

Magister



Version 1.0
Collin Terrell



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The Elevator Pitch:

A blatantly *Master of Magic* inspired setting.

Setting & Flavor:

This is High Magic/High Fantasy setting where every character plays a mage and magic-users rule the world. Different mage factions vie against each other for supremacy, each working toward their own unique goals.

At the top of the hierarchy of the wizarding world sit the *Magisters*. These paragons of magical power possess world-bending abilities and direct the actions of legions of lesser mages. It is every apprentice's aspiration to one day gain enough knowledge and influence to join the rarified ranks of this esteemed coterie.

Mages are still greatly outnumbered by *Mundanes*, people who lack magical aptitude. Treated as little more than pets or cattle, the Mundanes are kept in perpetual servitude to the Magisters and their ilk. They dare not dream of upsetting or rebelling against their arcane overlords: to do so would only invite swift and final retribution.

Set in the generic fantasy world of High Talona, *Magister* is ready to be inserted into any swords and sorcery themed campaign you wish.

Character Creation:

All characters in this setting are wizards and gain an "Apprentice" rank in the *Magical Discipline* of their choice for free (see Edges, Skills and Hindrances for more information on *Magical Disciplines*). Characters do not receive a free Edge for playing a human character in addition to this.

Character archetypes are closely tied to the kind of magic that the character specializes in. Below are some examples of the different kinds of wizards you can play in this setting:

The Battle Mage:

While there are many morally edifying applications of the Magical Arts, most practitioners will admit under confidence that they can't compare to the simple, visceral joy of blowing stuff up with fireballs. Battle Mages are the sort of wizards who don't prevaricate on the subject: they just embrace the 'boom'. A war wizard specializes in military engineering as much as they do in the finer points of evocation, approaching the subject of magical combat with an artilleryman's eye for terrain, fortification and tactical deployment.

Recommended Magical Disciplines: Sorcery, Aeromancy, Pyromancy

The Blood Mage

Of all the dreams fueled by the seemingly limitless power of magic, none is more potent than the desire for eternal life. The Blood Mage is a keen student of the processes of the human body and how magic can be used to enhance, extend and preserve its vigor. In its most benign form, Sanguinomancy isn't all that far removed from mundane medical science, but when taken to extremes the practitioners of this Art can earn ghoulish reputations.

Recommended Magical Disciplines: Sanguinomancy, Theurgy, Enchantment

The Chronomancer:

The Chronomancer is a wizard who has unlocked the secrets of Space and Time. The life of a Chronomancer is often solitary and strange; their briefest excursions can span decades of time and dozens of dimensions. These time lords make natural explorers, researchers and seers.

Recommended Magical Disciplines: Chronomancy, Telemancy, Neuromancy

The Enchanter

If one imagined the wizarding community to be something like a village, then the Enchanter would be that village's blacksmith, mason and carpenter all in one. Enchanters enjoy getting hands on with their Art, fabricating charms, baubles and, yes, sometimes even weapons of great magical potency. Theirs is the subtle talent of imbuing common objects and beings with magical augmentations.

Recommended Magical Disciplines: Enchantment, Polyarmacy, Theurgy

The Geomancer

Magic is a force channeled and drawn from the wizard's surroundings; ultimately they are just a conduit. No one understands this truth of magic better than the Geomancer. These students of the earth are very much in tune with the ley lines that crisscross High Talona -- vibrant highways of magical energy. Through mapping and tapping these primordial power sources, the Geomancer can gain unrivaled strength.

Recommended Magical Disciplines: Geomancy, Summoning, Pyromancy

The Healer

Not everyone who wields magical powers does so out of a desire for dominion. There are those who believe that magic should be used to heal and not to hew. These moralists devote their studies to the treatment and improvement of the human body so that all beings, mundane and magical, can benefit from the bounty that magic represents.

Recommended Magical Disciplines: Hydromancy, Sanguinomancy, Neuromancy

The Illusionist

All magic begins in the mind as an act of will so it is natural that those who possess stronger wills can easily bend the minds of others. The illusionist doesn't so much affect the world with their magic so much as they affect people's perceptions of the world. Using this subtle craft it is possible to convince otherwise sober-minded individuals that the most unlikely delusion is as normal as rain on a cloudy day.

Recommended Magical Disciplines: Neuromancy, Shadowmancy, Polyarmacy

The Necromancer

With great magical power often comes the temptation to use that power in transgressive and terrible ways. While one could argue that the pursuit of Necromancy began with virtuous first principles -- the desire to shield mortals from the ravages of death -- in practice this brand of dark magic has been the midwife of much misfortune. One cannot dabble long in the science of cheating the inevitable without becoming intoxicated by delusions of god-hood.

Recommended Magical Disciplines: Theurgy, Shadowmancy, Summoning

The Planewalker

High Talona is just a single point in an infinite web of worlds that spans all of Creation. The Planewalker is devoted to visiting and studying as many of these worlds as possible. Their knowledge of the Gates and Ways between worlds is without equal. The Planewalker has an almost intuitive sense of where the barriers between the planes are weakest and they seek these places out like a scent hound on a fox trail.

Recommended Magical Disciplines: Telemancy, Summoning, Thaumaturgy

The Scientist

As one gains a deeper understanding of Magic, they begin to question where it comes from or why it exists at all. The Scientist is devoted to truth above all other aims. They ardently believe that magic is simply a force of nature that is connected intrinsically to the shared reality that we all exist in. What

Mundanes call ‘mystical’ is really just a set of natural principles that people don’t yet fully understand. If the Scientists have their way, one day magic will be fully understood, documented and yoked to the purpose set to it by human masters.

Recommended Magical Disciplines: Chronomancy, Neuromancy, Enchantment

The Theurgist

Piercing the veil between the world of the senses and the infinite realms beyond has long preoccupied the fancies of thinking men and women. The Theurgist masters the art of calling and abjuring spirits so that she can interrogate eternity. This branch of magic relies as much if not more on a solid understanding of contract language, Truename research and linguistic precision as it does on actual magical aptitude. One word put wrong can leave the Theurgist at the mercy of entities who have no notion what 'mercy' means.

Recommended Magical Disciplines: Theurgy, Thaumaturgy, Summoning

The Wild Mage

While they may appear out of control to the untrained observer, Wild Mages are arguably more in tune with the forces of raw magical power than any polished product of High Talona's wizard academies. The Wild Mage believes that spellcasting isn't an act of the mind but an act of passion. Magic must be *felt* in order to be channeled. Anything less is just cold science and repetition, walking in the shallow footsteps of small men who came before.

Recommended Magical Disciplines: Polymancy, Neuromancy, Sorcery

Enchantment

You comprehend the subtle weavings that go into imbuing a substance with magical energies.

Rank	Prerequisite	Benefit
Apprentice	d4 Enchantment Skill	+1 bonus to all <i>Enchantment</i> rolls
Neophyte	Apprentice Rank; d6 Enchantment Skill	+50% duration to all <i>Enchantment</i> spells
Adept	Neophyte Rank; d8 Enchantment Skill; <i>Seasoned</i>	Gain the ability to charge <i>Spell Gems</i> (see GEAR)
Master	Adept Rank; d10 Enchantment Skill; <i>Veteran</i>	+100% duration to all <i>Enchantment</i> spells
Grand Master	Master Rank; d12 Enchantment Skill; <i>Heroic</i>	+2 bonus to all <i>Enchantment</i> rolls and choose one of the following <i>Permanent Enchantments</i> to cast on yourself: <i>Elemental Protection, Speed, Detect Arcana, Speak Language, Darkvision, Arcane Protection, Spirit Armor, Deflection, Boost Vigor, Boost Smarts</i>

Geomancy

The magical discipline of Geomancy grants the wizard power over the earth and its bounty.

Rank	Prerequisite	Benefit
Apprentice		10 Maximum Power Points in the <i>Geomancy</i> Pool; Recover 1 PP/Hour
Neophyte	Apprentice Rank	15 Maximum Power Points in the <i>Geomancy</i> Pool; Recover 2 PP/Hour
Adept	Neophyte Rank; <i>Seasoned</i>	20 Maximum Power Points in the <i>Geomancy</i> Pool; Recover 4 PP/Hour; +2 <i>Toughness</i>
Master	Adept Rank; <i>Veteran</i>	30 Maximum Power Points in the <i>Geomancy</i> Pool; Recover 6 PP/Hour; +4 <i>Toughness</i>
Grand Master	Master Rank; <i>Heroic</i>	40 Maximum Power Points in the <i>Geomancy</i> Pool; Recover 8 PP/Hour; Immune to Lightning Damage

Hydromancy

Magic that manipulates water and ice.

Rank	Prerequisite	Benefit
Apprentice		10 Maximum Power Points in the <i>Hydromancy</i> Pool; Recover 1 PP/Hour
Neophyte	Apprentice Rank	15 Maximum Power Points in the <i>Hydromancy</i> Pool; Recover 2 PP/Hour
Adept	Neophyte Rank; <i>Seasoned</i>	20 Maximum Power Points in the <i>Hydromancy</i> Pool; Recover 4 PP/Hour; +4 <i>Toughness</i> vs. Cold
Master	Adept Rank; <i>Veteran</i>	30 Maximum Power Points in the <i>Hydromancy</i> Pool; Recover 6 PP/Hour; +8 <i>Toughness</i> vs. Cold
Grand Master	Master Rank; <i>Heroic</i>	40 Maximum Power Points in the <i>Hydromancy</i> Pool; Recover 8 PP/Hour; Immune to Cold Damage & Drowning

Neuromancy

Mind magic and illusion.

Rank	Prerequisite	Benefit
Apprentice		10 Maximum Power Points in the <i>Neuromancy</i> Pool; Recover 1 PP/Hour

Neophyte	Apprentice Rank	15 Maximum Power Points in the <i>Neuromancy</i> Pool; Recover 2 PP/Hour
Adept	Neophyte Rank; <i>Seasoned</i>	20 Maximum Power Points in the <i>Neuromancy</i> Pool; Recover 4 PP/Hour; +4 to resist Mind-Affecting Powers & Illusions
Master	Adept Rank; <i>Veteran</i>	30 Maximum Power Points in the <i>Neuromancy</i> Pool; Recover 6 PP/Hour; +8 to resist Mind-Affecting Powers & Illusions
Grand Master	Master Rank; <i>Heroic</i>	40 Maximum Power Points in the <i>Neuromancy</i> Pool; Recover 8 PP/Hour; Immune to Mind-Affecting Powers & Illusions

Polymancy

Polymancy is the branch of magic that deals with transmutation, converting one form or substance into another.

Rank	Prerequisite	Benefit
Apprentice		10 Maximum Power Points in the <i>Polymancy</i> Pool; Recover 1 PP/Hour
Neophyte	Apprentice Rank	15 Maximum Power Points in the <i>Polymancy</i> Pool; Recover 2 PP/Hour
Adept	Neophyte Rank; <i>Seasoned</i>	20 Maximum Power Points in the <i>Polymancy</i> Pool; Recover 4 PP/Hour
Master	Adept Rank; <i>Veteran</i>	30 Maximum Power Points in the <i>Polymancy</i> Pool; Recover 6 PP/Hour; <i>Animal Shapechange</i> (spend a <i>Benny</i> to polymorph into any animal form you wish)
Grand Master	Master Rank; <i>Heroic</i>	40 Maximum Power Points in the <i>Polymancy</i> Pool; Recover 8 PP/Hour; <i>Monster Shapechange</i> (spend a <i>Benny</i> to polymorph into any monster form you wish)

Pyromancy

The ability to conjure, shape and cast elemental fire.

Rank	Prerequisite	Benefit
Apprentice		10 Maximum Power Points in the <i>Pyromancy</i> Pool; Recover 1 PP/Hour
Neophyte	Apprentice Rank	15 Maximum Power Points in the <i>Pyromancy</i> Pool; Recover 2 PP/Hour
Adept	Neophyte Rank; <i>Seasoned</i>	20 Maximum Power Points in the <i>Pyromancy</i> Pool; Recover 4 PP/Hour; +4 <i>Toughness</i> vs. Fire
Master	Adept Rank; <i>Veteran</i>	30 Maximum Power Points in the <i>Pyromancy</i> Pool; Recover 6 PP/Hour; +8 <i>Toughness</i> vs. Fire
Grand Master	Master Rank; <i>Heroic</i>	40 Maximum Power Points in the <i>Pyromancy</i> Pool; Recover 8 PP/Hour; Immune to Fire Damage

Sanguinomancy

Sanguinomancy, or Blood Magic, is the magical discipline that controls the humors of living bodies.

Rank	Prerequisite	Benefit
Apprentice		10 Maximum Power Points in the <i>Sanguinomancy</i> Pool; Recover 1 PP/Hour
Neophyte	Apprentice Rank	15 Maximum Power Points in the <i>Sanguinomancy</i> Pool; Recover 2 PP/Hour
Adept	Neophyte Rank; <i>Seasoned</i>	20 Maximum Power Points in the <i>Sanguinomancy</i> Pool;

		Recover 4 PP/Hour; <i>Fast Healing</i> (make a <i>Vigor</i> check once per day to heal 1 <i>Wound</i>)
Master	Adept Rank; <i>Veteran</i>	30 Maximum Power Points in the <i>Sanguinomancy</i> Pool; Recover 6 PP/Hour;
Grand Master	Master Rank; <i>Heroic</i>	40 Maximum Power Points in the <i>Sanguinomancy</i> Pool; Recover 8 PP/Hour; <i>Regeneration</i> (Make a <i>Natural Healing</i> roll every day to heal 1 <i>Wound</i>)

Shadowmancy

Power over light, darkness and the denizens of Abydos, the Plane of Shadow.

Rank	Prerequisite	Benefit
Apprentice		10 Maximum Power Points in the <i>Shadowmancy</i> Pool; Recover 1 PP/Hour
Neophyte	Apprentice Rank	15 Maximum Power Points in the <i>Shadowmancy</i> Pool; Recover 2 PP/Hour
Adept	Neophyte Rank; <i>Seasoned</i>	20 Maximum Power Points in the <i>Shadowmancy</i> Pool; Recover 4 PP/Hour; <i>Night Vision</i> (can see normally in absolute darkness)
Master	Adept Rank; <i>Veteran</i>	30 Maximum Power Points in the <i>Shadowmancy</i> Pool; Recover 6 PP/Hour; <i>Wraith Sight</i> (can see through Illusions and detect invisible creatures)
Grand Master	Master Rank; <i>Heroic</i>	40 Maximum Power Points in the <i>Shadowmancy</i> Pool; Recover 8 PP/Hour; <i>Incorporeal</i> (Immune to Physical Damage & Obstacles)

Sorcery

The magical discipline of Sorcery is concerned with all forms of Evocation and Invocation, the calling and channeling of raw power, usually for destructive purposes.

Rank	Prerequisite	Benefit
Apprentice	d4 Sorcery Skill	+1 bonus to all <i>Sorcery</i> rolls
Neophyte	Apprentice Rank; d6 Sorcery Skill	+25% range to all <i>Sorcery</i> spells
Adept	Neophyte Rank; d8 Sorcery Skill; <i>Seasoned</i>	+1d6 damage to all <i>Sorcery</i> spells
Master	Adept Rank; d10 Sorcery Skill; <i>Veteran</i>	+50% range to all <i>Sorcery</i> spells
Grand Master	Master Rank; d12 Sorcery Skill; <i>Heroic</i>	+2 bonus to all <i>Sorcery</i> rolls and +1d6 damage

Telemanancy

Magic that involves transportation, transmission of energy and manipulation of space.

Rank	Prerequisite	Benefit
Apprentice		10 Maximum Power Points in the <i>Telemanancy</i> Pool; Recover 1 PP/Hour
Neophyte	Apprentice Rank	15 Maximum Power Points in the <i>Telemanancy</i> Pool; Recover 2 PP/Hour
Adept	Neophyte Rank; <i>Seasoned</i>	20 Maximum Power Points in the <i>Telemanancy</i> Pool; Recover 4 PP/Hour
Master	Adept Rank; <i>Veteran</i>	30 Maximum Power Points in the <i>Telemanancy</i> Pool; Recover 6 PP/Hour; <i>Binding</i> (once per game session you can use a free teleport to your home)

		Empyrean Messenger, Tellurian Quisling, Elemental (👤)
		Summoners may keep both their Common and Greater Familiars if they wish.

Other New Edges:

Dark Empyrean Bargain

Start off at *Seasoned* but with some horrible cost. Gain 4 free *Advances*. Draw a card and consult the table below:

Card	Result
2	<i>Jinxed</i> : Gain the <i>Bad Luck</i> Major Hindrance
3	<i>Hunted</i> : You're a wanted man. Someone really tough and determined is after you. Your nemesis is a Wild Card character that outranks you. At the start of each game session the Game Master draws a card. If it is a Spade, your nemesis will make an appearance at some point during the session.
4	<i>Debt</i> : You owe your Dark Empyrean patron a sizeable debt. At the end of each game session you must either sacrifice 1 Experience Point or 1000 Argenti.
5	<i>Addiction</i> : You have acquired a Major <i>Habit</i> for alcohol or drugs
6	<i>Tormented Dreams</i> : You are harrowed by the memories of your Dark Bargain. You gain the <i>Bad Dreams</i> Hindrance.
7	<i>Maimed</i> : Roll a d6. On a 1-3 you gain the <i>Lame</i> Hindrance and on a 4-6 you gain the <i>One Arm</i> Hindrance
8	<i>Beat with an Ugly Stick</i> : Your face has been gruesomely scarred by some past injury. You suffer a permanent -2 to Charisma and scare decent folk.
9	<i>Insane</i> : You're barking at the moon nuts. You figure out what your dementia is but it must be a Major Hindrance.
10	<i>Paranoid</i> : In tense situations you need to succeed a <i>Spirit</i> check or you will pre-emptively attack the nearest potential enemy.
J	<i>Infected</i> : You have contracted some kind of nasty plague that will probably kill you before too long. At the end of each game session draw a card; if it is a Spade you must pass a <i>Vigor</i> -4 check or die.
Q	<i>Bollixed</i> : You suffer from a bad case of the gremlins. Every time you roll a natural 1 when casting a spell you must roll on the <i>Wild Storm</i> table (see Appendix B)
K	<i>Marked for Death</i> : At the start of each game session the Game Master draws a card. If it is a Spade, you will be attacked by a Jin'Ratha Warband at some point during the session.
A	<i>Cursed</i> : You are phenomenally unlucky. You can only ever have 1 <i>Benny</i> .
Joker	You luck out – no penalty for you!

Magister (Prerequisite: *Grand Master* of two Magical Disciplines)

The Magister is a true Master of Magic. They can spend *Bennies* to perform a range of minor miracles.

- *Deflect Spell*: Bounces a spell back upon its caster
- *Break Enchantment*: Unravels any enchantment, including permanent enchantments. Turns magic items back into mundane items. Does not affect *World Magic* or *Artifacts*.
- *Cheat Death*: Prevents the Magister from dying. They are stabilized with 3 Wounds.
- *Contingency*: Allows you to instantly cast any spell you know as a free action.
- *Pool Shift*: Allows you to move any amount of power points from one spell pool to another up to that pool's maximum.
- *Overcharge Spell*: Doubles the strength of any spell you cast.

- *Truename*: Causes the next single-target spell you cast to be irresistible.
- *Banish*: Relegates any summoned being back to their plane of origin
- *Cast World Magic*: In order to attempt to cast a World Magic spell, the Magister must spend a *Benny*. See the “Magic” section for more details.

New Skills:

Instead of the generic *Spellcasting* skill, in *Magister* there are three separate skills that govern magic-use: *Sorcery*, *Summoning* and *Enchantment*. Not all mages are equally skilled in these disciplines; indeed most choose to specialize in one to maximize their efficacy in a particular type of magic. It takes more than just pure *Smarts* to be a great all-around wizard; to reflect this, each of the magic skills is tied to a different key attribute.

Sorcery (Agility): Contrary to the opinions of the Mundane, magic isn’t all in the head. The wrong gesture or flick of the wrist can cause even the most elementary magical bolt to go awry, often with terrible effect. A truly skilled evoker must first be a master of their own body.

Summoning (Spirit): Summoning magic is a contest of wills between the Summoner and the Summoned. Without great strength of spirit, a Summoner would be quickly overwhelmed by the powers they invoke.

Enchanting (Smarts): Of all the magical skills, Enchantment is the one that requires the most scientific approach. The complex formulas of enchantment require a keen mind.

Gear:

While most Mages aren't the slightest bit concerned with non-magical gear, from time to time they need engage in commerce with Mundanes to obtain basic necessities. The standard currency of High Talona is the *Argenti*, a tarnish-resistant silver coin minted by the sages of the Argentium. Other metallic currencies find sporadic use from Kingdom to Kingdom but the Argenti is accepted everywhere on High Talona.

The value of an Argenti is equivalent to a gold piece. Consult the standard Fantasy Gear tables in the *Savage Worlds Rule Book* for prices.

When transacting business with other Mages, more refined forms of currency are generally used, with gemstones being rather popular because of their ability to store Power Points. By common convention, the following values have been affixed to gemstones of different rarities:

Gemstone Type	Barter Value	Power Points
Rubies and Garnets	100 Argenti	1
Amethyst	250 Argenti	3
Topaz and Citrines	500 Argenti	6
Emeralds	1,000 Argenti	10
Sapphires	5,000 Argenti	20
White Diamonds	10,000 Argenti	30

Characters with the *Adept Enchanting Edge* can create *Spell Gems*. To do this, they must first prime a gemstone by spending a *Benny*, then they can charge it with Power Points on a 2:1 basis. *Spell Gems* cannot be recharged – once they expend their power they turn into gem dust (which is valuable in itself as a potion ingredient). Power Points stored in a *Spell Gem* are not typed to any particular power pool. It is a neutral source of energy that can be used to power any spell.

For transactions of even larger denominations, Mages use magic items, enchanted ingots, potions and scrolls for bartering purposes.

Protection				
Entangle				
Pummel				
Earth Smite				
Stone Armor				



Hydromancy (*Magica Vita; Water Magic*)

Water is the essence of Life; without it mortal beings would wither and perish. The relationship between water and the *Vitalis*, the magical energy that powers life, is profound and fundamental but not very well understood. Practitioners of Hydromancy frequently describe their Art as being more instinctual than intellectual.

Hydromancers are able to revitalize living things and soothe painful wounds by infusing the bodily humors with pure vitalic energy. A sub-domain of Hydromancy is ice and cold magic, called *Cryomancy* by some.

Water Magic Spell List:

Apprentice	Neophyte	Adept	Master	Grand Master
Water Manipulation	Ice Blast	Greater Healing	Mass Healing*	Healing Storm*
Cold Protection	Ice Barrier	Summon Water/Ice Elemental	Ice Storm*	Shape Waters*
Healing	Water Breathing*	Ice Trap*		Shape Change, Water Elemental
Ice Bolt	Draining Touch	Shape Change, Ooze		
Ice Burst	Imbue with Cold*			



Aeromancy (*Magica Caelum; Air Magic*)

The Aeromancer taps directly into the fulminous power contained in storms to power their feats of air and wind mastery.

Aeromancers can call down thunder and lightning to smite their foes. They can also make themselves as light as a feather and ride the wind to travel great distances.

Air Magic Spell List:

Apprentice	Neophyte	Adept	Master	Grand Master
Air Manipulation	Lightning Blast	Fly	Weather Manipulation	Greater Flight*
Lightning Bolt	Wind Barrier	Summon Air Elemental	Summon Cyclone	Shape Change, Air Elemental
Lightning Burst	Farsight	Lightning Barrier	Mass Flight*	
Deflection	Speed	Havoc		
Lightning Shield	Quickness	Shape Change, Gas		
Summon Fog	Imbue with	Lightning Trap*		

	Lightning*			
Slow Fall*				

The Intrinsic Mysteries (Essential Disciplines):

Magic that affects the inner workings of living bodies. Life is a kind of magic all on its own, governed by secret forces hidden from the human eye (known to some Sages as the *Vitalis*). Those who study the Intrinsic Mysteries seek a greater understanding of the hidden processes that occur in every living being.

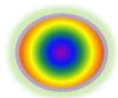


Sanguinomanancy (*Magica Sanguinis; Blood Magic*)

The Art of Sanguinomanancy is concerned with the blood and humors. A master of this Art can affect living beings on a fundamental level, both to heal and to harm.

Blood Magic Spell List:

Apprentice	Neophyte	Adept	Master	Grand Master
Succor	Poison*	Acid Blood*	Drain Power Points	Blood Pact*
Draining Touch	Enrage/Pacify*	Life Smite	Create Blood Golem	Draining Blast*
Boost/Lower Trait	Blood Shield*	Sanguine Sympathy*	Mass Healing*	
Healing	Cleanse Blood*	Greater Healing		



Polymanancy (*Magicae Transmutationis; Transmutation Magic*)

If anything in the Multiverse can be said to be constant it would be that everything changes. The Polymanancer is a student of this process and the forces that drive it.

Transmutation Spell List:

Apprentice	Neophyte	Adept	Master	Grand Master
Shape Change, Minor	Growth/Shrink	Shape Change, Other	Shape Change, Greater	Shape Change, Legendary
Camouflage*	Shape Change, Lesser	Shape Change, Gas	Disintegrate*	Reincarnation*
Disguise	Shape Change, Ooze	Spelltwist Shield*	Wild Storm*	
Boost/Lower Trait	Wild Blast*	Wild Trap*		
Wild Bolt*				
Wild Burst*				



Neuromancy (*Magica Mentis*; Mind Magic)

The Neuromancer studies the invisible forces that guide the human mind. This is the magic of illusion and charm.

Mind Magic Spell List:

Apprentice	Neophyte	Adept	Master	Grand Master
Confusion	Psionic Blast	Puppet	Summon Fear Elemental	Greater Telepathy*
Fear	Slumber	ESP*	Drain Power Points	False Memory*
Psionic Bolt	Phantasm	Telepathy*	Grand Mirage*	
Boost/Lower Traits	Object Manipulation	Clairvoyance*	Psionic Storm*	
Psionic Burst	Psionic Barrier*			
Stun				
Know Location				



Theurgy (*Spiritus Magicae*; Spirit Magic)

Perhaps the greatest question to vex philosophers throughout the ages is: what is the soul? Theurgy is the study of the ephemeral forces of spirit that drive all living beings. Some might call this art Necromancy but that would be a misnomer; there is no power in dead things, only in the spirits that imbue those tissues with animation

Spirit Magic Spell List:

Apprentice	Neophyte	Adept	Master	Grand Master
Create Skeleton*	Object Manipulation*	Create Zombie*	Create Wight*	Magic Jar*
Boost Spirit	Imbue with Spirit*	Drain Power Points	Create Flesh Golem*	Create Wight Lord*
Lower Spirit	Summon Phantom Steed	Annulling Barrier	Soul Trap*	Resurrection
Arcane Protection	Spirit Barrier			
Spirit Armor				

The Invisible Sciences (Ethereal Disciplines):

The Invisible Sciences cover a range of subtle magics that draw upon the world beyond the senses. Students of these disciplines know that the universe is a much larger place than most people realize and that there is great power to be unleashed by those who know how to pierce the veil of reality.

In general, spells from the Ethereal Disciplines are highly situational and are not always useful in every gaming context. Though the spell lists may be sparse, at higher levels there are powers available that simply cannot be equaled by any other discipline. A Grand Master of one of the Invisible Sciences can potentially have "world breaking" power at their fingertips, but the road to get there is arduous.



Shadowmancy (*Nocte Magica; Shadow Magic*)

Men have always feared what lurks in the darkness. Students of Shadow Magic know that this fear is justified, for there are forces at work in the places where light fails that beggar the imagination.

Shadow Magic Spell List:

Apprentice	Neophyte	Adept	Master	Grand Master
Blind	Disguise	Greater Invisibility*	Intangibility	Mass Intangibility*
Darksight	Invisibility	Mass Invisibility*	Mass Phantasmal Nemesis*	Grand Mirage*
Conceal Arcana	Shadow Smite*	Mass Disguise*	Shadow Walk*	Simulacrum*
Obscure	Summon Phantasmal Nemesis*	Summon Fear Elemental		
Phantasm*	Imbue with Spirit*			
Displacement*				
Shadow Bolt*				



Thaumaturgy (*Magica Divina; Miracle Working*)

There are forces at work in the universe that defy human comprehension. Some call them gods or devils, others simply think of them as alien but the fact remains that there are beings who dwell in other dimensions and these beings have congress with those who live in the reality of High Talona. Thaumaturgists are ethereal scientists who have devoted themselves to understanding these otherworldly powers and tapping their energies.

Thaumaturgy Spell List:

Apprentice	Neophyte	Adept	Master	Grand Master
Summon Messenger	Summon Guardian	Mass Curse*	Divination	Truename*
Bless/Curse	Clairvoyance*	Mass Bless*	Summon Sentinel	Summon Archon
Detect Arcana	Know Location*	True Sight*	Force Prison*	Transubstantiation*
Speak Language	Force Barrier*	Force Trap*		
Analyze Foe	Imbue with Force*			



Chronomancy (*Magica Tempus; Time Magic*)

If Time is a river then the Chronomancer is the boatman who plies its currents. Chronomancers can alter time itself, speeding it up and slowing it down to produce an array of miraculous effects.

Time Magic Spell List:

Apprentice	Neophyte	Adept	Master	Grand Master
Speed	Quickness	Withering Smite*	Time Trap*	Time Stop*
Slow*	Mass Slow*	Rejuvenating Touch*	Withering Bolt*	Time Travel*
Time Slip*	Mass Speed	Mass Quickness*		Time Prison*
Premeditation*	Time Loop*			
Withering Bolt*	Time Barrier			



Telemancy (*Quantum Magicae; Astral Magic*)

There is a realm that mirrors our own, a realm that remains hidden from mortal eyes. It is called the Astral Plane. Some scholars believe that all magic is generated by the Astral Plane and that magical energy is constantly leaking into the Prime Realities due to contact with this meta-dimension. The Telemancer is an accomplished traveler of the Astral Plane, and by extension all Planes that border it.

Astral Magic Spell List:

Apprentice	Neophyte	Adept	Master	Grand Master
Legerdemain	Teleport	Summon Ally	Greater Teleport*	Gate*
Blink*	Banish	Teleport Trap*	Plane Shift*	Astral Prison*
Elemental Protection (All)	Folded Space*	Astral Barrier	Surgical Teleport*	Planar Rift*
Prismatic Burst*	Prismatic Barrier*	Prismatic Blast*	Prismatic Storm*	

World Magic:

This is a special kind of ritual magic that can only be attempted by characters with the *Magister* Edge. It is magic of tremendous scale, with effects that can permanently alter entire square miles of landscape and thousands of lives. Casting a World Magic spell has the following requirements:

- Caster must be able to expend a *Benny*
- A *Spellcasting* skill check must be successfully completed for all three Magic Skills (*Sorcery*, *Enchantment* and *Summoning*) at a -12 penalty to each roll
- To offset the skill check penalties, the Caster may burn 10 power points from any Pool to gain a +2 bonus to a single roll. Power contained in *Spell Gems* can also be used.
- The Caster can also draw power from any willing Apprentices that they can touch while casting.

If the Caster somehow manages to fail all three skill checks, they and all Apprentices who participated in the casting must make a *Vigor -4* check or die instantly.

World Magic spells must be learned just like any other spell, using the *New Power* Edge.

For a full list of available World Magic spells, see Appendix B.

Power Groups:

This section details the major magical power groups in the world of High Talona.

Players can choose to ally themselves with one of these groups when they create their characters. To do so, the character must possess one or more of the “focused disciplines” of that group. In *Magister*, group membership is for life: a compact sealed in solemn magic. To break ranks with one’s group is to invite excommunication and disaster.

Alternatively, it is perfectly fine for a character to remain independent if they wish. The various Orders of High Talona will still engage with unaligned wizards, though they may look down their nose when forced to do so. An independent wizard of any real power will be viewed as a threat and may eventually find themselves the object of unwanted attention.

The Argentium:

This fraternity of law-minded wizards wants to create a harmonious society governed by reason and justice. Members of this Order see themselves as teachers and shepherds, guiding the “ungifted” along the path of moral excellence.

Focused Disciplines: Hydromancy, Thaumaturgy, Neuromancy

Goal: To create a world-spanning nation of the “ungifted” (the Argentium’s polite term for Mundanes) dedicated to the Rule of Law. A nation ruled by humans, for humans with the Argentium providing guidance and counsel from behind the Throne.

The Cattiveri:

This group is what essentially amounts to an organized gang -- a Wizard Mafia. Many of the best arcane duelists are members of this fell brotherhood. The Cattiveri are rightly feared by other wizards; their unannounced appearance usually serves as a prelude to a fiery death.

Focused Disciplines: Sorcery, Shadowmancy, Pyromancy

Goal: To unite all wizards under the banner of the Cattiveri, kill those who resist and, generally, to sow dissent so that their services will continue to be in high demand.

The Chronotopians:

The Chronotopians are trying to create an ideal society unmarred by imperfection and the advances of time. Imperfection is abhorrent to them. They seek to edit out any impurities in their vision of society. They are sort of the arcane equivalent of bonsai artists.

Focused Disciplines: Chronomancy, Geomancy, Aeromancy

Goals: To create “snowglobe-like” pockets of perfection all over High Talona; perfect societies where everything operates like clockwork, places that are immortal and immutable, untouched by the ravages of time. To eliminate impurity and imperfection from the world.

The Esoterians:

No one can really figure out what this group’s goals are and what they are doing. By all appearances they seem to simply want to increase the quotient of strangeness in the universe. They put on ambitious displays of chaotic “art” that radically alter the political, social and (sometimes) geographical constants of the world. They claim that there is some higher truth in disorder and seek to find it whenever and wherever they can.

Focused Disciplines: Polymancy, Neuromancy, Enchantment

Goals: To disrupt the natural order of things. To insure that randomness and uncertainty continue to reign supreme. To create sublime works of randomness.

The Gate Wardens:

The original Gate Wardens were credited with "discovering" the Multiverse as they conducted research into the original nature of High Talona. They took it upon themselves to become the stewards and guardians of this new knowledge and positioned themselves as the gatekeepers between the realms. Most other groups take a dim view of the Gate Wardens' "helpful" stance and consider them to be little more than nosy, self-appointed constables of the Multiverse. Still, they are militant, organized and share a unity of purpose that can make them dangerous foes.

Focused Disciplines: Summoning, Thaumaturgy, Telemancy

Goals: To keep High Talona safe from planar incursions. To regulate the flow of immigration and commerce between the planes.

The Magian Brotherhood:

The red-robed members of the Magian Brotherhood can't be bargained or reasoned with: they want nothing short of total conquest and will use any means to achieve their goal. The most dangerous pyromancers and blood mages are members of the Brotherhood. Their calling card is burnt devastation. Fanatical and zealous, if you tangle with one, you will have to fight them all.

Focused Disciplines: Pyromancy, Sanguinomancy, Sorcery

Goals: To conquer High Talona and to purge by flame and blood all who resist. To enslave the mundane races. To destroy the Argentium.

The Nephherim:

Studying the darker aspects of magic, the Nephherim are an ancient order of wizards with a pedigree stretching back to humanity's first fumbblings with arcane power. They maintain that magic was originally taught to them by Empyrean beings from another reality and they named their Order after these mythical teachers. The Nephherim dwell in lightless towers thrust into the soil of High Talona like jagged spearpoints. These towers contain stable gateways to *Abydos*, the Plane of Shadow.

Focused Disciplines: Theurgy, Shadowmancy, Chronomancy

Goals: To plunge the world into eternal darkness. To seek immortality through necromancy.

The Riftwalkers:

Daring (and some would say reckless) explorers, the Riftwalkers study the realms of the Multiverse and seek to fully map the Planes. They aren't content with living on one world; High Talona is quaint by their standards. Their work often brings them into conflict with the Gate Wardens, whom they view as a force against free exploration, but they derive a puckish satisfaction from tweaking their "rules and regulations".

Focused Disciplines: Thaumaturgy, Telemancy, Polymancy

Goals: To chart and catalog as many of the realms and inhabitants of the Multiverse as possible. To increase commerce and discourse between High Talona and the other civilized realms.

The Scientists:

This band of intellectuals and philosophers believes that magic is a natural force like any other observed in nature and seek to fully study and catalog its sources and uses. They believe that cloaking the Magical Arts in superstition and mysticism is not only dishonest, but a moral hazard. For the Scientists, magic is something that can and should be understood by all, and all people should benefit from magic's bounty. Even those who lack the aptitude for wielding magic can still have their lives improved by magically powered items. The Scientists are the foremost practitioners of Golemcraft and Magetech in High Talona; their ingenious creations ensure a higher standard of living for the Mundanes who willingly support their work.

Focused Disciplines: Neuromancy, Theurgy, Enchantment

Goals: To replace mysticism with empirical science. To spread learning and knowledge everywhere. To create and promote the use of "magical technology".

The Storm Kings:

The arrogant and aristocratic Storm Kings consider themselves the true and rightful rulers of High Talona - the First Magisters. They dwell in ostentatious Earthbergs that float above High Talona's surface, drifting on invisible tides that only a Storm King can master. The members of this guild observe a strict hierarchy, with Kings and Dukes lording over lesser Barons and Knights. All, however, pretend themselves to be the natural overlords of Mundanes and surface-dwelling mages. When a Storm King Earthberg heaves into view, you can expect a contingent of tribute-seeking Battlemages to literally drop in at any moment.

Focused Disciplines: Aeromancy, Sorcery, Geomancy

Goal: The Storm Kings desire to turn everyone else into tax-paying serfs and vassals. Their ultimate aim is nothing less than the total subjugation of all earth-bound people in High Talona.

The Transvalent Combine:

Shortly after the discovery of the Multiverse, the Transvalent Combine formed as a merchant association of wizards dedicated to inter-planar commerce. The only thing that's really sacred to the Combine is a contract. They will do whatever it takes to uphold a binding agreement with a customer. The Transvalent Combine has made the Astral Plane their special dominion. No one knows how to navigate this space better than they do.

Focused Disciplines: Telemanancy, Enchantment, Chronomancy

Goals: To make profit from the creation and delivery of magical goods and services. To open up new markets across the Multiverse.

The Tellurians:

This secretive and ritual-bound guild of geomancers and elementalists live in vast underground lairs. They are dungeon makers, delvers and lore seekers. Even peers within this guild will seldom encounter others of their order, but it is known that the bond between Master and Apprentice is particularly important in this organization and it is through the network of these relationships that Tellurians come to know one another.

Focused Disciplines: Geomancy, Pyromancy, Hydromancy

Goal: Little is known about the ambitions of the Tellurians. When asked they claim to only be interested in the acquisition of ancient knowledge. Indeed, they scarcely seem to spare a thought for the political machinations of other wizards.

An *Empyrean Sentinel* makes an impression with its large size, appearing very much like an *Empyrean Guardian* with an ogrish physique. Further setting them apart from their smaller brethren, the *Empyrean Sentinel* is usually dressed in heavy armor and carries some form of oversized two-handed weaponry.

Beings of pure energy, the *Empyrean Archon* projects an aura of magnificence that causes mortals to grow weak in the knees. Archons are powerful spellcasters with an innate talent for flight, making them singularly dangerous in battle. Apart from commanding heavenly armies, Archons are also gifted seers with an ability to glimpse the future.

Fair Folk:



In some traditions these slender, graceful beings are known as *Elves*. The Fair Folk maintain a strong connection to the natural world and have an innate talent for the Four Fundaments of Pyromancy, Hydromancy, Geomancy and Aeromancy.

Golem:



Golems are automatons constructed out of inanimate material and given the semblance of life through magical enchantment. Accomplished Mages create Golems to serve as manual laborers, tireless guards and shock troops. Golems are notoriously hard to kill, dogged in the pursuit of their programmed goals and are usually immune to several forms of magic.

Gorgs:



Think "orcs". Gorgs are green-skinned, brutish humanoids with pronounced tusks and thick-set, muscular bodies. These war-loving beings hail from a Tellurian Plane known as *Krixan*, a world of that has been turned into a battle-blasted desert by the ceaseless wars fought between the Gorg Trothlords. Though they are a rare sight in High Talona, Gorgs are sometimes brought through astral gateways by Mages who want to stir up trouble among the Mundanes.

Jin'Ratha:



The Jin'Ratha are a race of evil warrior-mages who dwell within the Astral Plane. The design of their armor and weapons is an exotic mixture of organic forms, often looking like bone when it is in fact very cunningly forged metal. Stripped of their armor, the Jin'Ratha appear as purple-skinned humanoids with malefic features – sharp cheek and jawlines, pointed ears, angled brows, etc. They have the ability to phase in and out of the material plane at will. No one knows where the Jin'Ratha hail from but it is surmised that they have a hidden sanctuary in a pocket dimension somewhere.

Kelsaveer:



The Kelsaveer are a feared race of alien mages that travel the Planes in search of slaves and objects of power. Their appearance is unsettling: they are hairless with clammy mauve skin; their abnormally long fingers sport an extra joint; and their white, pupil-less, bug-like eyes betray no indication of where the Kelsaveer is actually looking. Kelsaveer are renowned Telemanagers, capable of teleporting over vast distances with uncanny accuracy. They seem to feed on magical energy rather than solid food, a fact that strikes existential fear into any wizard that encounters them. They are known to be highly magic resistant and capable of draining power directly from their enemies.

Appendix A: Spells

This section details new magic spells unique to this setting and provides rule clarifications for existing spells (from the *Savage Worlds Fantasy Companion*).

Spell Type indicates the skill that must be used to cast that particular spell.

Acid Blood

Spell Type: Enchanting

Cost: 5

Range: Touch

Duration: 3 Rounds (+1 Round per extra PP)

Description: This spell turns a single living creature's blood into a caustic substance that inflicts 2d6 points of irresistible damage to their internal organs each round. This damage is calculated on the target's initiative.

Analyze Foe

Spell Type: Summoning

Per the spell described in the *Savage Worlds Fantasy Companion*.

Armor

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*, with the following adjustments by energy type.

Stone	Works just like the regular <i>Armor</i> spell
Spirit	Works just like the regular <i>Armor</i> spell but also effective against incorporeal attackers
Iron	Iron Armor grants 3 points of Armor protection, or 6 on a Raise

Awaken Treant

Spell Type: Enchanting

Cost: 7

Range: Touch

Duration: Special

Description: This spell turns a normal tree into a sentient *Treant* (👤👤👤👤). The Treant is free-willed but will gladly assist with any non-evil actions. With a success this spell lasts for 1 hour, with a *Raise* it lasts 1d6 hours and with two *Raises* it is permanent.

Banish

Spell Type: Summoning

Per the spell described in the *Savage Worlds Fantasy Companion*.

Barrier

Spell Type: Summoning

Per the spell described in the *Savage Worlds Fantasy Companion*, with the following adjustments by energy type.

Fire	Inflicts 2d10 points of Fire damage on all who pass through it. 2 in 6 chance of setting the target on fire.
Ice	Wall of solid ice with a <i>Toughness</i> of 10
Wind	This barrier of howling wind blocks all missile weapons (i.e. arrows) and causes anyone passing through it to be knocked prone.
Stone	Wall of solid stone with a <i>Toughness</i> of 15
Iron	Wall of solid iron with a <i>Toughness</i> of 25

Thorn	Barrier of thick brambles that inflicts 2d6 points of damage per round to anyone who attempts to climb through it. Passing through the barrier takes 1d4 rounds.
Time	<i>Slows</i> all who pass through it for 1d6 rounds, cutting <i>Pace</i> in half and forcing affected targets to always go last on initiative. Targets who would normally get multiple attacks only get a single attack. Projectile weapons are slowed to the point where they can be easily dodged.
Astral	Is permeable to most beings but is completely impassable to any Outsider.
Force	Invisible wall of force with a <i>Toughness</i> of 30
Prismatic	Inflicts 2d4 points of Fire, Cold, Electricity and Force damage simultaneously.
Spirit	Is permeable to most beings but is completely impassable to any Undead.
Annulling	Negates all magical effects that pass through it.
Psionic	Any sentient creature passing through the barrier forgets what they were doing and becomes <i>Shaken</i> .

Beast Friend

Spell Type: Summoning

Per the spell described in the *Savage Worlds Fantasy Companion*.

Blast

Spell Type: Sorcery

Per the spell described in the *Savage Worlds Fantasy Companion*, with the following adjustments by energy type.

Fire	33% chance of causing the target to <i>Burn</i> . Burning targets take 2d6 points of additional Fire damage on the following round.
Ice	Target must make a <i>Vigor</i> -2 save or gain a <i>Fatigue</i> level
Lightning	Inflicts 3d4 base damage instead of 2d6 damage; wet targets take 4d4 damage
Draining	Inflicts 2d6 points of <i>Necrotic</i> base damage; caster heals 1 Wound for each Wound caused.
Psionic	Ignores Armor; only affects sentient targets; generates <i>Fatigue</i> instead of Wounds
Wild	Consult the <i>Wild Magic</i> table on page 47
Prismatic	Targets take 2d4 points of Fire, Cold, Electricity and Force damage simultaneously.

Bless/Curse

Spell Type: Enchanting

Cost: 2

Per the spell described in the *Savage Worlds Fantasy Companion* but only affects a single target

Bless/Curse, Mass

Spell Type: Enchanting

Cost: 6

Per the spell described in the *Savage Worlds Fantasy Companion* but affects a Large Burst Template area

Blind

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Blink

Spell Type: Summoning

Cost: 3

Range: Touch

Duration: 3 Rounds (+1 Round per extra PP)

Description: The target gains the power of limited teleportation for a short duration. They can teleport at their normal *Pace* to any place they can see during their move action. Teleporting targets do not incur attacks of opportunity.

Blood Pact

Spell Type: Enchanting

Cost: 7

Range: Touch

Duration: 3 Rounds (+1 Round per extra PP)

Description: If the target fails a *Spirit* check opposed by the caster's *Enchantment* roll, they become life-linked with the caster. Any damage inflicted upon the caster is also inflicted upon the target, regardless of distance. If the caster is killed the target must make a *Vigor -4* check or perish instantly. Any healing the target receives is also share by the caster (but any healing on the caster is not shared with the target).

Bolt

Spell Type: Sorcery

Per the spell described in the *Savage Worlds Fantasy Companion*, with the following adjustments by energy type.

Fire	33% chance of causing the target to <i>Burn</i> . Burning targets take 2d6 points of additional Fire damage on the following round.
Ice	Target must make a <i>Vigor -2</i> save or gain a <i>Fatigue</i> level
Lightning	Inflicts 3d4 base damage instead of 2d6 damage; wet targets take 4d4 damage
Shadow	Ignores Armor; target suffers a -1 penalty to their next skill roll or trait test
Psionic	Ignores Armor; only affects sentient targets; generates <i>Fatigue</i> instead of Wounds
Wild	Consult the <i>Wild Magic</i> table on page 47
Withering	Target is aged by a year and gains a <i>Fatigue</i> level instead of any damage.

Boost/Lower Trait

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Burrow

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Burst

Spell Type: Sorcery

Per the spell described in the *Savage Worlds Fantasy Companion*, with the following adjustments by energy type.

Fire	33% chance of causing the target to <i>Burn</i> . Burning targets take 2d6 points of additional Fire damage on the following round.
Ice	Target must make a <i>Vigor -2</i> save or gain a <i>Fatigue</i> level
Lightning	Inflicts 3d4 base damage instead of 2d6 damage; wet targets take 4d4 damage
Psionic	Ignores Armor; only affects sentient targets; generates <i>Fatigue</i> instead of Wounds
Prismatic	Targets take 2d4 points of Fire, Cold, Electricity and Force damage simultaneously.
Wild	Consult the <i>Wild Magic</i> table on page 47

Camouflage

Spell Type: Enchanting

Cost: 2

Range: Touch

Duration: 3 Rounds (+1 Round per extra PP)

Description: Target blends in seamlessly with their surroundings. While motionless they are effectively *Invisible* but when moving they leave a noticeable distortion in their wake and can be attacked, albeit with a -2 penalty.

Clairvoyance

Spell Type: Summoning

Cost: 3

Range: Special

Duration: 3 Rounds (+1 Round per extra PP)

Description: Caster is able to remotely view any location they are familiar with as if they were standing there. On a *Raise* the Caster can view a location described to them second hand. Only locations on the same Plane of Existence can be viewed.

Cleanse Blood

Spell Type: Sorcery

Cost: 1

Range: Touch

Duration: Instant

Description: This spell removes all impurities from the target's blood, negating the effects of Poison and Disease.

Confusion

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Create

Spell Type: Summoning

Per the spell *Zombie* described in the *Savage Worlds Fantasy Companion*, substituting different monster types as indicated by the spell name.

Darksight

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Deflection

Spell Type: Sorcery

Per the spell described in the *Savage Worlds Fantasy Companion*.

Detect/Conceal Arcana

Spell Type: Summoning

Per the spell described in the *Savage Worlds Fantasy Companion*.

Disguise

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Disguise, Mass

Spell Type: Enchanting

Cost: 5-7

Per the spell described in the *Savage Worlds Fantasy Companion* but can affect multiple targets at once.

Disintegrate

Spell Type: Sorcery

Cost: 5

Range: 12 Squares

Duration: Instant

Description: Target must pass a *Vigor* -4 check or be turned into a pile of dust

Displacement

Spell Type: Enchanting

Cost: 3

Range: Touch

Duration: 3 Rounds (+1 Round per extra PP)

Description: Target's actual position is obscured by illusions. Any attack specifically targeted at the displaced character (i.e. not an area of effect attack) has a 50% chance of missing outright.

Divination

Spell Type: Summoning

Per the spell described in the *Savage Worlds Fantasy Companion*.

Draining Touch

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Drain Power Points

Spell Type: Sorcery

Per the spell described in the *Savage Worlds Fantasy Companion*.

Earthquake

Spell Type: Summoning

Cost: 10

Range: Special

Duration: 3 Rounds (+1 Round per extra PP)

Description: The caster triggers a major earthquake that affects all creatures and structures in the immediate area. Each round all structures are attacked for 3d12 damage and all ground-bound creatures must make an *Agility* -2 check or fall prone, losing their movement for the round. In addition, the caster chooses one prone target per round and can open a crack beneath them. Targets that fall into cracks need to make *Agility* -4 checks to escape. Anyone trapped in a crack at the end of the spell's duration is immediately killed as the fissures seal themselves. The caster is immune to the effects of their earthquake.

Enrage/Pacify

Spell Type: Enchanting

Cost: 3

Range: 12 squares

Duration: 3 Rounds (+1 Round per extra PP)

Description: All creatures within a Large Blast Template Area must pass a *Spirit* check opposed by the caster's skill roll or become either *Enraged* or *Pacified*. Pacified targets refuse to fight; they will flee from anyone that tries to force them into battle. Enraged targets are overcome with bloodlust; they will attack the nearest target whether it is friend or foe and won't stop fighting while the spell effect continues.

Entangle

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

ESP

Spell Type: Summoning

Cost: 3

Range: 12 squares

Duration: 3 Rounds (+1 Round per extra PP)

Description: The caster is able to read the surface thoughts of any sentient creature within range. Each round they can focus on a single creature and determine that creature's emotional state, intentions and whether or not they have ulterior motives. This spell can also detect if someone has undergone a *False Memory* procedure.

False Memory

Spell Type: Enchanting

Cost: 5

Range: Touch

Duration: Special

Description: This powerful enchantment will alter the memories of a target that fails a *Spirit* check opposed by the caster's skill roll. On a success, the caster can either edit out a specific thought, forcing the target to forget it, or they can insert a completely fabricated memory. The memory edit is permanent unless *False Memory* is cast again to repair the psychic alterations.

Farsight

Spell Type: Summoning

Per the spell described in the *Savage Worlds Fantasy Companion*.

Fear

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Fly

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Fly, Greater

Spell Type: Enchanting

Cost: 6

Range: Self

Duration: 1 hour (+1 hour per 2 PP)

The caster is imbued with the power to fly long distances at high speed. Their flight Pace is 24 (about 30 miles per hour when double moving). A caster can only take "double move" actions while under the influencer of *Greater Flight*; they cannot engage in combat or cast other spells.

Fly, Mass

Spell Type: Enchanting

Cost: 4-8

Per the spell described in the *Savage Worlds Fantasy Companion* but can effect multiple targets that the caster can touch.

Folded Space

Spell Type: Summoning

Cost: 5

Range: Touch

Duration: 8 hours

Description: The caster creates a small inter-dimensional space capable of holding about 6 adults comfortably. This space is accessed through a magical door that the caster controls. *Detect Arcana* will reveal the location of the door and *Dispel* can force the doorway open. If unmolested, the *Folded Space* provides an ideal place to rest and recuperate. Anything inside the *Folded Space* when the spell expires is forcibly dumped out the magical doorway.

Gate

Spell Type: Summoning

Cost: 10

Range: 12 squares

Duration: 3 Rounds (+1 Round per extra PP)

Description: The caster opens a dimensional gateway to any Plane they wish (i.e. Astral, another Tellurian realm, an Empyrean realm, etc.) This gateway remains stable for several rounds, providing two-way access between the caster's Plane and the summoned Plane.

Grand Mirage

Spell Type: Enchanting

Cost: 10

Range: Special

Duration: Special

Description: A Grand Mirage is illusion magic of the highest order. The caster is able to create a full-sensory illusion capable of filling an entire room (DM's discretion). The illusion is so convincing that a disbelieving character must make a *Smarts -4* check to see through it. Normally the mirage will stay in place for a full day but the caster can spend a *Benny* to make it permanent. It is possible for characters who believe an illusion to be harmed by it, but they sustain *Fatigue* levels instead of *Wounds*.

Growth/Shrink

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Havoc

Spell Type: Sorcery

Per the spell described in the *Savage Worlds Fantasy Companion*.

Healing

Spell Type: Sorcery

Per the spell described in the *Savage Worlds Fantasy Companion*.

Healing, Greater

Spell Type: Sorcery

Per the spell described in the *Savage Worlds Fantasy Companion*.

Healing, Mass

Spell Type: Sorcery

Cost: 5

Per the spell described in the *Savage Worlds Fantasy Companion* but affects all targets the caster can touch.

Hex

Spell Type: Enchanting

Cost: 3

Range: 12 squares

Duration: 3 Rounds (+1 Round per extra PP)

Description: Target must succeed a *Spirit* -2 check or become cursed with unluckiness. The target cannot spend *Bennies* while under the effect of this spell and any time they roll a “natural 1” on a skill check, they fail in some spectacular fashion

Imbue

Spell Type: Enchantment

This most basic sort of enchantment imbues an inanimate object with some sort of magical essence. Typically this spell is used to give a weapon a magical damage effect.

Fire	33% chance of causing the target to <i>Burn</i> . Burning targets take 2d6 points of additional Fire damage on the following round.
Ice	Target must make a <i>Vigor</i> -2 save or gain a <i>Fatigue</i> level
Lightning	Inflicts an extra 2d4 electrical damage; wet targets take 3d4 damage
Spirit	Imbued item can strike <i>Incorporeal</i> targets
Force	Inflicts an extra 1d6 damage

Insect Plague

Spell Type: Summoning

Cost: 6

Range: 24 Squares

Duration: 3 Rounds (+1 Round per extra PP)

Description: A swarm of poisonous, biting insects attack all targets within a Large Blast Template area. While the caster maintains concentration, the center of the swarm can move at a pace of 6 each round. For each round spent within the swarm, targets take 2d6 points of bite damage and suffer a -4 penalty to all rolls.

Intangibility

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Intangibility, Mass

Spell Type: Enchanting

Cost: 6

Per the spell described in the *Savage Worlds Fantasy Companion* but affects all targets the caster can touch.

Invisibility

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Invisibility, Greater

Spell Type: Enchanting

Cost: 7

Duration: 12 Rounds (+4 Rounds per extra PP)

Per the spell described in the *Savage Worlds Fantasy Companion* but the caster is rendered “completely invisible” on a regular success and the duration is quadrupled.

Invisibility, Mass

Spell Type: Enchanting

Cost: 6

Per the spell described in the *Savage Worlds Fantasy Companion* but affects all targets the caster can touch.

Know Location

Spell Type: Summoning

Cost: 1

Range: Self

Duration: Instant

Description: The caster has an intuitive sense of their exact location. They know where in the world they are and what Plane they are on.

Legerdemain

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Light

Spell Type: Summoning

Per the spell described in the *Savage Worlds Fantasy Companion*.

Magic Jar

Spell Type: Summoning

Cost: 7

Range: 12 Squares

Duration: Special

Description: If the target fails a *Spirit* -2 check opposed by the caster's skill roll, their soul is transported from their body to a specially prepared vessel that the caster possesses. This vessel is made out of precious materials and at least 1000 gold pieces must be spent on its construction. Soulless bodies become inert and will die of natural causes after 3 days. The target remains trapped in the vessel until the caster releases them or until the vessel is destroyed. If the caster performs *Magic Jar* upon themselves, they can jump from their own vessel into any soulless body and occupy it. If the body's original occupant is freed from their vessel, the caster is forcibly ejected; the caster will return to their own vessel no matter where it is. If there is no vessel to return to, the caster permanently becomes a Ghost.

Manipulation

Spell Type: Enchanting

Per the spell *Elemental Manipulation* described in the *Savage Worlds Fantasy Companion*, with the following adjustments by energy type.

Weather	Caster can modify the effects of weather on her own person (i.e. remaining dry in a rainstorm, bending winds around herself, staying cool in the desert, etc.)
Object	Inanimate objects within range can be moved telekinetically. Caster can't move anything nailed down or larger than a typical piece of furniture. Objects move at Pace 3, but not fast enough to harm anyone.

Obscure

Spell Type: Summoning

Per the spell described in the *Savage Worlds Fantasy Companion*.

Phantasm

Spell Type: Enchanting

Cost: 3

Range: 24 Squares

Duration: 3 Rounds (+1 Round per extra PP)

Description: Caster creates a visual and auditory illusion. It can be of any subject matter the caster is familiar with and occupies a Small Blast Template radius. Disbelieving characters must pass a simple *Smarts* check to see through it. It is possible for characters who believe an illusion to be harmed by it, but they sustain *Fatigue* levels instead of *Wounds*.

Planar Rift

Spell Type: Summoning
Cost: 5

Range: 12 Squares

Duration: 3 Rounds (+1 Round per extra PP)

Description: This spell opens an unstable gateway to a random Plane of Existence (use one of the random Plane Generators in Appendix D). Any target standing on the Rift location is automatically pulled into this Realm. Presuming the Realm isn't instantly lethal, the target can move back through the Rift to their home Plane on their next turn.

Plane Shift

Spell Type: Summoning
Cost: 7

Range: Touch

Duration: Instant

Description: The caster, along with anyone they can touch, are transported to another Plane of the caster's choosing.

Poison

Spell Type: Enchanting
Cost: 4

Range: 12 Squares

Duration: 3 Rounds (+1 Round per extra PP)

Description: Target must pass a *Vigor* -2 check opposed by the caster's skill roll or become afflicted with a dangerous poison. Each round the target must pass another *Vigor* -2 check or receive 2d6 points of irresistible damage.

Premeditation

Spell Type: Summoning
Cost: 2

Range: Self

Duration: Special

Description: The caster gets to go twice in the next combat round, taking the first and final actions.

Prison

Spell Type: Summoning
Cost: 10

Range: 12 Squares

Duration: Special

Description: The target must succeed a *Spirit* -4 check opposed by the caster's skill roll or become trapped in a magical prison. Trapped individuals can be freed by the caster's whim or by anyone who disturbs the prison from outside (breaking the perimeter). See below for the details of each prison type:

Time	Targets trapped in a Time Prison are in a bubble of time moving so slowly that they cease to age. They can be maintained here indefinitely.
Astral	Targets trapped in an Astral Prison are sent to a tiny pocket dimension in the Astral Plane. The chances of finding the trapped individual by random exploration are incredibly small. Due to the nature of the Astral Plane, prisoners age normally but do

	not require food and drink to survive.
Force	Targets trapped in a Force Prison are restrained by invisible walls. Unless they receive care and feeding, they will eventually perish.

Protection

Spell Type: Summoning

Per the spell *Environmental Protection* described in the *Savage Worlds Fantasy Companion*, with the following adjustments by energy type:

Fire	Protection from all damage related to fire, sun exposure and extreme heat
Lightning	Protection from all forms of electrocution
Cold	Protection from cold damage and exposure to arctic conditions
Psionic	Protection from psionic damage and mind-affecting magic
Arcane	Protection against all spell damage
Elemental	Protection against Fire, Cold, Lightning and Poison

Pummel

Spell Type: Sorcery

Per the spell described in the *Savage Worlds Fantasy Companion*.

Puppet

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Quickness

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*.

Quickness, Mass

Spell Type: Enchanting

Cost: 6

Per the spell described in the *Savage Worlds Fantasy Companion* but it affects all targets the caster can touch.

Reincarnation

Spell Type: Summoning

Cost: 10

Range: Touch

Duration: Special

Description: This spell raises the target creature from the dead as a new lifeform. This ritual takes about an hour to cast so it cannot be conducted during combat. On a success the target is reincarnated as a random creature type (see below); on a *Raise* the caster gets to choose what form the target takes.

Card	Creature Type
2	Pixie
3	Ratling
4	Goat Man
5	Elf (Fair Folk)
6	Rakvir
7	Human (same gender)
8	Human (gender swap)
9	Human (same gender)
10	Gorg

J	Dwarf
Q	Dark Elf
K	Bearling
A	Ogre
Joker	Dragon-Kin

Rejuvenation

Spell Type: Summoning

Cost: 7

Range: Touch

Duration: Instant

Description: Reverses the effects of *Withering* and makes the target younger by 20 years (the effects of rejuvenation do not turn the target back into an adolescent. All blood borne impurities are purged (i.e. disease and poison). Target can automatically attempt a soak roll to remove any lingering *Wounds*. *Fatigue* levels are eliminated.

Resurrection

Spell Type: Summoning

Cost: 10

Range: Touch

Duration: Instant

Description: Target creature is raised from the dead with the maximum number of *Wounds*. This spell can be cast during combat.

Sanguine Sympathy

Spell Type: Enchanting

Cost: 5

Range: 12 squares

Duration: 3 Rounds (+1 Round per extra PP)

Description: If the target fails a *Spirit* -2 check opposed by the caster's skill level they become bound to the caster such that if the caster receives a *Wound* or becomes *Shaken*, so does the target. Once this connection is made it lasts over any distance until the spell duration expires. The caster does not take any *Wounds* the target receives.

Shadow Walk

Spell Type: Summoning

Cost: 4

Range: Touch








Duration: 3 Rounds (+1 Round per extra PP)








Description: The target of this spell temporarily slips into the Shadow Realm, *Abydos*. While in *Abydos*, the target cannot be seen or touched, but they can still view the Material Plane as if through a gauzy curtain. The target's Pace is doubled and they can travel through any solid objects.

Shape Change

Spell Type: Enchanting

Per the spell described in the *Savage Worlds Fantasy Companion*, with the following qualifications:

Minor	Caster can adopt the form of any  creature
Lesser	Caster can adopt the form of any   creature
Elemental	Turns the caster into an Elemental of the indicated type (a     creature)
Ooze	Turns the caster into an Ooze capable of passing through any small openings. Oozes have a max movement rate of 2 and are immune to physical damage.

Gas	Turns the caster into a cloud of colorful vapor. Gas clouds can Fly at a movement rate of 6 and are immune to physical damage.
Other	This version of the spell allows the caster to shape change targets other than themselves
Greater	Caster can adopt the form of any    creature
Legendary	Caster can adopt the form of any     creature

Shape Terrain

Spell Type: Enchanting

Cost: 3

Range: 24 squares

Duration: Instant

Description: The caster transforms the surrounding terrain to raise and lower any section they wish within 24 squares of where they are standing. Terrain cannot be raised or lowered more than 10' (per casting) and elevated sections cannot be formed next to depressed sections (to create 20' drops). If raising a section of terrain would cause a target to be smashed, the effect stops 5' short of any immovable barriers.

Shape Waters

Spell Type: Enchanting

Cost: 3

Range: 24 squares

Duration: 3 Rounds (+1 Round per extra PP)

Description: The caster is able to create clear paths through standing bodies of water by creating "air tunnels" through them while the duration lasts. The caster can also cause water to flood uphill.

Shield

Spell Type: Sorcery

Per the spell *Damage Field* described in the *Savage Worlds Fantasy Companion*, with the following adjustments by energy type.

Fire	Inflicts 2d6 points of fire damage; 33% chance of causing the target to <i>Burn</i> . Burning targets take 2d6 points of additional Fire damage on the following round.
Ice	Inflicts 2d6 points of cold damage; save vs. <i>Vigor</i> -2 or gain a <i>Fatigue</i> level
Lightning	Inflicts 3d4 points of electrical damage; wet targets take 4d4 damage
Blood	Target is can make an automatic soak roll to heal their <i>Wounds</i> when struck
Spelltwist	Causes any spell cast against the target to rebound on its caster

Simulacrum

Spell Type: Enchanting

Cost: 10

Range: Touch

Duration: Special

Description: This spell forms a perfect clone of the target creature. The spell requires 5000 gold pieces worth of base materials and an hour to cast. The target must be present throughout the entire casting (but does not need to be conscious). The clone is identical to the target in all physical respects, but doesn't recall events that transpired more than a year ago and doesn't possess any skills that the target had. *Pro-Tip*: Really powerful mages like to combine *Simulacrum* with *Magic Jar* to basically set themselves up with infinite lives. There is no limit to the number of clones that can be made in this fashion and they live out full, natural lives if left alone.

Description: Storm spells affect all targets in a Large Blast Template area and continue to persist for several rounds thereafter, dealing damage over time.

Fire	33% chance of causing the target to <i>Burn</i> . Burning targets take 2d6 points of additional Fire damage on the following round.
Ice	Target must make a <i>Vigor</i> -2 save or gain a <i>Fatigue</i> level
Healing	Provides the effects of the <i>Healing</i> spell to all targets in the area of effect
Lightning	Inflicts 3d4 base damage instead of 2d6 damage; wet targets take 4d4 damage
Psionic	Ignores Armor; only affects sentient targets; generates <i>Fatigue</i> instead of Wounds
Prismatic	Targets take 2d4 points of Fire, Cold, Electricity and Force damage simultaneously.
Wild	Consult the <i>Wild Magic</i> table on page 47

Stun

Spell Type: Sorcery

Per the spell described in the *Savage Worlds Fantasy Companion*.

Succor




























Spell Type: Summoning

Per the spell described in the *Savage Worlds Fantasy Companion*.

Summon

Spell Type: Summoning

Per the spell *Summon Ally* described in the *Savage Worlds Fantasy Companion*, with the following qualifications:

Air Elemental	Equivalent of 'Greater' Summon Ally. Summons a     Air Elemental
Fire Elemental	Equivalent of 'Greater' Summon Ally. Summons a     Fire Elemental
Dire Animal	Summons a    animal of the caster's choosing
Earth Elemental	Equivalent of 'Greater' Summon Ally. Summons a     Earth Elemental
Water Elemental	Equivalent of 'Greater' Summon Ally. Summons a     Water Elemental
Fog	Produces a huge volume of pea-soup fog over a 24 square radius.
Cyclone/Tornado	Creates a destructive weather effect over a 24 square radius that destroys non-stone structures and inflicts 4d6 damage to all unsheltered targets.
Ice Elemental	Equivalent of 'Greater' Summon Ally. Summons a     Ice Elemental
Fear Elemental	Equivalent of 'Greater' Summon Ally. Summons a     Fear Elemental. Fear Elementals are creatures of the Plane of Shadow. They deal <i>Fatigue</i> based damage and are <i>Intangible</i> .
Phantom Steed	Summons a ghostly horse to serve as a mount. Phantom Steeds move at 2x the Pace of a regular horse and never get tired.
Phantasmal Nemesis	Summons a creature from a target's nightmares to bedevil them. Only that target can see their <i>Phantasmal Nemesis</i> . Wounds inflicted by the <i>Phantasmal Nemesis</i> deal <i>Fatigue</i> damage. The <i>Mass</i> version of this spell costs an extra 2 Power Points.
Empyrean	Summons an Empyrean being of the appropriate toughness (i.e. Sentinel, Guardian, etc)
Ally	Summons an individual that the caster knows personally from any distance. Targets that do not wish to be summoned can attempt a <i>Spirit</i> check opposed by the caster's skill roll to resist.

Telekinesis

Spell Type: Sorcery

Per the spell described in the *Savage Worlds Fantasy Companion*.

Telepathy

Spell Type: Enchanting

Cost: 2

Range: 24 squares

Duration: 3 Rounds (+1 Round per extra PP)

Description: The caster forms a telepathic bond with a target in range. They are able to communicate wordlessly in a bi-directional fashion while the spell effect persists. This form of communication overcomes all language barriers.

Telepathy, Greater

Spell Type: Enchanting

Cost: 5

Range: Special

Duration: 3 Rounds (+1 Round per extra PP)

Description: The caster is able to establish telepathic communication with any being they know well over any distance, so long as they are on the same Plane. On a *Raise* the caster can reach out telepathically to any creature they know via second hand knowledge.

Teleport

Spell Type: Sorcery

Per the spell described in the *Savage Worlds Fantasy Companion*.

Teleport, Greater

Spell Type: Sorcery

Cost: Special

Range: 1 mile per 3 PP spent

Per the spell described in the *Savage Worlds Fantasy Companion* but the caster can *Teleport* over far greater distances

Teleport, Surgical

Spell Type: Sorcery

Cost: Special

Range: 2 squares for each 5 PP spent

Description: This precision variant of the *Teleport* spell turns teleportation into a weapon. The caster is able to isolate any specific part of a target's anatomy and teleport it out of their body. The target gets to make an *Agility* -2 check opposed by the caster's skill roll; if they fail the caster automatically inflicts a *Wound* to the targeted area. This spell can also be used to remove specific pieces out of an inanimate target (such as a lock from a door)

Time Loop

Spell Type: Enchanting

Cost: 3

Range: 12 squares

Duration: Instant

Description: *Time Loop* compels the target to jump back in time a short distance, forcing them to repeat a recent event. If the target fails a *Spirit* -2 check opposed by the caster's skill roll, they can be forced to repeat the exact same action they just completed in the prior round or they can be forced the "re-start" a battle, disappearing from view but then returning 1d4 rounds later fully healed.

Time Slip

Spell Type: Enchanting

Cost: 3

Range: Touch

Duration: 3 Rounds (+1 Round per extra PP)

Description: The target is able to slip a short distance into the future or past while under the influence of *Time Slip*. A *Time Slipped* character draws two initiative cards each round, keeping the one they prefer and moves as if by teleportation, instantly appearing in any location within the range of their Pace.

Time Stop

Spell Type: Enchanting

Cost: 10

Range: Special

Duration: 3 Rounds (+1 Round per extra PP)

Description: This spell pauses the advance of time for a number of rounds. The caster's subjective experience of time is altered, so everywhere the caster goes during the spell's duration will be frozen in a single moment but their experience of time will be unchanged. Changes that the caster makes to the world during this time will be immediately reflected upon the conclusion of the spell.

Time Travel

Spell Type: Enchanting

Cost: 10

Range: Touch

Duration: 3 Rounds (+1 Round per extra PP)

Description: The caster, along with anyone they touch, is transported into the future or the past. Depending upon how far the caster wishes to travel, the Game Master should apply a suitably challenging penalty to their skill roll. Changes made to the timeline can radically alter the caster's present circumstances. This spell does have a limited duration effect; at the conclusion of the spell's duration the caster is forced back to their objective present timeline – for so it has been decreed by the Time Lords.

Transmute Rock to Lava

Spell Type: Enchanting

Cost: 7

Range: 12 squares

Duration: Permanent

Description: This spell turns a quantity of solid earth and stone into hot lava. The caster can transmute an area of material equal to their *Spirit* die (example: a caster with a *Spirit* of d6 could convert a 6x6, or 36 square foot area, into lava). Anyone passing through the lava is burned for 2d10 points of damage. Movement rates are reduced by half in lava. This spell can be used to great effect in siege situations as it can effortlessly destroy stone walls.

Wizards with knowledge of this spell can also cast its reverse, *Transmute Lava to Rock*. This makes lava flows easily passable (but won't repair liquefied stone structures).

Transmute Rock to Mud

Spell Type: Enchanting

Cost: 5

Range: 12 squares

Duration: Permanent

Description: This spell turns a quantity of solid earth and stone into clinging, slippery mud. The caster can transmute an area of material equal to their *Spirit* die (example: a caster with a *Spirit* of d6 could convert a 6x6, or 36 square foot area, into mud). Anyone passing through the mud must succeed an *Agility* check or fall prone. Movement rates are reduced by half in mud. This spell can be used to great effect in siege situations as it can effortlessly destroy stone walls.

Wizards with knowledge of this spell can also cast its reverse, *Transmute Mud to Rock*. This makes marshy ground easily passable (but won't repair liquefied stone structures).

Transubstantiation

Spell Type: Enchanting

Cost: 10

Range: Touch

Duration: Special

Description: This spell turns a deceased individual into an Emyrean being. The target's Rank (i.e. Novice, Seasoned, Veteran, etc.) determines what sort of Emyrean they will become. Casting this spell requires a full hour, so it cannot be cast during combat.

Trap

Spell Type: Summoning

Cost: 2

Range: Touch

Duration: Special

Description: Trap spells place a glowing rune on an object or surface that will conditionally trigger a spell when touched. The effect of the trap is determined by the type (see below). Traps explode over a Small Blast Template radius area. It is possible to hide a trap glyph by casting *Conceal Arcana* upon it. Traps will remain in existence for a number of hours equal to the *Spirit* rating of the caster. They expire after triggering.

Fire	2d10 fire damage explosion that has a 33% chance to cause burning.
Time	Targets are frozen in time for 2d10 rounds.
Soul	
Teleport	Targets must pass an <i>Agility</i> -2 check or be teleported to pre-programmed destination
Ice	2d10 cold damage explosion. Targets make a <i>Vigor</i> -2 save or gain a <i>Fatigue</i> level.
Lightning	3d6 electricity damage explosion; 4d6 damage if targets are wet
Force	2d10 explosion of pure force knocks all targets back 10' and Prone
Wild	Each target is transmogrified for 2d10 rounds (go to page 46)

Truename

Spell Type: Summoning

Cost: 10

Range: Special

Duration: Special

Description: This special ritual reveals the "ur-name" of a target creature – it's fully pronounced soul-name in the language of the Emyreans. Knowledge of this name imparts great power over the named individual. The caster must succeed with a *Raise* or be stricken dumb for 24 hours. If they pass, they can learn the True Name of any single being they know for a day. The next time they cast a spell against this individual, that target will be unable to resist (they get no saving throw). The True Name is immediately forgotten after it is used.

True Sight

Spell Type: Enchanting

Cost: 3

Range: Touch

Duration: 3 Rounds (+1 Round per extra PP)

Description: Target is able to see all things as they really are. Invisible, Shadow Walking and Intangible targets are plainly visible. Magical auras are exposed. Target automatically disbelieves all illusions.

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Water Breathing

Spell Type: Enchanting

Cost: 1

Range: Touch

Duration: 1 Hour (+1 Hour per PP)

Description: This enchantment grants the target the ability to breathe water as if it were air.

Create Node: Opens a random Magic Node at the caster's location. Nodes are attuned to a particular type of magical energy (fire, earth, astral, shadow, etc.) and will alter the immediate surrounding area to reflect the trappings of its magical influence. Characters with Power Pools that align with the energy type of the Node can regenerate mana at twice the normal rate. Also, creatures that are attuned to the energy type (elementals, for example) are strengthened when in proximity to the Node. Nodes persist until they are closed by a *Seal Node* spell.

Eclipse: Plunges a *Spirit*+2 square mile area into eternal night. Visibility is impaired. Crops eventually wither and die. Creatures of Shadow are strengthened.

Exhume: Raises an army of undead. Must be cast on a graveyard or some other large accumulation of corpses (a battlefield, etc.) Summons *Spirit**100 undead soldiers. The undead army obeys the commands of its creator.

Flood: A *Spirit*+2 square mile area becomes deluged by floodwaters up to 100' deep. The torrent destroys non-stone structures and kills all individuals who fail to seek high ground. The water will naturally pool in any depressed terrain, forming new lakes.

Folded Space: Dimensionally shifts a *Spirit*+2 square mile area so that it is no longer a part of the material plane. The remaining void is covered by folded space so that it is completely undetectable. Entrance and exit from the shifted space requires the caster's permission.

Font of Mana: Creates a "magical rich" zone over a *Spirit* +2 square mile area that increases mana regeneration by 1 point per hour. Any spells that deal magical damage have their damage increased by 50% while cast in this area.

Fugue: This powerful enchantment causes all beings within a *Spirit* +2 square mile area to forget some specific piece of information. For example, with this spell you can cause people to forget their allegiances, their origins, their vows, or even to forget about the existence of their most hated enemy. If you burn down their capital city on Monday, you could make them forget how it happened on Tuesday.

Future Shift: Accelerates a *Spirit*+2 square mile area into the future. Approximately 40-50 years pass instantly, causing children to become adults (with the minds of children), adults to become elderly and the elderly to die. Tools, buildings and machinery fall into disrepair. Plants become overgrown.

Hurricane: A persistent super-storm is summoned over a *Spirit* +2 square mile area. Hurricane force winds destroy all wooden structures, level forests and kill any creatures that are not sheltered.

Ice Age: A *Spirit*+2 square mile area becomes buried under an apocalyptic amount of snow and ice. All settlements are destroyed over the course of about a week. Any living inhabitants that aren't adapted to survive extreme cold will perish if they remain.

Levitate Earth: This spell creates an Earthberg, a floating island large enough to support a castle. A Magister can cause the Earthberg to slowly move at a rate of *Spirit* miles per day. They must occupy the Earthberg in order to move it. A Magister can only maintain one Earthberg at a time.

Lower Earth: The Geomancer causes a *Spirit*+2 square mile area to become depressed to sub-sea level elevations. Any nearby bodies of water will rush to fill this depression.

Magma Fissure: The Pyromancer tears a huge gash in the earth and causes magma to ooze forth over a *Spirit* +2 square mile area. All settlements are destroyed over the course of a day and the ground becomes scorched and unable to support life. Anyone foolish enough to remain will burn to death if they don't evacuate immediately.

Plague: Infects all people in a *Spirit*+2 square mile area with a virulent plague. This plague is highly contagious; anyone in proximity to one of the infected has a 50% chance of becoming afflicted. The plague is a wasting disease that kills the victim in 1d4 weeks unless they receive magical treatment.

Primordial Shift: Throws a *Spirit*+2 square mile area back into the past. Approximately 40-50 years are removed, causing the elderly to become young adults, adults to become children (with the minds of adults) and children to become unborn. Tools, buildings and machinery are returned to a "like new" state. Plants and crops return to seed or sapling form.

Raise Earth: The Geomancer pushes a *Spirit*+2 square mile area upward, forming a butte. If cast a second time upon a butte, it forms a mountain peak.

Rejuvenate Earth: The ground over a *Spirit* +2 square mile area is made fertile and bountiful. Deserts become arable; snow and ice melts away; stone gives way to tenacious plant-life. Crop yields here are doubled.

Seal Node: This spell can be used to close either a Node, an Astral Rift or a Teleportation Gate.

Summon Host: Summons an invasion force of 10d10 powerful outsiders. These extraplanar beings immediately begin conquering all surrounding areas.

Teleportation Gate: Creates a permanent, two-way teleportation gateway between the caster's location and any other point in space that he or she is familiar with. This gate allows for instantaneous transportation between both points. Gates can only be linked to each other on a 1:1 basis, not one to many. The Seal Node spell can close a Teleportation Gate.

Time Warp: Permanently distorts the passage of time over a *Spirit*+2 square mile area. Local time can either be slowed or sped up. In a sped up environment, tasks are completed in half the time; in a slowed environment they take twice as long.

Veil of Invisibility: Surrounds a *Spirit*+2 square mile area with a magical curtain that renders everything contained within it invisible to the outside world.

Volcanic Eruption: This spell causes any existing volcano or mountain to explosively erupt. The eruption has a catastrophic effect over many miles. All grasslands, forests and settlements in proximity to the volcano are wiped out by lava flows and rains of hot ash.

Wild Cataclysm: Summons a magical wild storm that permanently occupies a *Spirit*+2 square mile area. The region becomes covered by a roiling mass of iridescent clouds that shoot random bolts of rainbow-colored lightning. Strange phenomena appear wherever the bolts strike (i.e. produce jackalopes, turn grass into candycanes, etc.) Any magical spell cast within this area is transformed by a random effect:

Card	Effect	Description
2	Empowered	Spell is amplified, doubling its range, duration and damage inflicted. Any spell that allows a saving throw gives the target a -2 penalty to their roll.
3	Diminished	Spell is weakened, cutting its range, duration and damage inflicted by half. Any spell that allows a saving throw gives the target a +2 bonus to their roll.
4	Reflected	The spell is rebounded back upon its caster.
5	Splitter	If the spell was a single target spell, it now affects a <i>Small Blast Template</i> area; if the spell was an area-of-effect spell, its area increases by one

		size category.
6	Apotheosis	The spell produces the opposite of whatever effect it was intended to produce (i.e. harmful spells benefit the target; beneficial spells harm the target)
7	Parlor Trick	Spell is transformed into a harmless cantrip (i.e. spray of water, puff of smoke, summoned rabbit, etc.)
8	Nullified	The spell fizzles out and has no effect.
9	Lightning Rod	The spell functions normally but has attracted a bolt of lightning that strikes the caster for 3d6 points of electrical damage
10	Transmogrify	The spell functions normally but the caster is polymorphed into another creature (see Mass Transmogrify above)
J	Living Spell	The energy from the spell creates a Magic Elemental (see Monsters below) instead of producing its intended effect.
Q	Burnout	The spell functions normally but a surge of magical energy has left the caster stunned and unable to channel magic. The caster is <i>Shaken</i> and cannot cast spells for 1d4 hours.
K	Planar Shift	The spell functions normally but the caster is forced into the Astral Plane. See Appendix D for more details.
A	Mana Font	The caster manages to draw additional power from their surroundings. Their spell costs zero power points.
Joker	Draw Twice	Draw two more times and combine the results.

Appendix C: The Magisters

What follows is a list of the most well-known (and infamous) Magisters operating in High Talona at this time. No one knows exactly how many Magisters there are currently in operation, but the 12 listed below represent the largest factions in High Talona.

Zadomon Talfracar:

Referred to by his colleagues as *The First and The Last*, Zadomon Talfracar is reputed to be the original Chronomancer and is of incalculable age. His mastery of time travel is such that age ceases to be relevant for him, and it is suspected that he has visited himself in his youth many times to work some kind of complex rejuvenation magic. Though he is widely feared because it is surmised that he could snuff anyone out simply by traveling into their past and slaying their parents, Zadomon does not seem to spare much thought for rival Magisters; he is wholly preoccupied with his *Gardens*, which are what he calls the perfectly curated still-life dioramas that he crafts from the plants and animals he collects.

Moreph Untos:

Known by some as the “Dungeon Master”, Moreph Untos maintains an exceptionally low profile and is never seen outside of the colossal labyrinth that he has constructed underneath High Talona. Moreph is clearly the most powerful of the Tellurians, even if he does not accept the mantle of the Order’s leadership. Tellurians are notorious for keeping to themselves and Moreph is no exception; indeed the other Magisters are never quite sure if he still lives or if he met his demise in one of the countless passageways of his lair. Those who have sought him in his dungeons have only found the faintest clues that would serve to confirm his continued existence. The Dungeon Master has no known agenda and no strategic allies. He is, and remains, a cipher to all.

Melpater Isdinath:

The “Dark Father” of the Cattiveri is Melpater Isdinath, the most bloody-handed Magister in recent memory. His rise to power can be charted by the tombstones left in his wake. Through his lieutenants, Isdinath directs the actions of his organization’s assassins and holds final say over which contracts the Cattiveri will or will not accept. He meticulously guards his true identity and it is said he never travels anywhere except in an elaborate disguise.

Erzitane Shtos:

Erzitane Shtos embodies all of the characteristic traits of the Scientists: she’s serious, analytically minded and devoted to the promotion of Reason. As First Chair of her Order, she has a hand in all of the most important research projects undertaken by her brethren. From their mountaintop Observatory, the Scientists are largely left alone; their aims have little to do with politics and status. They hand-select and groom certain Mundane talents to serve as their eyes and ears in the world, special agents who carry out the errands that the Scientists themselves have no time for or interest in. Erzitane herself is in charge of the Academy that trains these paragons.

Jehziel Polarotte Leor:

By turns both beautiful and terrifying, Jehziel Leor never appears in the same guise twice. Wild magic runs pure in her veins. Jehziel isn’t the leader of the Esoterians, since they reject the concept of leadership on categorical grounds, but she is in many ways the group’s most visible and well-known exponent. Jehziel is the subject of many fairy tales and local myths, often appearing before a simple peasant while in a shapeshifted form to cause some brand of mischief. This has earned her a reputation among the Mundanes as a witch and trickster.

Bargor Doradra:

Looking less like your prototypical wizard and more like a travel-worn tomb robber, Bargor Doradra is the rakish and flashy “Head Researcher” of the Riftwalkers Society. Based out of his extra-planar Guild Hall, Bargor is constantly undertaking some expedition or another to map a new plane or harvest rare objects of power. His now famous expeditions have put him into contact with a staggering number of alien civilizations from one end of the Multiverse to the other. He is owed favors by potentates from a hundred races and enjoys a sterling reputation in any bustling Astral Bazaar.

Barlech Salgadar:

Aristocratic and arrogant as all who belong to his Order seem to be, Barlech Salgadar is the current Speaker of the Shadow Council, the ruling body of The Nephherim. Proud of their ancient and secret heritage, the Nephherim consider the members of all the other Magical Orders to be their vassals. Barlech rules from the Shadowlands, a region of perpetual night situated on the far side of High Talona. It is said that his personal demesne teleports to a new location every midnight so that his rivals cannot easily track him down. Barlech shows very little concern for the day to day workings of the Mundane races – they are beneath his contempt -- instead he devotes every grain of every hourglass to the expansion of his personal power and the maintenance of his Shadowland armies.

Azkhim Ashain:

Azkhim Ashain is the fiery-eyed prophet of the Magian Brotherhood. His divine mission is to subjugate all of the Mundane races of High Talona to serve the Brotherhood as slaves. He rose to power by organizing a purge within the ranks of the Magians. Backed by a fiercely devoted coven of pyromancers, Azkhim targeted his chief rivals in the Brotherhood, branded them as heretics, and brought flaming justice down upon them. The survivors of this cleansing, whether out of fear or respect, fell into line behind Azkhim and appointed him High Inquisitor of the Brotherhood. Now that he holds the *Sun-Touched Staff* of his Order he has refocused his energies on the conquest of High Talona.

Sazilena Levinar:

Magister Sazilena Levinar takes her job of defending High Talona from extra-planar incursions deadly seriously. As an apprentice, she was physically disfigured while fighting a rear-guard action against an invading force of Dark Emyreans. Though she was clearly overmatched, her self-sacrifice bought sufficient time for her peers to seal the planar breach and prevent a much larger army of Infernals from invading High Talona. The physical and emotional scars from this incident remained with Sazilena throughout her training and became constant reminders of the gravity of her Order’s work. In the years since, she has participated in and emerged victorious from numerous campaigns against Emyrean and Tellurian invaders and has risen to the highest ranks of the Gate Wardens. She’s a hardened Battle Mage who doesn’t back down from any challenge.

Nimra Astaneos:

Bewitching and mysterious, Nimra Astaneos is the most prominent Merchant-Captain in the Transvalent Combine. She spends most of her time off world, organizing caravans that bring exotic multiverse goods back to High Talona’s markets. Her wealth is incalculable; she owns several cities outright and uses these to provide security and lodging for her Mundane employees. Nimra prefers to use influence to get what she wants rather than force, but can afford the very best mercenaries when she has a need to defend her assets from hostile takeover. It is customary for the Merchant-Captains of the Combine to engage in friendly competition with one another; they find this insular game more diverting than playing at politics with the other Magister organizations on High Talona. Their preference is to remain neutral in all matters and Nimra embodies this trait to the fullest.

Sarcron Culder:

Looking every inch the storybook wizard, Sarcron Culder is a hero to the common folk of High Talona. As the leader of The Argentium, Sarcron Culder is well-connected to the Kingdoms of Men and is widely respected for his wisdom and guidance. Through his influence, Sarcron seeks to refine the sensibilities of mankind and uplift them to the status of fairest among all races. His intricate ambition is challenged on all sides by powers that would seek to sow chaos in the Argentium's carefully walled gardens, including the dominion-loving Storm Kings and the fire-mad Magian Brotherhood.

Felengar Neeth Beneos:

The Dread Lord Felengar Neeth Beneos is the first among a fellowship that accepts no equals: the Storm Kings. Though every Storm King is lord of his flying castle all pay fealty and tribute to Lord Felengar who, through war and conquest, has claimed the High Kingship for himself. Despite the fact that the members of this contentious and chaotic order spend most of their time plotting against each other, Lord Felengar is sufficiently powerful to bend the rival Kings to his purpose when the need takes him. His ultimate design is to challenge and slay all of the other Magisters to prove that the power of storm and sky is superior to all other forms of magic. The first stage of this plan is to subjugate the Realms of Men, overthrow the Argentium and see Sarcron Culder burned to ash.

Appendix D: The Multiverse

High Talona is one of an infinite number of realms connected to a para-dimensional web called "The Multiverse". The Multiverse is broadly broken down into two types of realms: *Empyrean* realms and *Tellurian* realms. Empyrean realms are realms primarily composed of energy and empty space -- in a sense they are places of spirit. The beings that dwell in an Empyrean plane are usually described as ghostly or elemental: they may have insubstantial bodies, are usually gifted with the ability of flight and have a talent for manipulating magic. By contrast, Tellurian realms are solid, earthly places. They are other worlds, other realities, similar to High Talona. Beings from Tellurian realms are made of flesh and blood and dwell in places with mountains, trees, deserts, oceans and other familiar terrestrial landforms. Connecting these realms together is the *Astral Plane*, a special "meta-realm" that exists between the Empyrean and Tellurian spheres. This is the firmament upon which all other realms rest and is simultaneously parallel to every other reality.

Because the Multiverse is infinite, you can theoretically link High Talona with any other fantasy campaign setting that you wish.

Though there are realms beyond counting in the Multiverse, there are a few planes that are well known to the residents of High Talona. Commerce with these planes is commonplace and some fixed gateways exist between them. These are detailed below:

Abydos

Impenetrably dark and terrifying is Abydos, the Plane of Shadow. This Realm of Nightmares is home to all manner of Geists and Figments that plague the minds of men in their weakest hours. The Nephherim have a special connection to this place and maintain a number of hidden sanctuaries here that are linked back to their holdings on High Talona. Anyone who strays very far into this place will either become lost, annihilated by a Void Storm or consumed by roving bands of energy-draining undead creatures.

Astalshan

The desert world of Astalshan is home to the Rakvir, a race of civilized feline humanoids. The Rakvir are intensely religious beings. Evidence of this can easily be found in the countless tombs and temples they have erected all across their desert home, venerating the 1000 Gods of their Pantheon. Though generally amiable and open to trade with other races, the Rakvir occasionally fall under the spell of a strange zeal that brings them into hostility with those that don't observe their faith. Trying to predict these events is pointless because the Rakvir remain both inscrutable and changeable – at one moment they can seem practically somnolent, only to burst into a fury of activity the very next moment.

Celadorn

Celadorn is the realm of Faerie, the dominion of the Fair Folk and one of the most beautiful places in the Multiverse. An elaborate aristocracy of Elven noble families rule Celadorn, co-existing peacefully with the other Fae that dwell in the boundless forests of this edenic plane. The Elves are master elementalists who use their magical talents to create art and architecture of unsurpassed refinement, including cities of ice and crystal that feature hot and cold running water, electric lighting and spell-crafted wooden interiors. War is foreign to the Fair Folk, who prefer to resolve conflicts through rhetoric and epic poetry slams, but if their idyllic kingdom is ever threatened, they can muster a formidable defense force of Treant legions, Elven sharpshooters and mithril-clad warrior-mages.

Celestia

High Heaven, as Celestia is informally known, is the dwelling place of the *Archons*, a race of exalted Empyrean beings who are committed to art, philosophy and law. These metallic-skinned, winged humanoids are painfully beautiful to behold. Visitors to Celestia are greeted formally, if not warmly, and are usually confined to "guest quarters" while they conduct their business. The Archons are careful not to

engage too much with the Tellurian races for fear of affecting their natural development in unintended ways.

Infernia

Also known as *High Hell*, Infernia is an Empyrean realm of fire, brimstone and agony. The Dark Empyreans who rule this place are called *Devils*. Devils are avaricious, sadistic and power-hungry. On their Plane, an individual's worth is measured by the number of thralls one controls. When they aren't warring against each other for planar supremacy, Devils will often strike out into Tellurian Planes to acquire slaves and souls. It is believed that the Devils were originally residents of Celestia who were cast out by the Archons that dwell there. Infernia is as much the Devils' punishment as it is their home.

Krixan

Eternally war-torn Krixan is the birthplace of the Gorgs, the most violent and blood-mad race in the Multiverse. Their "civilization", such as it is, is entirely built upon war spoils, blood-pacts earned at the point of a sword and the triumph of the strong over the weak. Though they have no aptitude whatsoever for the arts or learning, they have elevated battle-craft to a high science. Using a combination of steam technology and Sanguinomancy, Gorg Engineers have invented such monstrosities as Steam Tanks, Repeating Catapults and massive Juggernaut Golems.

Ur Draxa

Ur Draxa is the home plane of all dragon-kind. It is a huge and hospitable Plane, supporting all types of ecosystems – very much like a mega-scale version of High Talona. Ur Draxa is ruled by dragons of incalculable age. Each possesses Magister-strength magical ability and is able to shape the world to suit its specific needs. For the most part, these dragons are content to pursue their own esoteric lines of research and don't bother themselves with worldly affairs, leaving such matters to their dragon-kin servitors. They co-exist with each other in a sort of détente where each dragon agrees to respect the lair-boundaries of their neighbors/rivals.

Uncharted Realms

If you need to generate a new Empyrean or Tellurian Plane on the fly, use the generator tables below. Simply draw 3 cards from a standard deck of playing cards and string together the results, keeping or discarding whatever you wish.

Random Empyrean Plane Generator

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Elemental Air	Trade Outpost	Empyreans
3	Elemental Flame	Prison	Dark Empyreans
4	Elemental Earth	Fortress	Transvalent Caravan
5	Elemental Water	Collapsing	Riftwalker Expedition
6	Radiant	Expanding	Nepherim Shade-Walkers
7	Void	Calving	Alien Caravan
8	Ethereal	Ancient Ruin	Gate Warden Patrol
9	Hostile Construct	Vault	Uninhabited
10	Benevolent Construct	Wasteland	Strange Wanderer
J	Liminal	Sanctuary	Golem Servitors
Q	Oasis	Unsettled	Kelsaveer Slavers
K	Sentient	Shelter	Jin'Ratha Warband
A	Flux	City	Magister Noble
Joker	Time	Pocket Dimension	Dragon

Alien Caravan: The party crosses paths with a trade caravan of strange beings they have never encountered before. The Game Master is encouraged to use their imagination to come up with an

appropriately alien-looking race. Language barriers prevent the parties from interacting in a deep way, but through charades and sign language it should be possible to work out basic exchanges. The aliens are not inclined to be hostile but are very capable of defending themselves with strange magic and/or magi-tech devices.

Ancient Ruin: The remains of some once impressive structure occupies this Plane. It is quite possible that relics of value can be unearthed if a sufficient allocation time and energy are given to the task.

Benevolent Construct: Some power of divine proportions actually constructed this Plane out of base matter. The Plane itself is one gargantuan golem; it regards visitors as curiosities and will attempt to communicate through optical and auditory magi-mechanical devices. Courteous guests who do not interfere with the Construct's sensitive workings will be granted safe harbor and liberal access to the Construct's corridors.

Calving: This Plane is in the process of splitting in two. A massive fissure is located at the point of separation and the entire Plane trembles under the strength of titanic quakes. At some point the process will end, resulting in the creation of an entirely new "child" Plane.

City: A bustling city is located in this Plane, occupied by a multi-racial community of expatriates, refugees and fugitives. All manner of common services can be found here including lodging, shopping, healing and news. Local authorities in these sorts of places are generally hands-off but will suppress disturbances of the peace with powerful magic and extra-planar soldiers.

Collapsing: This Plane is falling in upon itself as it approaches its terminal state. The livable area of this Plane is reducing at a noticeable rate. As the contraction accelerates, structures are ground into dust and lifeforms are crowded to the point of violent panic. If visitors remain too long they will be destroyed.

Dark Empyreans: This Plane is occupied by Dark Empyrean beings. These spirits are evil-aligned and will intentionally seek to harm, subvert or corrupt any living beings they encounter. Empyreans of this sort usually appear in diabolical forms and will have been sent by malicious Gods to sow discord and chaos.

Dragon: A dragon of advanced age and power has claimed this Plane as its lair. Chances are high that the beast is meditating or engrossed in some esoteric research so any visitor who exercises caution may be able to slip away unnoticed. Dragons do not like to be disturbed and do not like others to know the location of their homes so they will react accordingly when confronted by intruders. It is possible for a visitor of exceptional wit and diplomatic acumen to amuse the dragon enough to spare the party a fiery death.

Elemental Air: The Plane of Elemental Air is a realm of perpetual free-fall. While the environment isn't immediately lethal to visitors, without some ability to glide or fly it is likely that a traveler will slam into some kind of solid object at high velocity.

Elemental Earth: The Plane of Elemental Earth is a place of claustrophobic darkness. Endless tunnels wind between unmapped caverns. While it is possible to find pockets of breathable air here, suffocation is a very real danger since there are few plants to provide oxygen.

Elemental Flame: Planes of Elemental Flame are deadly to most forms of life. Travelers who aren't immediately incinerated may encounter all manner of fire-type beings.

Elemental Water: Elemental Water Planes are completely submerged. Travelers cannot survive here without some form of water breathing. All manner of aquatic and fish-like creatures dwell in the Plane of Elemental Water. Though there is no bottom to this place, it is possible to find submerged Earthbergs which, once hollowed out and pressurized, can serve as safe havens for foreign visitors.

Magister Noble: A powerful Magister has created a fiefdom here. The Magister will have a number of retainers on hand to serve their whims and will expect any unannounced visitors to pay proper tribute for their intrusion. Randomly determine which faction the Magister is affiliated with (see “Power Groups”)

Nepherim Shade-Walkers: A coterie of Nepherim Shadowmancers are travelling through this area in ethereal form. Their goals are inscrutable, and more often than not they are content to ignore other travelers, but if disturbed they will unleash all manner of necromantic horrors.

Oasis: Within this Plane is an area of pristine tranquility, plentiful resources and adequate shelter from the elements. Due to its value, the Oasis is either jealously guarded or crowded with travelers taking their ease.

Pocket Dimension: This Plane is a stable Pocket Dimension about the size of a large manor or estate. It has been made suitable for human habitation by its creator. If the present occupants can be dislodged, it might be possible to bind with this Plane and take ownership of it.

Prison: This Plane has been designed to trap and contain powerful beings. Its structure is hardened against scrying, intrusion and escape. There’s a good chance one or more prisoners are in residence at the moment, along with an appropriate amount of guards. Planar prisons usually feature complex magical locks and wards, so a skilled wizard would be required to pull off a jailbreak.

Radiant: This is a Plane of pure energy which is destructive to organic matter. Even being near the Radiance for a prolonged period of time can cause sickness and fatigue. Only constructs and energy beings can survive here, though there are some magically shielded pockets that can provide shelter to organic visitors if they are fortunate enough to find them. The Radiance is the ultimate power source in the Multiverse; many wizards have devoted lifetimes of study to figure out how to harness it.

Riftwalker Expedition: A scrappy band of researchers from the Riftwalker’s Guild are here searching for cultural and magical artifacts. They remain cordial so long as the party doesn’t flaunt any objects that they would find academically interesting. If they are approached diplomatically, they may offer to cut the party in on their expedition, providing a hook into whatever quest the Game Master wants to run.

Sanctuary: A solidly defended bolt-hole of some kind has been built into this Plane. The Sanctuary provides protection, accommodations and provisions for a modestly sized group of residents. This would be a fantastic place to camp and heal for a long time, should the need arise.

Sentient: A sentient plane is either one that is imbued with personality and intellect or it is actually a part of a larger, living organism. Sentient planes are aware of their visitors and can attempt to communicate with them in a variety of ways, either through manipulation of the environment or telepathic sensations. Depending upon how respectful the visitors are, the Plane may fashion shelter for them or create hazards to encourage them to leave.

Shelter: This Plane is mostly devoid of any kind of settlements or buildings, but there is a simple shelter constructed here which can provide travelers with protection from the elements. The shelter is likely a focal point for any other wandering bands in the area.

Strange Wanderer: This Plane is occupied by a mysterious stranger who coyly refuses to reveal their identity. No doubt this individual is very powerful, to be traveling alone in such a hostile environment. The stranger regards visitors with curious, detached neutrality but is not to be trifled with! It is possible that the stranger could possess information that the party seeks.

Time: Perhaps the most disorienting sort of Plane to visit, a Time Plane is a place where the past, present and future co-exist all at the same moment. Visitors don't necessarily experience Time subjectively here; they may witness glimmers of events happening on alien worlds beyond their comprehension. No one comes away from a Time Plane unscathed. A visit of mere minutes may last 20 years in the visitor's subjective timeline or catapult them back into the past. Similarly, there are stories of travelers becoming unnaturally aged during their visit to a Time Plane: entering as a young man and emerging as a geriatric, for example. Tread cautiously.

Trade Outpost: A small, fortified camp has claimed this area. The primary function of this outpost is trade; resident merchants will happily exchange gem currency for exotic planar goods. So long as visitors behave themselves, they can rest safely here. The outpost guards are skilled enough to handle common disruptions.

Transvalent Caravan: A caravan from the Transvalent Combine is traveling in this area. It consists of several, magically levitated wagons pulled by bound elementals and a cadre of hardened guards. The Caravan Master will stop to render basic assistance if needed and can be persuaded to take on passengers for a fee, so long as they don't mind heading to the caravan's intended destination.

Uninhabited: There's nobody here, savvy?

Unsettled: No group has formally laid claim to this relatively featureless planar realm. Enterprising individuals could develop it into a home base.

Vault: A Vault Plane is a pocket dimension that has been locked behind a complex barrier of some kind – either a force field or door of exotic metal. Vaults are places where powerful beings store items of value. In addition to the door, vaults are also usually protected by traps, silent alarms and guardian constructs.

Void: This realm is composed of pure anti-life. It is utterly black, terminally cold and lethal within seconds to all living beings. The only sorts of creatures that can survive here are undead, constructs or magically shielded wizards. The void is a vast empty space; without the power of flight travel consists of falling endlessly. Sometimes it is possible to find free-floating structures in the Void, and these structures may even contain pockets of hospitable atmosphere, but such places are exceedingly rare and jealously guarded.

Wasteland: Some kind of war or magical catastrophe has ruined this Plane. Any structures that were present have been razed and the local environmental conditions are highly disturbed – elemental storms, radiance surges and void pockets make casual exploration hazardous.

Random Tellurian Plane Generator

Card	1 st Draw	2 nd Draw	3 rd Draw
2	Arctic	Resource Poor	Humans
3	Desert	Magic Poor	Fair Folk
4	Arboreal	Primitive	Gorgs
5	Oceanic	Calamitous	Rakvir
6	Volcanic	War Zone	Dragon-Men
7	Mountainous	Ancient Empire	Uninhabited
8	Grasslands	Neutral	Undead
9	Swamps	Contemporary Empire	Animals
10	Tundra	Paradise	Animals
J	Jungle	Peaceful	Uninhabited
Q	Dead	Futuristic Empire	Gorgs
K	Subterranean	Magic Rich	Fair Folk

A	Fungal	Resource Rich	Humans
Joker	Earthbergs	Unique Resource	Multiple Inhabitants

Ancient Empire: An ancient civilization once ruled this world. The evidence of their reign can be seen everywhere: ruined cities, damaged roads, irrigation canals, etc. Some vestige of the previous ruling race may yet survive in a debased form. Diligent treasure-seekers may find valuable artifacts among the remains of this Fallen Empire.

Animals: This world is filled with a diverse and robust ecosystem of plant and animal life. Animals tend to grow to “dire” proportions here; apex predators are magnificently well-evolved.

Arboreal: Enormous forests cover the surface of this world. An elaborate ecosystem of animals thrive in the stratified layers of canopy and undergrowth. This world has all of the essentials that one would need to survive.

Arctic: This world is perpetually cold year round – ranging from wet, slushy summers to bone-chilling, blizzard-blasted winters. Winters here are lethal; only the hardiest and most cold-adapted creatures can thrive here.

Calamitous: A calamitous world is constantly beset by vicious storms and natural disasters. Travelers who don’t remain in cover will begin to suffer *Fatigue*.

Dead: There is no indigenous life on this world. The soil is totally depleted and there’s little or no surface water. Anything living here came from elsewhere. The landscape of dead worlds tends to be rather featureless and barren.

Desert: Vast sandy dunes sinuously drift across the surface of this arid and windy world. Oases of water and plant-life are few and far between. Only the most rugged sorts of animals dwell here; creatures that are sun-tolerant and can survive on little water and food.

Dragon-Men: This world is under the dominion of cruel and arrogant Dragon-Men. They will imprison and interrogate any intruders, killing them if necessary.

Earthbergs: Through some strange magical phenomena, the sky of this world is filled with island-sized “Earthbergs” of land. Any natives endowed with the ability of flight will have taken residence on these floating islands.

Fair Folk: A Court of the Fair Folk holds dominion here. Travelers are treated with courtesy so long as they show proper respect.

Fungal: The entire surface of this world is covered by a riotous growth of different fungus varieties. Colossal molds cover the ground and huge mushrooms serve as trees. Non-native visitors are likely to have some kind of interesting allergic reaction when they come into contact with the local spores.

Futuristic Empire: A highly advanced culture rules this world, surpassing the learning and sophistication of the major Kingdoms of High Talona. The Mundanes of this world possess magical or technological tools that make them a threat even to Magisters.

Grasslands: The predominant feature of this world is an endless, undulating plain of wind-bent grass. Various species of herd animals dwell here in staggering numbers. For meat-eating creatures this represents an astonishing bounty.

Gorgs: An aggressive nation of Gorg warriors has already laid claim to this realm.

Humans: The natives of this world are human, very similar to the residents of High Talona. They are probably distaff cousins from some ancient, prehistoric planar migration.

Jungle: Fecund and life-rich to the extreme, this jungle world is a riot of sound, color and sensation. A perilous life and death drama plays out by the minute here, as the arms race between predator and prey achieves its most exalted heights. Any visitor who can avoid predation would have little trouble finding the resources they need to survive here.

Neutral: There is nothing especially remarkable about this place – it has no extraordinarily beneficial or harmful properties.

Magic Poor: For some unknown reason, the forces of magic are especially weak here. Spell Points are recovered at half the normal rate and all spellcasting attempts suffer a -2 penalty.

Magic Rich: Thick, vibrant channels of ley line energy make this world a paradise for wizards. Spell points are recovered at twice the normal rate and all spellcasting attempts enjoy a +2 bonus.

Contemporary Empire: A vast Imperial power already controls most of this world. It is on par technologically, socially and economically with the major Kingdoms of High Talona. Consider the inhabitants of this world to be highly civilized and sophisticated.

Mountainous: Jagged, impassable mountain ranges crisscross the surface of this world. In the deep valleys and canyons that form at the base of these peaks, visitors can discover secluded sanctuaries rich in water and animal life. Local species are either adept climbers or burrowers.

Multiple Inhabitants: This world is populated by more than one major race. Draw twice more to determine what races are present. If the same result is drawn, then consider them to be two different species of the same race. Ignore any “Uninhabited” results.

Oceanic: Globe-spanning oceans encircle this world. Some small islands provide sanctuary for air-breathers but most of the life here is aquatic.

Paradise: This is the sort of place most folks would like to retire to. The weather is temperate, the vistas are eye-catching and the wilderness is rich with fruit and game. Any indigenous peoples live out a sort of bucolic existence here.

Peaceful: Life on this world, at the moment, is quiet and safe. If the world is occupied, the occupiers have managed to impose the rule of law. Visitors are received in the spirit of amity so long as local customs are observed.

Primitive: The inhabitants of this world live out a rude existence. They have barely mastered the basics of hunting and farming and live in aggressive tribal bands.

Rakvir: A colony of nomadic Rakvir have claimed this world. They will openly trade with travelers but will not tolerate any attempts to settle in this place.

Resource Poor: This world suffers from a notable lack of useful minerals. The soil is poor and can only support the most tenacious plants. It is virtually impossible to make metal tools here.

Resource Rich: The crust of this world is marbled with fat veins of valuable metallic ore. This is the sort of place with enough resources to support several other worlds.

Subterranean: Even if the surface of this world is hospitable, all the action is happening underground. A byzantine network of caverns and tunnels serves as home to whatever creatures live here. Burrowing animals are common, as are those adapted to live in lightless environments.

Swamps: Wet and rancid, this realm exists under a haze of mists that clings to the surface of ever-present pools of algae-rich water. The air is thick with the smell of decay and choking vegetation clings to anything that attempts to traverse the bogs of this world. Indigenous creatures tend to be amphibians and/or great swimmers.

Tundra: This world is perpetually cold, but not as snowbound as an Arctic realm. Thin, scrubby plants manage to eke out a tenuous existence in the permafrost-locked soil. Mammalian animals thrive here in some abundance.

Undead: This world is overrun by undead creatures who have either slain every last living being on the planet or are very close to doing so.

Uninhabited: No race has claimed this world.

Unique Resource: This world is the Multiverse's only source of a particular valuable. It is up to the Game Master to decide what form this resource takes, but it is likely a special type of ore or a plant with medicinal properties. The value of this resource cannot be easily priced. Any native inhabitants will jealously guard access to this resource.

Volcanic: This young world is still forming. Numerous volcanoes spew fresh magma over the surface forming new land masses at a geologically blinding rate. The air is thick with brimstone gas and earthquakes are commonplace. Creatures adapted to live in hot or fiery environments are plentiful here.

War Zone: Two rival races are engaged in a planet-wide war for control of this realm. Randomly determine the combatants. Travelers will be viewed with suspicion by the combatants, if not attacked outright, unless they are on the same side of the conflict.

