to cast, and decreases the size of one humanoid creature, who may attempt to resist with an opposed Vigor roll if they wish. The creature's Strength decreases by 2 die steps (becoming a fixed penalty if this would take their Strength below d4) and their Toughness is reduced by 2, but they gain a +1 bonus to all attacks, and attacks against them receive a –1 penalty to hit. If cast with a raise, these modifiers may be doubled if the caster wishes. Any equipment the creature is carrying is also reduced for the duration of the spell, or until it leaves their person.

This spell does not stack with other spells or magical effects that reduce size.

Shrink Person, Improved

School: Transmutation

Rank: Seasoned (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Direct and Ranged

This spell requires a full round to cast, and decreases the size of up to three humanoid creatures per caster rank, who may attempt to resist with an opposed Vigor roll if they wish. Each creature's Strength decreases by 2 die steps (becoming a fixed penalty if this would take their Strength below d4) and their Toughness is reduced by 2, but they gain a +1 bonus to all attacks, and attacks against them receive a –1 penalty to hit. If cast with a raise, these modifiers may be doubled if the caster wishes. Any equipment the creatures are carrying is also reduced for the duration of the spell, or until it leaves their person.

This spell does not stack with other spells or magical effects that reduce size.

Shrink Plants

School: Transmutation

Rank: Seasoned (Shaman and Warden)

Casting: Gestures, incantation and focus

Range: Smarts x 4

Duration: 3 minutes per caster rank, or Instant

Trappings: Ranged

If this spell is cast directly on a plant creature, it may attempt to resist with an opposed Vigor roll if it wishes; on a failure, its size temporarily decreases by one category, or two categories on a raise. Each size category decreases the creature's Strength by 2 die steps and its Toughness by 2, but it also gains a +1 bonus to all attacks, and attacks against it suffer a –1 penalty to hit. Any equipment the creature is carrying is also shrunk for the duration of the spell, or until it leaves their person. This does not stack with other spells or magical effects that increase size.

Alternatively, this spell can be used to permanently affect the surrounding terrain. When focused on the local area, all normal vegetation within range becomes untangled and appears pruned; it can be moved through without penalty. If the spell isn't focused on the local area, it instead depletes all normal vegetation within half a mile, decreasing its productivity for the current year.

Sleep

School: Enchantment

Rank: Novice (Mage, Nightblade and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: 3 minutes per caster rank

Trappings: Mental, Direct and Ranged

This spell targets up to two living creatures within a Small Burst Template, increased to four creatures on a raise; those who fail a standard TN 4 Spirit roll (at -2 if the spell is cast with a raise) immediately fall asleep. Sleeping creatures will fall Prone (without waking up) unless somehow supported, are considered "inactive guards" for the purposes of Stealth checks, and suffer a -2 situational penalty to all Notice rolls.

Sleep, Improved

School: Enchantment

Rank: Seasoned (Mage, Nightblade and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: 3 minutes per caster rank

Trappings: Mental, Direct and Ranged

This spell targets all living creatures within a Small Burst Template; those who fail a standard TN 4 Spirit roll (at -2 if the spell is cast with a raise) immediately fall asleep. Sleeping creatures will fall Prone (without waking up) unless somehow supported, are considered "inactive guards" for the purposes of Stealth checks, and suffer a -2 situational penalty to all Notice rolls.

Sleet Storm

School: Conjuration

Rank: Seasoned (Mage and Shaman)

Casting: Gestures, incantation, and either focus or components

Range: Smarts x 4

Duration: 3 rounds per caster rank

Trappings: Cold, Creation and Ranged

This spell fills a Large Burst Template with driving sleet, blocking all forms of sight, automatically extinguishing any small fires, and turning the area into Difficult Ground. Anyone attempting to move through the area must make an Agility roll each round: on a failure they're unable to move for the round, while a roll of 1 on the Agility die indicates that they fall Prone and cannot stand up for the round.

Slick

School: Conjuration

Rank: Novice (Mage, Nightblade and Spellsinger)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Creation and Ranged

This spell covers a solid surface with slippery grease, and can be cast on the ground, an object, or a creature.

If cast on the ground, the grease covers an area the size of a Small Burst Template; all creatures within the area must make a standard Agility roll or fall Prone. Any creature entering or moving (including standing up) within the area on their turn must make a standard Agility roll, on a failure they fall Prone and cannot attempt to stand up until their following turn.

If cast on an object, anyone attempting to use or pick it up must make an Agility roll, on a failure the object slips from their grasp. If the object is attended, the owner may attempt to resist the initial spell with an opposed Spirit roll.

If cast on a creature, the target may attempt to resist with an opposed Spirit roll if they wish. A creature covered in grease suffers a -2 penalty when making grappling rolls, but receives a +2 bonus to escape from a grapple, grab, constrict, or similar maneuver.

Smoke Cloud

School: Conjuration

Rank: Heroic (Mage and Fire Sphere)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 3 rounds per caster rank

Trappings: Fire, Creation, Obscurement and Ranged

This spell fills a Medium Burst Template with a cloud of swirling smoke and hot embers. There is a -6 penalty for attacking someone within the cloud, although the penalty is reduced to -2 if they are adjacent. When first cast, and at the beginning of your turn on each subsequent round, the cloud moves 2" directly away from where you were when you cast the spell; everyone the cloud covers or moves over must make an Agility roll (at -2 if cast with a raise) to dive out of the way or suffer 2d8 damage.

As a normal action you can concentrate on speeding up the cloud, moving it up to 12" instead of 2". The cloud dissipates when it moves beyond the maximum range.

Soften Terrain

School: Transmutation

Rank: Novice (Shaman and Earth Sphere)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: Instant

Trappings: Ranged

This spell transforms natural earth within an area the size of a Small Burst Template into loose dirt or thick mud, while natural rock becomes soft clay. The size of the area increases to a Medium or Large Burst Template at Seasoned and Veteran caster rank respectively. The maximum depth affected by this spell is one foot of rock or two feet of earth, or twice that on a raise.

Loose dirt and thick mud are treated as Difficult Ground. Soft clay does not affect movement, but it can be worked far more easily than rock, and may cause cave ceilings and cliff faces to collapse.

Sonic Burst

School: Evocation

Rank: Novice (Priest and Spellsinger)

Casting: Gestures, incantation and focus

Range: 6/12/24

Duration: Instant

Trappings: Sonic, Direct and Ranged

This spell targets everyone within a Small Burst Template; those who fail to resist with an opposed Vigor roll suffer 2d6 damage.

Sonic Scream

School: Evocation

Rank: Seasoned (Mage and Spellsinger)

Casting: Incantation

Range: Medium Cone Template

Duration: Instant

Trappings: Sonic and Direct

This spell targets everyone within a Medium Cone Template; those who fail to resist with an opposed Vigor roll suffer 2d6 sonic energy damage, increased to 2d8 for crystalline objects and creatures. On a raise, the victim is also deafened until they next draw Hearts for initiative. Sonic Scream cannot penetrate an area of magical silence.

Sonic Scream, Improved

School: Evocation

Rank: Veteran (Spellsinger) or Heroic (Mage)

Casting: Gestures, incantation and focus

Range: Large Cone Template

Duration: Instant

Trappings: Sonic and Direct

This spell targets everyone within a Large Cone Template; those who fail to resist with an opposed Vigor roll suffer 2d8 sonic energy damage, increased to 2d10 for crystalline objects and creatures. On a raise, the victim is also deafened until they next draw Hearts for initiative. Improved Sonic Scream cannot penetrate an area of magical silence.

Soul Jar

School: Necromancy

Rank: Veteran (Mage)

Casting: Gestures, incantation and focus (100 gp)

Range: Smarts x 2

Duration: 3 hours per caster rank

Trappings: Draining, Direct and Ranged

This spell must be cast on a gem, into which your soul is immediately transferred. While your soul is in the gem you gain the ability to sense the

approximate location and strength of other life forces within range. Your own body appears lifeless until you return to it.

You may attempt to possess the body of any life force within range as a full-round action. The victim can attempt to resist with a standard Spirit roll (at -2 if you cast this spell with a raise), and if they succeed you cannot target them again with this casting of the spell. If they fail the Spirit roll, you take control of their body, and their soul is moved to the gem.

While possessing a host body you retain your own Smarts, Spirit, skills and mental abilities, but gain their physical attributes, stats and abilities in place of your own. You may leave a host body as a normal action, returning to the gem and sending their soul back to their body. If the host is killed while within range of the gem, you return to the gem and their soul departs. When the spell ends, your soul returns to your body, and any soul within the gem returns to its body.

The range of this spell represents the greatest distance a soul can travel between gem and body. If a soul is forced to leave its body or the gem, and its destination is beyond the range of this spell, the soul departs (i.e., dies). Similarly, if your body has been killed, your soul cannot return to it, and departs when the spell ends. Destroying or dispelling the gem ends the spell and sends any souls back to their bodies (if within range).

Soul Trap

School: Conjuration

Rank: Heroic (Mage)

Casting: Gestures, incantation, focus and components (15,000 gp)

Range: Smarts

Duration: Permanent

Trappings: Summoning, Direct and Ranged

This spell targets one creature within range, who may attempt to resist with a Spirit roll (at -2 if the spell is cast with a raise): on a failure they are transferred into a gem, which you must hold while casting the spell. If they succeed at the Spirit roll, the gem shatters. If you know and speak the creature's true name while casting this spell, they suffer a further -2 penalty to resist, and cannot use any Magic Resistance they might have.

An alternative use of this spell allows you to inscribe the name of the target creature onto a specially prepared trigger object. If the named creature willingly picks up or accepts the trigger object, they are automatically transferred into the gem, without any possibility of resisting.

The spell traps the body as well as the soul, although the trapped creature doesn't need to eat, drink or breathe, nor does it age. The creature is released if the gem is broken, and powerful

Extraplanar beings may be willing to negotiate a service in return for their freedom.

Speak with Beasts

School: Divination

Rank: Novice (Shaman and Warden) or Seasoned (Spellsinger)

Casting: Gestures and incantation

Range: Self

Duration: 3 minutes per caster rank

This spell grants you the ability to communicate with animals, although it doesn't change their attitude towards you.

Speak with Plants

School: Divination

Rank: Seasoned (Shaman, Spellsinger and Warden)

Casting: Gestures and incantation

Range: Self

Duration: 3 minutes per caster rank

This spell grants you the ability to communicate with plants, including plant creatures, although it doesn't change their attitude towards you. Normal plants have only a very limited sense of their surroundings.

Speak with Stones

School: Divination

Rank: Veteran (Shaman)

Casting: Gestures, incantation and focus

Range: Self

Duration: 3 minutes per caster rank

This spell requires ten minutes to cast, and grants you the ability to communicate with stones, although their knowledge is limited to things that are close by (such as directly behind or below them), or that have touched them in the past.

Spell Device

School: Transmutation

Rank: Novice (Spellwright)

Casting: Gestures and a benny

Range: Touch

Duration: 3 hours per caster rank

This spell requires one minute to cast, and allows you to turn the target object into a temporary magic device with a single charge (or an elixir in the case of Alchemists). The object can contain any one Cantrip or Novice spell of your choice, selected from any spell list, but the spell must be chosen when Spell Device is cast.

You must spend a benny and make a successful spellcasting roll to prepare the device; on a raise you get your benny back. You must also make another spellcasting roll to discharge the spell, resolved as if you were actually casting that spell.

Alchemists must make both spellcasting rolls when creating their special elixir.

Spell Device, Improved

School: Transmutation

Rank: Seasoned (Spellwright)

Casting: Gestures and a benny

Range: Touch

Duration: 3 hours per caster rank

This spell requires one minute to cast, and allows you to turn the target object into a temporary magic device with a single charge (or an elixir in the case of Alchemists). The object can contain any one Cantrip, Novice or Seasoned spell of your choice, selected from any spell list, but the spell must be chosen when Spell Device is cast.

You must spend a benny and make a successful spellcasting roll to prepare the device; on a raise you get your benny back. You must also make another spellcasting roll to discharge the spell, resolved as if you were actually casting that spell. Alchemists must make both spellcasting rolls when creating their special elixir.

Spell Immunity

School: Abjuration

Rank: Seasoned (Priest, Protection Sphere and Strength Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Direct and Beneficial

This spell renders the target completely immune to the effects of one specific spell per caster rank. The spells must be explicitly named when the spell is cast, cannot be higher than Seasoned rank, and must have the Direct trapping. A creature can only be affected by one Spell Immunity (or Improved Spell Immunity) at any one time.

Spell Immunity, Improved

School: Abjuration

Rank: Heroic (Priest)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Direct and Beneficial

This spell renders the target completely immune to the effects of one specific spell per caster rank. The spells must be explicitly named when the spell is cast, cannot be Legendary rank, and must have the Direct trapping. A creature can only be affected by one Spell Immunity (or Improved Spell Immunity) at any one time.

Spell Reflection

School: Abjuration

Rank: Heroic (Mage, Fate Sphere and Magic

Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Self

Duration: 30 minutes per caster rank

This spell protects you from the next spell cast upon you, reflecting it back upon its caster. The Spell Reflection is automatically discharged the next time you are personally targeted by a spell (rather than just being caught within an area effect): make an opposed spellcasting roll against the spell, on a failure you are affected normally, on a success the spell is reflected back on the caster, and a raise further indicates that the Spell Reflection remains active instead of ending after being discharged.

If you reflect the spell back on the original caster, and they are also protected by Spell Reflection, they must make another spellcasting roll to oppose yours. On a failure the spell hits them, on a tie the spell affects both of you, and if they win the spell drains away. On a critical failure, both of you are dragged through a rift into another plane of existence.

Spellstaff

School: Transmutation

Rank: Veteran (Shaman)

Casting: Gestures, incantation and focus

Range: Touch

Duration: Permanent until discharged, dismiss early as a normal action

Trappings: Direct

This spell requires ten minutes to cast, and allows you to cast another spell you've prepared into a wooden quarterstaff, turning it into a spellstaff. You can only have one spellstaff at any one time, and it cannot store more than one spell at a time; attempting to exceed this limit automatically dismisses the previous spell. You may discharge the spell from your spellstaff at a later time, as long as you are holding the spellstaff; this is resolved as if you were casting the spell normally, except that it doesn't use up any of your spell slots. Your spellstaff cannot be discharged by anyone else, although they may use it as a regular weapon.

Sphere of Force

School: Evocation

Rank: Seasoned (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Force, Direct and Ranged

This spell targets one creature within range, surrounding it with a sphere of shimmering force unless it evades with an opposed Agility roll. The sphere cannot be physically moved by any means, and can only be destroyed with a targeted Dispel

Magic or a Disintegration spell. Nothing can pass into or out of the sphere, although the creature can still breathe normally.

Sphere of Force, Improved

School: Evocation

Rank: Heroic (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Force, Direct and Ranged

This spell creates a sphere of shimmering force the size of a Small Burst Template; those within the area can attempt to evade with an opposed Agility roll. The sphere can only be destroyed with a targeted Dispel Magic or a Disintegration spell. Nothing can pass into or out of the sphere, although creatures inside can still breathe normally.

As a normal action you can telekinetically move the sphere up to 6" along the ground or through the air, as long as you are within 24" and its contents doesn't weigh more than 5,000 pounds. If you don't concentrate on moving the sphere on your turn while it is up in the air, it will float downward at the rate of 12" per turn until it lands on a surface or you start concentrating again, however it moves too slowly to cause any damage to the creature within, and is generally too light to cause any damage to those it lands on. Nothing else can cause the sphere to move.

The telekinetic nature of the sphere gives it an effective weight equal to 5% of its contents. For example if the sphere contains a creature weighing 200 pounds, it actually weighs only 5 pounds.

Sphere of Invulnerability

School: Abjuration

Rank: Seasoned (Mage and Spellwright)

Casting: Gestures, incantation and components

Range: Self

Duration: 3 rounds per caster rank, dismiss early as a normal action

This spell creates an immobile sphere of shimmering force the size of a Small Burst Template, centered on you, which suppresses magic within its area. Cantrips and Novice spells and magical abilities have no effect within the globe, unless they were already in place when this spell was cast, although spells may still be directed through or out of the sphere in order to affect those outside. Creatures (including you) may freely enter or leave the sphere without penalty.

The globe can be brought down by dispel magic, but only if explicitly targeted.

Sphere of Invulnerability, Improved

School: Abjuration
Rank: Veteran (Mage and Spellwright)
Casting: Gestures, incantation and components
Range: Self

Duration: 3 rounds per caster rank, dismiss early as a normal action

This spell creates an immobile sphere of shimmering force the size of a Small Burst Template, centered on you, which suppresses magic within its area. Spells and magical abilities of up to Seasoned rank have no effect within the globe, unless they were already in place when this spell was cast, although spells may still be directed through or out of the sphere in order to affect those outside. Creatures (including you) may freely enter or leave the sphere without penalty.

The globe can be brought down by dispel magic, but only if explicitly targeted.

Sphere of Silence

School: Illusion
Rank: Novice (Priest and Spellsinger)
Casting: Gestures and incantation
Range: Smarts x 4

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Direct and Ranged

This spell creates a sphere of complete silence the size of a Medium Burst Template, centered on a creature, object, or fixed point in space. If cast on an unwilling creature or attended object, or on a magical item that emits sound, the spell can be resisted with an opposed Spirit roll. If the target moves, the Sphere of Silence moves with them.

No sound can be created within the sphere, nor can sound enter or pass through the sphere. This includes spells with a Sonic trapping, which are automatically negated by the Sphere of Silence. Similarly, spells which require an incantation cannot be cast by those within the sphere.

Sphere of Truth

School: Enchantment
Rank: Novice (Holy Champion and Priest)
Casting: Gestures, incantation and focus
Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Mental, Direct and Ranged

This spell affects an area the size of a Medium Burst Template. Creatures within the area when the spell is cast, or who enter the area after the spell has been cast, can make a Spirit roll at -2 to resist the compulsion. Those who fail are unable to intentionally lie, although they are aware of the enchantment and may choose to be evasive or even refuse to answer at all.

Spherical Shelter

School: Evocation
Rank: Seasoned (Mage and Spellsinger)
Casting: Gestures, incantation and components
Range: Adjacent

Duration: 6 hours per caster rank, dismiss early as a normal action

Trappings: Force

This spell creates an unmoving sphere of force the size of a Medium Burst Template, with its lower hemisphere passing through the ground. The sphere provides some degree of protection against the elements, granting a +2 bonus to resist Heat- and Cold-based environmental hazards, and automatically keeping out rain and wind (although hurricane force winds will destroy the shelter). Everything else (including creatures, attacks and spells) can pass through the sphere as if it were intangible.

The shelter appears opaque from the outside but transparent from the inside, and may be dimly illuminated on command. It can hold up to ten medium-sized occupants at a time, including the caster, but the spell ends immediately if the caster leaves.

Spider Climb

School: Transmutation
Rank: Novice (Mage, Nightblade and Shaman)
Casting: Gestures, incantation and components
Range: Touch

Duration: 30 minutes per caster rank

Trappings: Direct and Beneficial

This spell grants the target creature the ability to walk (but not run) on vertical or inverted surfaces with Pace 4. The creature no longer needs to make Climbing rolls except in the most extreme situations.

Spirit Shield

School: Abjuration
Rank: Novice (Priest and Spellwright)
Casting: Gestures, incantation and components
Range: Touch

Duration: 3 minutes per caster rank

Trappings: Deflection, Direct and Beneficial

This spell creates a shimmering field around the target creature. All attacks made against the target suffer a -1 penalty to hit.

Spirit Shield, Improved

School: Abjuration
Rank: Seasoned (Priest and Spellwright)
Casting: Gestures, incantation and components
Range: Smarts x 2

Duration: 3 minutes per caster rank

Trappings: Deflection, Direct, Beneficial and Ranged

This spell targets any number of creatures within a Medium Burst Template, surrounding them with a shimmering field. All attacks made against the affected creatures suffer a -1 penalty to hit.

Spirit Weapon

School: Evocation

Rank: Novice (Priest and Battle Sphere)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Force, Direct and Ranged

This spell creates a melee weapon of shimmering force, which immediately attacks one specified target within range. You can telepathically change the target as a normal action, otherwise it continues attacking its current target each round. If there is no valid target, the weapon hovers beside you.

Treat the weapon as an Extra with d6 in all attributes and Fighting d6. It can only perform standard attacks, inflicting 2d6 damage. The weapon doesn't provide or benefit from Gang Up, nor does it provoke a free attack if it withdraws from combat. It can follow its target anywhere within range as a free action.

The appearance of the weapon depends on the caster and/or their deity, but is fixed for each individual, and the appearance is purely cosmetic (i.e., all Spirit Weapons inflict Str+d6 damage). The weapon cannot be Shaken or damaged, but can be dispelled, and is automatically destroyed by Disintegration.

Spirit of the Raven

School: Transmutation

Rank: Novice (Holy Champion, Mage, Priest, Shaman and Warden)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Enhancement, Direct and Beneficial

This spell increase the target's Spirit by +1 die step, or +2 if cast with a raise.

Spirit of the Raven, Improved

School: Transmutation

Rank: Veteran (Mage, Priest and Shaman)

Casting: Gestures, incantation, and either focus or components

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Enhancement, Direct, Beneficial and Ranged

This spell affects a maximum number of targets equal to your Smarts. Increase each target's Spirit by +1, or +2 if cast with a raise.

Squeezing Hand

School: Evocation

Rank: Legendary (Mage and Strength Sphere)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Force, Direct and Ranged

This spell creates a giant disembodied hand, which floats in the air between you and one specified creature, providing you with medium cover against all attacks made by that particular creature. You can assign the hand to protect against a different creature as a normal action.

The hand is treated as a Wild Card with the same attributes and Toughness as you, except that its Fighting skill is equal to your spellcasting skill, it has Strength d12+5, and it is immune to pain modifiers. It can use the grappling maneuver (and damage the victim on subsequent rounds by squeezing them) and push maneuver (with the +2 running bonus), but other than that it only moves; the hand automatically moves whenever you or your opponent move in order to remain between you, and it never provokes free attacks.

The hand moves out of the way of your attacks (i.e., it doesn't provide cover to your opponent), but otherwise maintains its position between the two of you, even if your opponent moves around, turns invisible, or shapechanges into another form. Dispel magic can destroy the hand, but it is immune to most other magical effects that don't cause damage.

Stasis

School: Transmutation

Rank: Heroic (Mage)

Casting: Gestures, incantation and components (5,000 gp)

Range: Touch

Duration: Permanent

Trappings: Direct

This spell is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit): if you hit the target, they may make a Vigor roll at -2 (or at -4 if you cast the spell with a raise) to resist being placed into a state of suspended animation.

Time ceases to flow for a creature affected by this spell; the target does not age, and cannot be harmed in any way until the magic is broken.

Stasis, Improved

School: Abjuration

Rank: Legendary (Mage)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Direct

This spell is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit): if you hit the target, they must make a Spirit roll (at -2 if you cast the spell with a raise) to resist being banished outside of time and space. If you know the target's true name and some private details about them, they receive a further -2 penalty to the Spirit roll.

Time ceases to flow for a creature affected by this spell; the target does not age, and cannot be harmed in any way until they return. The location where the spell was cast can only be found with Find Location, Wish or Miracle, and the creature can only be freed by casting Freedom at that specific location.

Status

School: Divination

Rank: Novice (Priest)

Casting: Gestures and incantation

Range: Touch

Duration: 3 hours per caster rank

Trappings: Direct and Beneficial

This spell targets up to one creature per caster rank; unwilling creatures may resist with an opposed Spirit roll. You are automatically aware of the distance, direction, and condition (including physical injuries, poisons and diseases, mental conditions, etc.) of each creature, as long as they are alive and on the same plane of existence.

Stinking Fog

School: Conjuration

Rank: Seasoned (Mage)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: 3 rounds per caster rank

Trappings: Creation, Obscurement, Perpetuate and Ranged

This spell fills a Medium Burst Template with a cloud of nauseating vapors. There is a -6 penalty for attacking someone within the fog, although the penalty is reduced to -2 if they are adjacent. When first cast, and at the beginning of the caster's turn on each subsequent round, everyone within the fog must make a standard Vigor roll or become Dazed.

Stone Form

School: Transmutation

Rank: Heroic (Mage)

Casting: Gestures, incantation and components

Range: Touch

Duration: 3 hours per caster rank, dismiss early as a normal action

Trappings: Direct and Beneficial

This spell requires a full round to cast, and transforms the target creature along with their gear into solid stone. While in their stone form, the creature doesn't need to eat, drink or breathe, attack rolls against them don't inflict any additional damage on a raise or Called Shot, and damage rolls against them don't ace. However their Parry is reduced to 2, and they cannot move or perform any physical actions, nor can they evade attacks or spells that require an Agility roll (treat them as if they'd rolled 2 for the purposes of opposed rolls).

The creature can return to their normal form as a free action, and reassume their stone form again as another free action, as often as they wish for the duration of the spell. They can even assume their normal form at the beginning of their turn, take their actions, and then turn back to stone afterwards, although foes can attempt to interrupt them as normal.

Stonemeld

School: Transmutation

Rank: Seasoned (Priest and Shaman)

Casting: Gestures, incantation and focus

Range: Self

Duration: 30 minutes per caster rank

This spell allows you to move through solid stone or rock without leaving any physical trace of your passage, as if you had the Burrowing ability with a Pace equal to your spellcasting die. You cannot move through other substances (such as loose earth), and the spell ends the moment you leave the stone.

If someone significantly damages or disrupts the stone in which you're currently melded (such as by casting Shape Stone) you become Shaken (this can cause a wound). If they cause the stone to instantly vanish (such as by casting Disintegration or Reverse Petrification) you are also ejected from the stone, causing the spell to end.

Strength of the Ox

School: Transmutation

Rank: Novice (Holy Champion, Mage, Priest, Shaman, Unholy Champion and Strength Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Enhancement, Direct and Beneficial

This spell increase the target's Strength by +1 die step, or +2 if cast with a raise.

Strength of the Ox, Improved

School: Transmutation

Rank: Veteran (Mage, Priest and Shaman)

Casting: Gestures, incantation, and either focus or components

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Enhancement, Direct, Beneficial and Ranged

This spell affects a maximum number of targets equal to your Smarts. Increase each target's Strength by +1 die step, or +2 if cast with a raise.

Striking Hand

School: Evocation

Rank: Heroic (Mage and Strength Sphere)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Force, Direct and Ranged

This spell creates a giant disembodied hand, which floats in the air between you and one specified creature, providing you with medium cover against all attacks made by that particular creature. You can assign the hand to protect against a different creature as a normal action.

The hand is treated as a Wild Card with the same attributes and Toughness as you, except that its Fighting skill is equal to your spellcasting skill, it has Strength d12+4, and it is immune to pain modifiers. It can make punch attacks (inflicting Str damage) and use the push maneuver (with the +2 running bonus), but other than that it only moves; the hand automatically moves whenever you or your opponent move in order to remain between you, and it never provokes free attacks.

The hand moves out of the way of your attacks (i.e., it doesn't provide cover to your opponent), but otherwise maintains its position between the two of you, even if your opponent moves around, turns invisible, or shapechanges into another form. Dispel magic can destroy the hand, but it is immune to most other magical effects that don't cause damage.

Suggestion

School: Enchantment

Rank: Novice (Spellsinger) or Seasoned (Mage)

Casting: Incantation and components

Range: Smarts

Duration: 3 hours per caster rank

Trappings: Language, Mental, Direct and Ranged

This spell targets a single living creature, who may attempt to resist with a Spirit roll (at -2 if the spell is cast with a raise). If successful, the creature will follow one specific course of action, as long as the suggestion is worded in a manner that sounds reasonable and doesn't go against that creature's nature. The suggestion should be no more than one

or two sentences, and the creature must be able to understand your words.

If the creature is able to complete the suggested action before the duration expires, the spell ends early.

Suggestion, Improved

School: Enchantment

Rank: Veteran (Mage and Spellsinger)

Casting: Incantation and components

Range: Smarts x 2

Duration: 3 hours per caster rank

Trappings: Language, Mental, Direct and Ranged

This spell targets up to one living creature per caster rank within a Large Burst Template, each of whom may attempt to resist with a Spirit roll (at -2 if the spell is cast with a raise). If successful, the affected creatures will all follow one specific course of action, as long as the suggestion is worded in a manner that sounds reasonable and doesn't go against their nature. The suggestion should be no more than one or two sentences, and the creatures must be able to understand your words.

If the creatures are able to complete the suggested action before the duration expires, the spell ends early.

Summon Animals

School: Conjuration

Rank: Heroic (Beast Sphere) or Special (Shaman and Warden)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Summoning and Ranged

This spell requires a full round to cast, and allows you to summon a number of ranks worth of animals equal to the rank of the spell.

Summon Centipedes

School: Conjuration

Rank: Heroic (Shaman)

Casting: Gestures and incantation

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Summoning and Ranged

This spell summons one centipede swarm per caster rank, each of which can be placed anywhere within range. The swarms can overlap, but the overlapping area only counts as one swarm for the purposes of attacking (i.e., each covered creature can only be attacked by one swarm each round).

If the spell is cast with a raise, the swarms attack on the round they are summoned, otherwise they don't start attacking until your next turn. The swarms automatically attack everyone they cover

at the end of your turn each round, even you if you're not careful.

You can move any or all of the swarms up to their normal Pace each round as a normal action, as long as they don't exceed twice the range of this spell, otherwise they remain stationary.

Summon Creature

School: Conjuration

Rank: Special (Mage, Priest, Spellsinger and Unholy Champion)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Summoning and Ranged

This spell requires a full round to cast, and allows you to summon a number of ranks worth of extraplanar creatures equal to the rank of the spell. See the 'Extraplanar Minions' section for details.

Summon Insects

School: Conjuration

Rank: Veteran (Priest and Shaman)

Casting: Gestures, incantation and focus

Range: Smarts x 4

Duration: 3 minutes per caster rank

Trappings: Summoning and Ranged

This spell summons one locust swarm per caster rank, all of which can be placed anywhere within range, however each must be placed next to at least one other swarm without overlapping. Any creatures within an area where a swarm is summoned may attempt to leap out of the way with an opposed Agility roll.

When the swarms are summoned they immediately attack everyone within their area. On subsequent turns the swarms draw their own initiative card, and will automatically attack everyone they cover, even you. You have no control over the swarms, and they do not move from the location where they were summoned.

Summon Steed

School: Conjuration

Rank: Novice (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 6 hours per caster rank, dismiss early as a normal action

Trappings: Summoning and Ranged

This spell summons a single light riding horse or pony, chosen when the spell is cast. It appears already equipped with appropriate tack (saddle, bridle, etc.), and serves willingly as a steed.

Summon Vermin

School: Conjuration

Rank: Novice (Mage, Shaman and Spellsinger)

Casting: Gestures, incantation, and either focus or components

Range: Smarts

Duration: Unlimited, then 1 round per caster rank

Trappings: Summoning, Maintained and Ranged

This spell requires a full round to cast, and summons a swarm of bats, rats or spiders, as chosen by the caster; any creatures within the area where the swarm is summoned may attempt to leap out of the way with an opposed Agility roll.

When the swarm is summoned it immediately attacks everyone within its area. On subsequent turns the swarm draws its own initiative card, and will automatically pursue and attack whoever is closest to it (the caster has no control over it).

Sunbeam

School: Evocation

Rank: Heroic (Shaman and Sun Sphere)

Casting: Gestures, incantation and focus

Range: Self

Duration: 3 rounds per caster rank

Trappings: Light and Direct

This spell grants you the ability to shoot beams of intense light at your foes. Shooting a sunbeam is resolved as a normal action using your spellcasting skill, it has a range of 12/24/48 and inflicts 2d8 damage, or 2d10 damage against undead and creatures vulnerable to sunlight.

You can shoot up to one sunbeam per caster rank throughout the duration of the spell, although you cannot shoot more than one per round. Note that you do not shoot a sunbeam when you cast this spell, you must shoot it with another action.

Sunburst

School: Evocation

Rank: Heroic (Mage, Shaman and Sun Sphere)

Casting: Gestures, incantation, and either focus or components

Range: 24/48/96

Duration: Instant

Trappings: Light, Direct and Ranged

This spell causes a sphere of searing light to appear at the targeted point in space, affecting everyone within a Large Burst Template; those who fail to evade with an opposed Agility roll suffer 2d8 damage, or 2d10 damage if they are undead or vulnerable to sunlight. Sunburst automatically dispels any non-Legendary spells with a Darkness trapping.

Sunder Enchantment

School: Abjuration

Rank: Seasoned (Holy Champion and Spellsinger) or Veteran (Mage, Priest and Fate Sphere)

Casting: Gestures and incantation

Range: Smarts
Duration: Instant
Trappings: Ranged

This spell requires one minute to cast and targets up three creatures per caster rank, freeing them from enchantments, transmutations and curses. On a raise, you also reverse spells with an Instant duration, and free creatures from the effects of cursed magic items (although the items themselves remain cursed).

Spells that cannot be dispelled with Dispel Magic are only affected by this spell if their rank does not exceed Veteran.

Suppress Poison

School: Conjuraton
Rank: Novice (Holy Champion, Priest, Shaman, Spellsinger and Warden)
Casting: Gestures, incantation and focus
Range: Touch
Duration: 3 hours per caster rank
Trappings: Healing, Direct and Beneficial

This spell renders the target immune to the effects of poison, although it doesn't restore any wounds or Fatigue already suffered. The poison is not neutralized, only temporarily suppressed for the duration of the spell.

Swiftness

School: Transmutation
Rank: Seasoned (Mage, Nightblade and Spellsinger)
Casting: Gestures, incantation and components
Range: Smarts
Duration: 3 rounds per caster rank
Trappings: Enhancement, Direct, Beneficial and Ranged

This spell targets up to three creatures per caster rank within a Large Burst Template. The creatures increase their Pace by +6", although this cannot exceed double their normal Pace for each particular type of movement.

Those affected by this spell can also act faster than normal if they wish: each round they may either ignore 1 point of multi-action penalty when performing two different actions, or make an extra attack when performing an attack action. The extra attack incurs a -1 penalty to all actions for the round, and must be taken at the same time as a normal attack action; the creature rolls an extra combat skill die with their attack.

If this spell is cast on someone affected by Lethargy, the two spells cancel each other out.

Symbol of Judgement

School: Necromancy
Rank: Seasoned (Holy Champion and Unholy Champion) or Veteran (Priest)

Casting: Gestures, incantation and focus
Range: Touch
Duration: Permanent
Trappings: Direct

This spell requires ten minutes to cast, and the target creature must be either willing or helpless. You draw a symbol on the creature and specify a trigger condition (a specific action or type of behavior), along with an appropriate punishment comparable with a Minor or Major Hindrance. Should the creature perform the specified action, they automatically receive the punishment.

The symbol cannot be dispelled, but can be removed with Break Curse, Limited Wish, Miracle, Sunder Enchantment, or Wish.

Telekinesis

School: Transmutation
Rank: Veteran (Mage)
Casting: Gestures and incantation
Range: Smarts x 4
Duration: 3 rounds per caster rank, or Instant
Trappings: Direct and Ranged

This spell allows you to move things with your mind, although you can only concentrate on one target each round. You can move an object up to 4", as long as it remains within range and its weight doesn't exceed 75 pounds per caster rank. If the object is attended, its owner can attempt to resist with an opposed Strength roll. If you lift the object into the air, it remains floating until your next turn; if you don't concentrate on it again it will then fall.

You can use Telekinesis to perform physical actions at range, including attacks and the push maneuver, as well as actions such as picking locks, opening doors, pulling levers, and so on. These actions are resolved exactly as normal, except you can perform them anywhere within range, and roll Spirit in place of Strength. If you successfully grapple a creature using Telekinesis, you can then move it 4" each round as if it were an object.

Alternatively, when you first cast this spell you can choose to expend all of its energy at once. This allows you to throw any number of creatures and objects within a Small Burst Template at a single target within range, as long as no individual creature or object weighs more than 75 pounds per caster rank. Those you throw may attempt to resist with an opposed Spirit roll, while the target can attempt to evade with an opposed Agility roll. A solid impact typically causes 2d6 damage to each of the thrown creatures and objects, and 2d8 damage to the target (total, not per impact), with a raise on the opposed roll inflicting a further +d6 damage.

Telekinetic Touch

School: Transmutation
Rank: Cantrip (Mage and Spellsinger)
Casting: Gestures and incantation

Range: Smarts

Duration: Unlimited

Trappings: Maintained and Ranged

This spell allows you to telekinetically move a single object weighing up to five pounds. The object can be moved with a Pace of 3 as long as it doesn't exceed the range of the spell.

Telepathic Link

School: Divination

Rank: Veteran (Mage)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Perpetuate and Ranged

This spell establishes a telepathic link between you and up to one other willing creature per caster rank. The creatures must all be within range of you and each other when the spell is cast, but once the link is established it allows all affected creatures to telepathically communicate with each other over any distance, as long as they are on the same plane of existence.

Only sentient creatures can be affected by this spell, not animals or Mindless beings, however the creatures do not need to share a common language in order to communicate. You may also leave yourself unlinked to the other creatures if you wish, decided when the spell is cast.

Telepathic Message

School: Evocation

Rank: Seasoned (Priest) or Veteran (Mage)

Casting: Gestures, incantation, and either focus or components

Range: Unlimited

Duration: Instant

This spell sends a short message of up to 25 words to a specific individual with whom you are familiar. The target of the spell recognizes you if they know you, and may immediately reply with a similar message of their own. This spell requires ten minutes to cast, and if the target is on another plane of existence there is at least a 5% chance of the message failing to arrive, even if the spell is cast successfully.

Telepathic Message, Improved

School: Enchantment

Rank: Heroic (Mage)

Casting: Gestures, incantation, and either focus or components

Range: Unlimited

Duration: Instant

Trappings: Mental and Direct

This spell sends a short message of up to 25 words to a specific individual with whom you are

familiar. The target of the spell recognizes you if they know you, and may immediately reply with a similar message of their own. This spell requires ten minutes to cast, and if the target is on another plane of existence there is at least a 5% chance of the message failing to arrive, even if the spell is cast successfully.

You may also include a compulsion with the message if you wish, as long as you have a piece of the target (such as a hair or a drop of blood). The target may attempt to resist the compulsion with a Spirit roll (at -2 if the spell is cast with a raise); if they fail, they will follow one specific course of action described in the message, as long as they understood the message and the action doesn't go against their nature. The compulsion has a maximum duration of 3 hours per caster rank.

Teleportation

School: Conjuration

Rank: Veteran (Mage and Wayfare Sphere)

Casting: Incantation

Range: Touch

Duration: Instant

Trappings: Direct

This spell transports you and up to one willing creature per caster rank to another location on the same plane of existence, up to 300 miles away per caster rank.

If you roll 1 on the spellcasting die and the spell is successfully cast, draw an action card; on Clubs you arrive off-target. If you're very familiar with the destination you may draw two cards and choose which to keep. Should the destination no longer exist, or have been completely altered since last you saw it, you automatically arrive off-target.

When you arrive off-target, consult the rank of the action card to determine what happened: a face card indicates that you arrived in a completely different location that looks similar; 6-10 indicates that you arrive safely in a random location (typically d100% of the distance you wished to travel, in a random direction, relative to your desired destination); 2-5 also indicates that you arrive in a random location, but you (and those you brought with you) suffer 2d6 damage.

Teleportation, Improved

School: Conjuration

Rank: Heroic (Mage and Wayfare Sphere)

Casting: Incantation

Range: Touch

Duration: Instant

Trappings: Direct

This spell transports you and up to one additional willing creature per caster rank to a specified location, which can be anywhere on the same plane of existence. You don't need to have seen the destination, as long as you have a reliable

description of it; if the description is insufficient or inaccurate, the spell simply fails.

Teleportation Device

School: Conjuration

Rank: Heroic (Priest) or Legendary (Mage)

Casting: Gestures, incantation and components (1,500 gp)

Range: Touch

Duration: Permanent until discharged

This spell imbues a specially prepared object with the power to either teleport its holder to your current location, or teleport you to the holder's current location, chosen when the spell is cast. You must give the object to the holder of your own free will, and inform them of the command word; that person (and only that person) can then trigger the teleportation as a normal action by breaking the object while speaking the command word.

If you are teleported to the holder, you have a moment of warning and an innate sense of their approximate location and situation, so that you are not caught by surprise. If you are sleeping when the spell is triggered, you immediately wake up and are instantly alert.

Once the spell is triggered, the teleportation is automatic, and cannot be avoided or delayed.

Teleportation Portal

School: Conjuration

Rank: Legendary (Mage)

Casting: Incantation and components (1,000 gp)

Range: Adjacent

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Perpetuate and Direct

This spell requires ten minutes to cast, and creates a circular teleportation portal the size of a Small Burst Template. The portal is usually drawn on the ground much like a summoning circle, is difficult to spot (requiring a Notice roll at -4) unless clearly marked, and anyone entering it is automatically teleported to the destination.

The destination can be anywhere on the same plane of existence, but you must have a reliable description if you've not seen the location yourself; if the description is insufficient or inaccurate, or inside a solid object, the spell simply fails.

Terror

School: Necromancy

Rank: Novice (Mage, Priest, Spellsinger, Unholy Champion and Death Sphere)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Fear, Mental, Direct and Ranged

This spell targets one living creature, filling them with a sense of dread. The creature must make an immediate Fear check (at -2 if the spell was cast with a raise). If the target is affected by the remove fear spell, it blocks this spell but is also dispelled (i.e., the two spells negate each other).

Terror, Improved

School: Necromancy

Rank: Seasoned (Mage and Spellsinger)

Casting: Gestures, incantation and components

Range: Medium Cone Template

Duration: Instant

Trappings: Fear, Mental and Direct

This spell targets all living creatures within a Medium Cone Template, filling them with overwhelming terror. Each creature must make an immediate Fear check (at -2 if the spell was cast with a raise).

Thick Fog

School: Conjuration

Rank: Seasoned (Mage and Nightblade)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: 3 minutes per caster rank

Trappings: Creation, Obscurement, Perpetuate and Ranged

This spell fills a Medium Burst Template with a cloud of fog so thick that it is treated as Difficult Ground, and anyone falling through it reduces their falling damage by one die. There is a -6 penalty for attacking someone within the fog, although the penalty is reduced to -2 if they are adjacent.

Time Freeze

School: Transmutation

Rank: Legendary (Mage and Deceit Sphere)

Casting: Incantation

Range: Self

Duration: Until you next draw Clubs for initiative

This spell causes time to stop for everyone other than the caster. You can continue to act normally, are still harmed by effects such as fire, cold and gas, and cannot enter any area protected by an Anti-Magic Aura. While this spell is active, other creatures are completely invulnerable to (and cannot be directly targeted or affected by) your attacks, spells or actions, including any attempts to move or damage objects on their person. However you can interact normally with other objects, can cast spells upon yourself, summon allies (who are then frozen in time as well), and so on.

Touch of Weariness

School: Necromancy

Rank: Cantrip (Mage)

Casting: Gestures, incantation and components

Range: Touch

Duration: 3 rounds per caster rank

Trappings: Draining and Direct

This spell requires you to touch the target (i.e., if successfully cast, add +2 to the result and compare against the target's Parry). If you hit, the victim can resist with an opposed Vigor roll, otherwise they become Fatigued for the duration of the spell. This spell has no effect on targets who are already Fatigued or Exhausted.

Touch of the Fool

School: Enchantment

Rank: Novice (Mage)

Casting: Gestures and incantation

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Mental and Direct

This spell is treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit, the +2 doesn't apply to the opposed roll): if you hit a living creature, they can try to resist with an opposed Spirit roll. If they fail to resist, their Smarts and Spirit are each reduced by 1 die step (to a minimum of d4-2) and their Charisma by 1 (to a minimum of -2), while beating them with a raise reduces their Smarts, Spirit and Charisma by 2.

Toxic Fog

School: Conjunction

Rank: Veteran (Mage)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 3 minutes per caster rank

Trappings: Poison, Creation, Obscurement and Ranged

This spell fills a Medium Burst Template with a cloud of poisonous yellow vapors. There is a -6 penalty for attacking someone within the cloud, although the penalty is reduced to -2 if they are adjacent. When first cast, and at the beginning of your turn on each subsequent round, the cloud moves 2" directly away from where you were when you cast the spell; everyone the cloud covers or moves over must make a Vigor roll (at -2 if cast with a raise) or suffer 2d6 damage.

The cloud is heavier than air, and will sink to the lowest level, although it cannot pass through liquid. It dissipates when it moves beyond the maximum range.

Traceless Step

School: Transmutation

Rank: Novice (Nightblade, Shaman and Warden)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 hours per caster rank, dismiss early as

a normal action

Trappings: Direct and Beneficial

This spell grants up to three creatures per caster rank the ability to move through any type of terrain without leaving footprints or scent; the creatures are impossible track without using magic.

Transfer Object

School: Conjunction

Rank: Heroic (Mage)

Casting: Incantation

Range: Touch

Duration: Instant

Trappings: Direct

This spell transports a single object weighing up to 150 pounds per caster rank to a specified location on the same plane of existence, with a maximum range of 300 miles per caster rank.

If you roll 1 on the spellcasting die and the spell is successfully cast, draw an action card; on Clubs the object arrives off-target. If you're very familiar with the destination you may draw two cards and choose which to keep. Should the destination no longer exist, or have been completely altered since last you saw it, the object automatically arrives off-target.

When the object arrives off-target, consult the rank of the action card to determine what happened: a face card indicates that it arrives in a completely different location that looks similar; 6-10 indicates that it arrives safely in a random location (typically d100% of the distance you wished to send it, in a random direction, relative to the desired destination); 2-5 also indicates that it arrives in a random location, but it suffers 2d6 damage.

Alternatively, rather than sending the object to a location on the same plane of existence, you can send it to the ethereal plane if you wish; the area from which it was teleported radiates faint magic, and a Dispel Magic spell brings the object back.

Transfer Spells

School: Evocation

Rank: Seasoned (Priest and Magic Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: Permanent until discharged, dismiss early as a normal action

Trappings: Direct and Beneficial

This spell requires ten minutes to cast and allows you to transfer up to three of your currently prepared Novice spells to another creature. The target creature must be sentient (i.e. not Mindless or animal-level intelligence) and have a Spirit of d6 or higher. Only spells belonging to the abjuration or divination schools can be transferred, or those belonging to the conjunction school if they have the Healing trapping.

The target creature can cast the spells as if they had the same caster rank and spellcasting die as you, but you remain fully responsible to your deity for the way in which the spells are used.

The maximum number of spells you can transfer to a particular target is determined by their rank: one Novice spell at Novice rank, two Novice spells at Seasoned rank, and three Novice spells at Veteran rank or above. You can never exceed this maximum even through multiple castings of this spell.

The transferred spells count towards the total number of spells you can prepare each day; you cannot prepare new spells until the transferred spells have been discharged. Furthermore, you cannot prepare another spell to replace 'imbue with spell ability' until all of the transferred spells have been discharged. Dismissing this spell as a normal action frees all of the spell slots.

Transform Metal into Wood

School: Transmutation

Rank: Heroic (Shaman)

Casting: Gestures, incantation and focus

Range: Smarts x 4

Duration: Instant

Trappings: Direct and Ranged

This spell permanently transforms all metal objects within a Large Burst Template into wood, including coins, weapons and armor. Creatures within the target area can attempt to resist with an opposed Spirit roll, if successful the spell doesn't affect any metal objects they're wearing or carrying.

Magic items can also attempt to resist using the spellcasting skill of their creator (typically at least d8 along with a Wild Die). For magic items this is a standard TN 4 roll rather than an opposed roll, made at -2 if the spell was cast with a raise. Artifacts are not affected by this spell.

Metal weapons transformed into wood are considered improvised (-1 to attack and Parry), and automatically break if the wielder rolls 1 on their skill die. Metal armor provides 1 point less protection when transformed into wood.

The transformation can only be reverted with a limited wish, miracle or wish.

Transform Mud into Stone

School: Transmutation

Rank: Veteran (Mage and Shaman)

Casting: Gestures, incantation, and either focus or components

Range: Smarts x 2

Duration: Permanent

Trappings: Ranged

This spell transforms normal mud or quicksand into soft stone (such as sandstone) within a Small, Medium or Large Burst Template at Veteran, Heroic

and Legendary caster rank respectively. Any creatures within the mud may attempt to escape the area with a standard Agility roll.

Transform Stone into Mud

School: Transmutation

Rank: Veteran (Mage and Shaman)

Casting: Gestures, incantation, and either focus or components

Range: Smarts x 2

Duration: Permanent

Trappings: Ranged

This spell transforms natural (unworked) non-magical stone into mud within a Small, Medium or Large Burst Template at Veteran, Heroic and Legendary caster rank respectively. The depth of the mud created by this spell cannot exceed 2", and any creatures standing in the area may attempt to escape with a standard Agility roll.

Trap Lore

School: Divination

Rank: Novice (Priest and Spellwright)

Casting: Gestures and incantation

Range: Self

Duration: 3 minutes per caster rank

Trappings: Insight

This spell grants you a +1 bonus to Notice rolls when looking for traps, and to all Knowledge rolls related to traps. The bonus is increased to +2 if the spell is cast with a raise.

Note that this spell does not help you build or disarm traps, only locate and understand them.

Treat Major Wounds

School: Conjuration

Rank: Seasoned (Holy Champion, Priest, Shaman, Spellsinger, Unholy Champion, Warden and Healing Sphere)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Healing, Direct and Beneficial

This spell automatically stabilizes someone who is bleeding out. Apply the target's wounds as a penalty to the result of your spellcasting roll: each success and raise removes one wound.

When used on undead, this spell is instead treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit, the +2 doesn't apply to the opposed roll): if you hit the target, they must make an opposed Spirit roll or suffer 2d8 damage.

Treat Major Wounds, Improved

School: Conjuration

Rank: Heroic (Priest, Shaman and Healing Sphere)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Healing, Direct, Beneficial and Ranged

This spell affects up to three different targets per caster rank. If a target is bleeding out, they are automatically stabilized. Apply the target's wounds as a penalty to the result of your spellcasting roll: each success and raise removes one wound.

When used on undead, each target may attempt to resist with an opposed Spirit roll, on a failure they suffer 2d8 damage.

Treat Minor Wounds

School: Conjuration

Rank: Cantrip (Priest and Shaman)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Healing, Direct and Beneficial

This spell automatically stabilizes someone who is bleeding out. Apply the target's wounds as a penalty to the result of your spellcasting roll: on a success you remove one wound.

When used on undead, this spell is instead treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit, the +2 doesn't apply to the opposed roll): if you hit the target, they must make an opposed Spirit roll or suffer 2d4 damage.

Treat Moderate Wounds

School: Conjuration

Rank: Novice (Holy Champion, Priest, Shaman, Spellsinger, Unholy Champion, Warden and Healing Sphere)

Casting: Gestures and incantation

Range: Touch

Duration: Instant

Trappings: Healing, Direct and Beneficial

This spell automatically stabilizes someone who is bleeding out. Apply the target's wounds as a penalty to the result of your spellcasting roll: on a success you remove one wound, while on a raise you remove two wounds.

When used on undead, this spell is instead treated as a touch attack (i.e., if successfully cast, add +2 to the result and compare against the target's Parry to see if you hit, the +2 doesn't apply to the opposed roll): if you hit the target, they must make an opposed Spirit roll or suffer 2d6 damage.

Treat Moderate Wounds, Improved

School: Conjuration

Rank: Veteran (Priest, Shaman, Spellsinger and Healing Sphere)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Healing, Direct, Beneficial and Ranged

This spell affects up to three different targets per caster rank. If a target is bleeding out, they are automatically stabilized. Apply the target's wounds as a penalty to the result of your spellcasting roll: on a success you remove one wound, while on a raise you remove two wounds.

When used on undead, each target may attempt to resist with an opposed Spirit roll, on a failure they suffer 2d6 damage.

Tree Form

School: Transmutation

Rank: Novice (Shaman) or Seasoned (Warden)

Casting: Gestures, incantation and focus

Range: Self

Duration: 3 hours per caster rank, dismiss early as a free action

This spell allows the caster to take on the form of a tree, shrub, or even a dead trunk. Sense magic reveals a faint transmutation, but to all normal tests your plant form appears to be real. While in this form you gain 3 points of natural armor and suffer no extra damage from Called Shots, but your Pace is reduce to 0, and you automatically fail Agility checks. Your clothing and equipment vanishes until you return back to your original form.

Tree Guardian

School: Transmutation

Rank: Veteran (Shaman)

Casting: Gestures and incantation

Range: Touch

Duration: 3 days per caster rank, dismiss early as a normal action

This spell requires ten minutes to cast, and transforms a large healthy tree into a treant, who serves as a guardian. The tree must be within 48" of the location you want it to guard, typically your home or somewhere you hold sacred. You do not control the treant directly, but it will protect the location to the best of its ability.

You can only have one active Tree Guardian at any one time. When the spell ends, the treant roots itself to its current location and becomes a tree once again.

Tree Step

School: Conjuration

Rank: Seasoned (Warden) or Veteran (Shaman)

Casting: Gestures, incantation and focus

Range: Self

Duration: 3 hours per caster rank

This spell allows you to enter a living tree, which must be at least a little bigger than you. Once within the tree you may teleport to other trees of

the same type: this ability can be used a number of times equal to your caster rank, and requires a full round action.

The maximum distance you can teleport depends on the type of tree you're using. Oak, ash and yew allow you to teleport up to 500", elm and linden allow you to teleport up to 400", other deciduous trees allow you to teleport up to 300", coniferous trees allow you to teleport up to 200", and all other trees allow you to teleport up to 100".

If a tree is destroyed while you're in it, you are immediately ejected and suffer 3d6 damage.

You may leave your current tree at any time as a free action, immediately ending the spell.

Treestaff

School: Transmutation

Rank: Heroic (Shaman)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 hours per caster rank, dismiss early as a normal action

This spell requires a full round action to cast, during which you plant your staff in the ground. The staff transforms into a huge tree-like creature at the end of your turn (use the same stats as a treant Extra, except it cannot speak or control trees); on a raise the creature can act immediately, otherwise it cannot act until your next turn.

The staff used for this spell must be prepared with a special ritual, requiring a full lunar month, and can be reused for multiple castings. If the tree-like creature is incapacitated, it immediately reverts back to a staff, and you must roll its Vigor as normal to see if it survives; on a failure the staff is destroyed.

Triggered Image

School: Illusion

Rank: Veteran (Mage and Spellsinger)

Casting: Gestures, incantation and focus

Range: Smarts x 4

Duration: 3 rounds per caster rank

Trappings: Ranged

This spell creates an illusion within an area the size of a Large Burst Template, which is set to activate when a specific event occurs. The illusion can also include sounds, smells, and changes to the temperature, and follows a script. Both the trigger condition (visual or audible only) and the script must be defined when the spell is cast, and the duration doesn't begin counting down until the illusion has been triggered.

A visual trigger can be keyed to anything a regular person might see, and is fooled by disguises, illusions and magical darkness. An audible trigger can be keyed to general types of noise, a specific noise, or a spoken word, and can be fooled by stealth as well as magical silence. The trigger can

only respond to events within the range of the spell, and the events must also be within line of sight or hearing distance.

Triggered Spell

School: Evocation

Rank: Veteran (Mage)

Casting: Gestures, incantation, focus (1,500 gp) and components

Range: Self

Duration: 3 days per caster rank, dismiss early as a normal action

This spell requires ten minutes to cast, and allows you to place another spell upon yourself, along with a trigger condition which indicates when that other spell should take effect. The other spell must be cast as your next action, it must be a spell that targets (or can target) the caster, and its rank must be lower than your caster rank and no higher than Veteran.

The spellcasting roll for the other spell is not made until it is triggered, however the spell is cast on a subconscious level and may therefore ignore all penalties due to wounds and Fatigue.

The trigger condition must be clear, and the spell is automatically and immediately cast when the condition is met, targeting you and nobody else.

You can only benefit from one Triggered Spell at a time; if you cast it a second time the earlier version is automatically dispelled. The spell focus must be carried on your person for the Triggered Spell to work.

Truesight

School: Divination

Rank: Veteran (Mage, Priest and Knowledge Sphere) or Heroic (Shaman)

Casting: Gestures, incantation and components

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Direct and Beneficial

This spell grants the target creature Truesight to a distance of 24". The creature can see perfectly in darkness, can see through illusions, invisibility, and spells with an Obscurement trapping, ignoring the visibility penalties such spells normally incur.

The target creature can also see the true form of any shapechanged creatures, and can even see into the ethereal plane. However this spell does not allow them to see through solid objects, mundane disguises, or any form of obscurement from non-magical sources such as fog or smoke.

Unerring Strike

School: Divination

Rank: Novice (Mage and Nightblade)

Casting: Incantation and focus

Range: Self

Duration: 2 rounds

Trappings: Insight

This spell grants you a +4 bonus to your next attack roll, which must be made before the end of your next turn.

Note that this bonus only applies to a single attack against a single target.

Unholy Aura

School: Abjuration

Rank: Heroic (Priest and Evil Sphere)

Casting: Gestures, incantation and focus

Range: Self

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Unholy, Enhancement, Direct and Beneficial

This spell affects you and any number of other creatures you wish to affect within a Medium Burst Template centered on you, providing protecting against holy creatures and spells.

Affected creatures become immune to possession (although this doesn't expel a spirit that is already possessing them), and Enchantment spells that allow control over the creature are suppressed (although not blocked or negated) for the duration of the spell. These benefits apply as long as the attacker has the Holy ability or uses a spell with a Holy trapping.

Attackers with the Holy ability also suffer a -2 penalty to hit the affected creatures, and inflict -2 damage against them. They also suffer an automatic 2d4 damage if they attack an affected creature while adjacent to them.

Finally, the affected creatures gain +4 Magic Resistance against spells with a Holy trapping, or which are cast by creatures with the Holy ability.

Unholy Ground

School: Evocation

Rank: Novice (Priest and Evil Sphere)

Casting: Gestures, incantation, focus and components (25 gp)

Range: Smarts

Duration: 6 hours per caster rank

Trappings: Unholy, Direct and Ranged

This spell affects an area the size of a Medium Burst Template. Undead within the area receive a +1 bonus to all Spirit rolls, increased to +2 if the area contains a permanent religious fixture dedicated to your deity, such as a shrine.

If you cast this spell in an area dedicated to another deity, it temporarily suppresses the connection to that deity instead of providing the Spirit bonus. If the spell is cast in an area affected by Holy Ground, the two spells automatically dispel each other.

Unholy Ground, Improved

School: Evocation

Rank: Veteran (Priest and Shaman)

Casting: Gestures, incantation and components (1,000 gp)

Range: Touch

Duration: Instant

Trappings: Unholy

This spell requires a full day to cast, and affects an area the size of a Large Burst Template. Undead within the area suffer a +2 bonus to all Spirit rolls, and the area is protected by a permanent Ward against Good effect.

If you wish you may also tie one additional spell effect to the area. The available spells are at the GM's discretion, but typically include things like Light, Darkness, Dimensional Manacles, Sense spells, etc. The spell effect lasts for a year, and increases the cost of the spell components by 2,000 gp per caster rank.

This spell cannot be cast on an area that is already affected by another (Improved) Holy or Unholy Ground spell.

Unholy Water

School: Necromancy

Rank: Novice (Priest and Unholy Champion)

Casting: Gestures, incantation and components (25 gp)

Range: Touch

Duration: Instant

Trappings: Unholy and Direct

This spell requires one minute to cast, and infuses up to 1 liter of water with negative energy, turning it into unholy water.

Unholy Weapon

School: Transmutation

Rank: Novice (Unholy Champion)

Casting: Gestures and incantation

Range: Touch

Duration: 3 minutes per caster rank

This spell makes one weapon Unholy, and also grants it the ability to harm incorporeal Holy creatures.

Unrestricted Movement

School: Abjuration

Rank: Seasoned (Nightblade, Priest, Shaman, Spellsinger, Unholy Champion, Warden and Fate Sphere)

Casting: Gestures, incantation, focus and components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Direct and Beneficial

This spell renders the target creature completely immune to all spells and other magical effects which restrict their movement or actions, such as paralysis, Lethargy, Thick Fog, Web, etc.

The target creature also receives a +4 bonus when attempting to escape from a grapple, grab, constrict, or similar maneuver.

Finally, the target creature no longer suffers any penalties for Difficult Ground, or for moving or attacking while underwater.

Vengeful Storm

School: Conjuration

Rank: Legendary (Priest and Shaman)

Casting: Gestures and incantation

Range: Special

Duration: 2 rounds per caster rank

Trappings: Summoning, Maintained and Direct

This spell must be cast outdoors, and causes a storm cloud to appear in the sky directly above you, affecting everyone within an area 60" in radius (those further out may still get a little wet, but they don't suffer the effects described here).

On the turn you cast the spell, everyone within the area must make a standard Vigor roll or be deafened for ten minutes by the crashing thunder. On your second turn, everyone within the area suffers 2d4 acid damage from acid rain. On the third round, you can strike up to six different targets in the area with lightning; each target may attempt to evade with an Agility roll at -2, if they fail they suffer 2d10 electricity damage. On the fourth round, everyone within the area suffers 2d6 damage from pelting hailstones.

After the fourth round and for the remainder of the duration, powerful wind and pelting rain greatly reduce visibility; there is a -4 Obscurement penalty for attacking someone within the area, although the penalty is reduced to -2 if they are adjacent. The area is also treated as Difficult Ground.

Venomous Touch

School: Necromancy

Rank: Seasoned (Nightblade, Priest, Shaman and Unholy Champion)

Casting: Gestures, incantation and focus

Range: Touch

Duration: Instant

Trappings: Poison and Direct

This spell requires you to touch the target (i.e., if successfully cast, add +2 to the result and compare against the target's Parry). If you hit, the victim can attempt to resist with an opposed Vigor roll, otherwise they become Fatigued. If the target was already Fatigued, or you beat them with a raise, they instead become Exhausted.

Those Incapacitated by this spell must make a single Vigor roll after one minute if not treated for the poison: failure results in death.

Vigor of the Mule

School: Transmutation

Rank: Novice (Mage, Priest, Shaman and Warden)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 minutes per caster rank

Trappings: Enhancement, Direct and Beneficial

This spell increase the target's Vigor by +1 die step, or +2 if cast with a raise.

Vigor of the Mule, Improved

School: Transmutation

Rank: Veteran (Mage, Priest and Shaman)

Casting: Gestures, incantation and focus

Range: Smarts

Duration: 3 minutes per caster rank

Trappings: Enhancement, Direct, Beneficial and Ranged

This spell affects a maximum number of targets equal to your Smarts. Increase each target's Vigor by +1 die step, or +2 if cast with a raise.

Wail of the Banshee

School: Necromancy

Rank: Legendary (Mage and Death Sphere)

Casting: Incantation

Range: Smarts

Duration: Instant

Trappings: Death, Sonic, Direct and Ranged

This spell targets all living creatures (other than the caster) within a Large Burst Template who are capable of hearing the sound; those who fail to resist with an opposed Vigor roll suffer 2d10 damage. Anyone incapacitated by this spell automatically dies.

Walk on Air

School: Transmutation

Rank: Seasoned (Priest, Shaman and Air Sphere)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Direct and Beneficial

This spell grants the target the ability to walk and run on air at their normal Pace as if they were moving on solid ground, although they can still be pushed around by heavy winds in the same way as a flying creature.

Should the spell expire or be dispelled while the target is airborne, they will float downward at the rate of 12" per round until they either land safely or draw Clubs for initiative.

Walk on Water

School: Transmutation

Rank: Novice (Water Sphere) or Seasoned (Priest and Warden)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Direct and Beneficial

This spell allows up to 3 creatures per caster rank to walk on liquid as if it were normal ground. If cast underwater, the target creatures automatically rise towards the surface at the rate of 12" per round until they are standing on it.



Wall of Blades

School: Evocation

Rank: Veteran (Priest, Spellwright, Battle Sphere and Good Sphere)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 3 minutes per caster rank, dismiss early as a normal action

Trappings: Force, Direct and Ranged

This spell creates an immobile wall of whirling blades of force, which are either arranged in a straight line 12" long per caster rank, or in a ring with a maximum circumference the size of a Small, Medium or Large Burst Template at Veteran, Heroic or Legendary caster rank respectively. The wall is 4" high, and anyone who moves through it suffers an automatic 2d6 damage.

Any creatures standing where the wall springs up may attempt to evade with a standard Agility roll: on a failure they suffer 2d6 damage. Roll the damage again at the beginning of the caster's turn each round, except this time there is no Agility roll to evade.

This spell provides medium cover against attacks made through it.

Wall of Flame

School: Evocation

Rank: Seasoned (Mage and Fire Sphere) or Veteran (Shaman)

Casting: Gestures, incantation, and either focus or components

Range: Smarts x 2

Duration: 3 rounds per caster rank

Trappings: Fire, Perpetuate, Direct and Ranged

This spell creates either an opaque sheet of flame up to 12" long per caster rank, or a ring of fire with a maximum circumference the size of a Small, Medium or Large Burst Template at Seasoned, Veteran or Heroic caster rank respectively; both versions of the wall are 4" high. One side of the wall sends forth waves of heat that inflict 2d4 damage to anyone who moves within 2" (this damage is only rolled once for their entire movement), while anyone moving through the wall suffers an additional 2d6 damage (every time they move through the wall).

Any creatures standing where the wall springs up may attempt to evade with a standard Agility roll: on a failure they suffer 2d6 damage (if the wall is right on top of them) or 2d4 damage (if within 2" of the hot side). Roll the damage again at the beginning of the caster's turn each round, except this time there is no Agility roll to evade.

Each 1" wide section of wall has Toughness 10, but can only be destroyed by cold damage, which causes the section to be extinguished; this does not affect the rest of the wall.

Wall of Force

School: Evocation

Rank: Veteran (Mage and Spellwright)

Casting: Gestures, incantation and components

Range: Smarts

Duration: 3 rounds per caster rank, dismiss early as a normal action

Trappings: Force, Perpetuate and Ranged

This spell conjures an invisible wall of force consisting of up to 3 sections per caster rank, each of which are 2x2", and impervious to damage. The sections must be connected to each other to form a continuous unbroken vertical plane. The wall cannot be dispelled, although it is automatically destroyed by the Disintegration or Disjunct Magic spells. The wall blocks creatures (both physical and ethereal), spells and attacks (except for gaze attacks), although teleportation can bypass it.

Wall of Ice

School: Evocation

Rank: Seasoned (Mage)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: 3 minutes per caster rank

Trappings: Cold, Direct and Ranged

This spell conjures a wall of ice consisting of either a flat plane or a rounded hemisphere, chosen when the spell is cast. The hemisphere covers an area the size of a Small Burst Template, while the plane consists of up to 3 connected sections per caster rank, each of which are 2x2" square and have Toughness 6. The plane must also be anchored in such a way that its weight is supported, for example a wall could be anchored to the ground beneath it, while a bridge would need to be anchored at both ends. If a section of the flat plane is destroyed, the freezing air remains, inflicting 2d4 damage to anyone who moves through it; this doesn't apply to the rounded hemisphere version of this spell.

Wall of Iron

School: Conjuration

Rank: Veteran (Mage and Spellwright)

Casting: Gestures, incantation and components (50 gp)

Range: Smarts x 2

Duration: Instant

Trappings: Creation and Ranged

This spell conjures an iron wall consisting of up to 3 sections per caster rank, each of which are 1" square and have Toughness 12 (the caster may instead choose to conjure twice the number of sections each with Toughness 6). The sections must all be connected to each other and stand vertically, but the caster can choose their precise arrangement, and may also decide whether to

insert or shape the edges to fit surrounding non-living material or leave the wall freestanding.

The wall is only assembled through magic, it cannot be dispelled and it lasts indefinitely.

Wall of Stone

School: Conjuration

Rank: Veteran (Mage, Priest, Shaman, Spellwright and Earth Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Smarts x 2

Duration: Instant

Trappings: Creation and Ranged

This spell conjures a stone wall consisting of up to 3 sections per caster rank, each of which are 1" square and have Toughness 10 (the caster may instead choose to conjure twice the number of sections each with Toughness 5). The wall can be created in almost any shape the caster wishes (including bridges, ramps, even crude battlements with crenellations), but must be able to merge with an existing rock surface, and the sections must all be connected to each other. If the caster attempts to entrap a creature within or under a stone wall, they may attempt to evade with an opposed Agility roll.

The wall is only assembled through magic, it cannot be dispelled and it lasts indefinitely.

Wall of Thorns

School: Conjuration

Rank: Veteran (Shaman and Plant Sphere)

Casting: Gestures and incantation

Range: Smarts x 2

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Creation and Ranged

This spell conjures a wall of tough thorns consisting of up to 3 sections per caster rank, each of which are 2"x2"x2" blocks (the caster may instead choose to conjure twice the number of sections each 2"x2"x1"). The wall is considered Difficult Ground, and anyone pushing through it suffers 2d4 slashing damage, +1 slashing damage for every 1" moved that round (e.g., 2d4+3 damage if they move 3"). Chopping through the wall is possible, but slow work, requiring half an hour per 1". The wall cannot be damaged by normal fire, but magical fire can burn it away in 10 minutes. Spells that target plants have no effect on the wall.

Wall of Wind

School: Evocation

Rank: Novice (Air Sphere) or Seasoned (Mage, Priest, Shaman and Warden)

Casting: Gestures, incantation, and either focus or

components

Range: Smarts x 2

Duration: 3 rounds per caster rank

Trappings: Direct and Ranged

This spell conjures a wall of roaring wind up to 6" long and 3" high per caster rank. The wall can be straight or curved, and can even form an enclosed square, but it must always be vertical. Gases (including gaseous breath weapons, air elementals, etc.) and Small flying creatures cannot pass through the wall, while ranged attacks suffer a -2 penalty to hit (unless they're extremely large, such as those fired by siege weapons).

Ward against Chaos

School: Abjuration

Rank: Seasoned (Holy Champion, Mage, Priest and Law Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Lawful and Beneficial

This spell targets a single creature, who then radiates a protective aura the size of a Small Burst Template. All creatures within the area gain the benefit of a Protection from Chaos spell, and summoned creatures can only enter the area if they have the Lawful ability.

Alternatively, the ward can be focused inward rather than outward. When focused inward, this spell binds a non-Lawful called creature (such as those called by Planar Summoning) for up to 3 days per caster rank, preventing it from leaving or reaching through the ward. The creature must be called within one round of casting the ward in order to bind it.

A bound creature with Magic Resistance may attempt to break free once per day by making an opposed Spirit roll against the spellcasting roll used to cast this spell (at -2 if you spend ten minutes securing the ward before casting the spell). If the creature has a dimensional travel ability (such as Flicker, Teleportation, etc.) it can use it to escape the ward, unless prevented through some other means (such as Dimensional Manacles). The creature can also make ranged attacks out of the ward, although it cannot attack the ward itself. Other creatures can easily break the ward, freeing the creature.

Ward against Evil

School: Abjuration

Rank: Seasoned (Holy Champion, Mage, Priest and Good Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Holy and Beneficial

This spell targets a single creature, who then radiates a protective aura the size of a Small Burst Template. All creatures within the area gain the benefit of a Protection from Evil spell, and summoned creatures can only enter the area if they have the Holy ability.

Alternatively, the ward can be focused inward rather than outward. When focused inward, this spell binds a non-Holy called creature (such as those called by Planar Summoning) for up to 3 days per caster rank, preventing it from leaving or reaching through the ward. The creature must be called within one round of casting the ward in order to bind it.

A bound creature with Magic Resistance may attempt to break free once per day by making an opposed Spirit roll against the spellcasting roll used to cast this spell (at -2 if you spend ten minutes securing the ward before casting the spell). If the creature has a dimensional travel ability (such as Flicker, Teleportation, etc.) it can use it to escape the ward, unless prevented through some other means (such as Dimensional Manacles). The creature can also make ranged attacks out of the ward, although it cannot attack the ward itself. Other creatures can easily break the ward, freeing the creature.

Ward against Good

School: Abjuration

Rank: Seasoned (Mage, Nightblade, Priest, Unholy Champion and Evil Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Unholy and Beneficial

This spell targets a single creature, who then radiates a protective aura the size of a Small Burst Template. All creatures within the area gain the benefit of a Protection from Good spell, and summoned creatures can only enter the area if they have the Unholy ability.

Alternatively, the ward can be focused inward rather than outward. When focused inward, this spell binds a non-Unholy called creature (such as those called by Planar Summoning) for up to 3 days per caster rank, preventing it from leaving or reaching through the ward. The creature must be called within one round of casting the ward in order to bind it.

A bound creature with Magic Resistance may attempt to break free once per day by making an opposed Spirit roll against the spellcasting roll used to cast this spell (at -2 if you spend ten minutes securing the ward before casting the spell). If the creature has a dimensional travel ability (such as

Flicker, Teleportation, etc.) it can use it to escape the ward, unless prevented through some other means (such as Dimensional Manacles). The creature can also make ranged attacks out of the ward, although it cannot attack the ward itself. Other creatures can easily break the ward, freeing the creature.

Ward against Law

School: Abjuration

Rank: Seasoned (Mage, Priest, Unholy Champion and Chaos Sphere)

Casting: Gestures, incantation, and either focus or components

Range: Touch

Duration: 30 minutes per caster rank

Trappings: Chaotic and Beneficial

This spell targets a single creature, who then radiates a protective aura the size of a Small Burst Template. All creatures within the area gain the benefit of a Protection from Law spell, and summoned creatures can only enter the area if they have the Chaotic ability.

Alternatively, the ward can be focused inward rather than outward. When focused inward, this spell binds a non-Chaotic called creature (such as those called by Planar Summoning) for up to 3 days per caster rank, preventing it from leaving or reaching through the ward. The creature must be called within one round of casting the ward in order to bind it.

A bound creature with Magic Resistance may attempt to break free once per day by making an opposed Spirit roll against the spellcasting roll used to cast this spell (at -2 if you spend ten minutes securing the ward before casting the spell). If the creature has a dimensional travel ability (such as Flicker, Teleportation, etc.) it can use it to escape the ward, unless prevented through some other means (such as Dimensional Manacles). The creature can also make ranged attacks out of the ward, although it cannot attack the ward itself. Other creatures can easily break the ward, freeing the creature.

Warding Sigil

School: Abjuration

Rank: Seasoned (Priest)

Casting: Gestures, incantation and components (200 gp)

Range: Touch

Duration: Permanent until discharged, dismiss early as a normal action

Trappings: Direct, plus either Acid, Cold, Electricity, Fire or Sonic

This spell requires ten minutes to cast, and targets one object, or an area no bigger than a Small Burst Template. The trap is triggered when the object is opened or the area is entered, filling

an area the size of a Small Burst Template centered on the sigil.

Creatures within the area may attempt to evade with an Agility roll at -2, on a failure they suffer 2d6 energy damage. The type of energy damage depends on the trapping, and is chosen when the spell is cast.

Alternatively, instead of an explosion of energy, the trap can discharge a harmful spell of up to Seasoned rank; you must cast this spell yourself, immediately after creating the sigil. This spell will target the intruder.

You must specify which types of creature can trigger the sigil when the spell is cast, ranging from "everyone except me" to "Unholy creatures" or "people not wearing red hats". You may also set a secret passphrase if you wish; those speaking the phrase will not trigger the sigil.

If this spell is cast on an object or area that already has a warding on it, it fails. Similarly, other warding spells fail if cast on an object or area that is already protected by this spell.

Warding Sigil, Improved

School: Abjuration

Rank: Veteran (Priest)

Casting: Gestures, incantation and components (400 gp)

Range: Touch

Duration: Permanent until discharged, dismiss early as a normal action

Trappings: Direct, plus either Acid, Cold, Electricity, Fire or Sonic

This spell requires ten minutes to cast, and targets one object, or an area no bigger than a Small Burst Template. The trap is triggered when the object is opened or the area is entered, filling an area the size of a Small Burst Template centered on the sigil.

Creatures within the area may attempt to evade with an Agility roll at -2, on a failure they suffer 2d8 energy damage. The type of energy damage depends on the trapping, and is chosen when the spell is cast.

Alternatively, instead of an explosion of energy, the trap can discharge a harmful spell of up to Veteran rank; you must cast this spell yourself, immediately after creating the sigil. This spell will target the intruder.

You must specify which types of creature can trigger the sigil when the spell is cast, ranging from "everyone except me" to "Unholy creatures" or "people not wearing red hats". You may also set a secret passphrase if you wish; those speaking the phrase will not trigger the sigil.

If this spell is cast on an object or area that already has a warding on it, it fails. Similarly, other warding spells fail if cast on an object or area that is already protected by this spell.

Warp/Straighten Wood

School: Transmutation

Rank: Novice (Shaman)

Casting: Gestures and incantation

Range: Smarts

Duration: Instant

Trappings: Direct and Ranged

This spell permanently warps or straightens wood, and affects up to 3 objects (each weighing approximately 10 pounds or less) per caster rank within a Medium Burst Template; anyone wearing or holding the objects may attempt to resist the spell with an opposed Spirit roll. It's possible to affect larger objects by treating them as multiple targets, for example a 50 pound object would count as 5 objects (and could even be warped over multiple castings).

This spell can be used to force open a door, or wedge it shut. It can cause a boat to leak (by warping a plank), render a ranged weapon useless, or turn a melee weapon into an improvised weapon. Warped objects cannot generally be repaired (not even with an Improved Mend Object spell), but they can be straightened again with another casting of this spell.

Web

School: Conjunction

Rank: Novice (Mage)

Casting: Gestures, incantation and components

Range: Smarts x 2

Duration: 30 minutes per caster rank, dismiss early as a normal action

Trappings: Creation, Perpetuate and Ranged

This spell targets everyone within a Medium Burst Template; those who fail to evade with an opposed Agility roll become entangled. An entangled creature cannot move until it breaks free with a Strength or Agility roll at -2. Those who are not entangled must make a Strength or Agility roll to move through the web: each success and raise on the roll allows them to move 1", up to their maximum Pace.

The web provides light cover to those within it, and anyone with a source of fire (such as a torch or flaming weapon) can automatically clear their path as a normal action, allowing them to move through the web at their full Pace.

This spell requires at least two diametrically opposed solid points to remain anchored, otherwise the web collapses and vanishes.

Whispered Message

School: Transmutation

Rank: Cantrip (Mage and Spellsinger)

Casting: Gestures, incantation and focus

Range: Smarts x 2

Duration: 30 minutes per caster rank

Trappings: Language and Ranged

This spell allows you to whisper up to one message per round, with each message being audible to up to three designated individuals within range per caster rank. Those who receive a message may also reply with a message of their own if they wish, as long as they remain within range. The messages don't need to travel in a straight line, but they cannot pass through solid barriers.

Wild Shape

School: Transmutation

Rank: Special (Shaman)

Casting: Gestures

Range: Self

Duration: 3 hours per caster rank, dismiss early as a normal action

This spell changes your physical form to that of any animal with which you're familiar, as long as its rank doesn't exceed your caster rank. Replace your Agility, Strength, Vigor, Size, Pace, senses, non-magical movement abilities (such as Flight, Aquatic or Burrow), natural armor and natural weapons with those of the new form, however you do not gain any of its magical abilities.

You may choose the creature's height, weight and general appearance from the normal ranges for your new form, but you cannot imitate a specific individual. Any equipment you are wearing melds into your body (and becomes non-functional) for the duration of the spell.

At Veteran caster rank you can also assume the form of plant creatures, while at Legendary caster rank you can assume the form of fire, air, earth and water elementals.

If you cast this spell with a raise, you can also make an immediate natural healing roll.

Wind Form

School: Transmutation

Rank: Veteran (Priest) or Heroic (Shaman)

Casting: Gestures, incantation and focus

Range: Touch

Duration: 3 hours per caster rank, dismiss early as a normal action

Trappings: Direct and Beneficial

This spell affects the caster and up to one willing target per caster rank, causing them to become misty and translucent. While in this form the creatures no longer benefit from physical armor (either worn or natural), cannot use or benefit from any supernatural abilities, cannot make any physical attacks, cannot manipulate or activate physical objects, and cannot cast any spells that require speaking, gestures, or physical items.

Each creature gains Flight with Pace 2 and Climb 3, which they may increase to Pace 120 and Climb

-1 if moving more or less in a straight line, but they cannot run or use any other form of movement. They can pass through any opening that isn't airtight, but cannot move through liquid, and are blown around by heavy winds.

The creatures also become immune to poison, no longer suffer additional damage from Called Shots, and gain Physical Resistance; they suffer -2 damage from physical attacks except those caused by magic weapons. Physical Resistances from different sources do not stack, if more than one applies use whichever is better.

Those affected by this spell may individually change back and forth between their normal and vaporous form, but the transformation takes 5 rounds to complete in each direction. For the last minute of the spell, each creature automatically descends at the rate of 12" per round (although they may descend faster if they wish).

Windborn Message

School: Transmutation

Rank: Novice (Mage and Spellsinger)

Casting: Gestures and incantation

Range: Smarts miles

Duration: 3 hours per caster rank

This spell sends a short message or sound to a designated location within range, where it can be heard by everyone within a Small Burst Template. The Windborn Message can travel between 1 and 6 miles per hour, as specified by the caster, as long as it reaches its destination before the duration expires.

Upon reaching its destination, the Windborn Message delivers its message (of up to 25 words) or sound in the space of one round, regardless of whether or not anyone is present to hear it, after which the spell ends.

Wish

School: Universal

Rank: Legendary (Mage)

Casting: Incantation, a benny and components (25,000 gp)

Range: Special

Duration: Special

Trappings: Direct

This incredibly powerful spell allows the caster to alter reality in one specific way, chosen when the spell is cast. Wish can duplicate any other Mage spell of up to Heroic rank, or any other spell of up to Veteran rank. It can create a magical or non-magical item with a value of up to 25,000 gp, or add a permanent enchantment of the same value to an existing item. It can revive the dead (as if casting Resurrect), or teleport up to 3 creatures per caster rank to anywhere else on the same plane of

existence. It can remove one specific type of injury or affliction from up to 3 creatures per caster rank, or force a reroll of any roll made within the last round. Other options may also be available at the GM's discretion, although greedy wishes have a tendency to be twisted. Unwilling recipients of a wish may attempt to resist with an opposed Spirit roll.

When duplicating a spell with a spell component costing more than 10,000 gp, that component must be provided as well.

Word of Blindness

School: Enchantment

Rank: Heroic (Mage and Battle Sphere)

Casting: Incantation

Range: Smarts

Duration: Special

Trappings: Mental, Direct and Ranged

This spell automatically affects one living creature, causing them to become blind. The target must make a Vigor roll to see how long the blindness lasts: on a failure it is permanent, on a success it lasts 1 minute per caster rank, on a raise it lasts until they next draw Hearts for initiative.

Word of Death

School: Enchantment

Rank: Legendary (Mage and Battle Sphere)

Casting: Incantation

Range: Smarts

Duration: Instant

Trappings: Death, Mental, Direct and Ranged

This spell automatically affects one living creature: roll 2d12 damage, adding a further +d6 damage if the spell is cast with a raise. If this would inflict enough wounds to Incapacitate the target, they immediately die, otherwise the spell has no effect on them (i.e., they are not Shaken and do not suffer wounds, they either die or nothing happens). If the target is capable of Soaking, they may attempt to reduce the number of wounds in order to survive.

You may spend bennies to reroll the damage for this spell, as if you had the No Mercy Edge.

Word of Stunning

School: Enchantment

Rank: Heroic (Mage and Battle Sphere)

Casting: Incantation

Range: Smarts

Duration: Instant

Trappings: Mental, Direct and Ranged

This spell automatically affects one creature of your choice, causing them to become Dazed. On a raise, they also fall Prone.

CONE TEMPLATES

The spells in this supplement use four different sizes of Cone Template, as follows:

- **Small Cone Template (SCT):** 3" long and 1" wide.
- **Medium Cone Template (MCT):** 6" long and 2" wide.
- **Large Cone Template (LCT):** 9" long and 3" wide.
- **Huge Cone Template (HCT):** 12" long and 4" wide.

The LCT is the same as the standard *Savage Worlds* Cone Template.

The SCT, MCT and HCT are defined below.

