

**Pixaud's Practical Grimoire  
Volume II**

By

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Edition 1.1

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*Pixaud's Practical Grimoire, Volume II* is a collection of original spells published for TORC: Roleplaying the Possibility Wars, ®, TM, & © 2004 by Purgatory Publishing, Inc.

These rules are based on material published in the *Aysle Fantasy Sourcebook* and *Pixaud's Practical Grimoire*.

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## Pixaud's Practical Grimoire

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## Introduction

For hundreds of years now, the magicians of Aysle have looked to one source for the definitive collection of spells: *Pixaud's Practical Grimoire*. Kept on the secret island of the Academy of the Four Towers, this work represents the best the cosm has to offer. Mages often spent their entire careers just trying to earn the chance to look through it's ancient pages, or better yet, to have one of their own spells included within this legendary text.

But the spells that are found within the Grimoire are by no means the extent of magics found in Aysle. New spells are being created all the time. And now, in the face of the Possibility Wars, there comes a new source of magical knowledge. Other cosms have invaded Earth, and many Ayslish wizards have developed spells to deal with those unique environments. In addition, many citizens of Core Earth and other realms have come to Aysle to study magic, and the spells they create often reflect their own unique worldview.

Therefore, the Magisters of the Four Towers began a monumental project some years ago: to compile a second volume of *Pixaud's Practical Grimoire*. This project was completed only recently, and unveiled to an assembly of Master Magicians at a special ceremony. Knowledge of this second volume has not spread much beyond these Masters, but the spells that comprise the work are already in existence within the cosm... and beyond. And given the rapid pace at which magical research continues, perhaps it will not be long before the Dean of the Four Towers calls for work to begin on Volume Three.

*Pixaud's Practical Grimoire, Volume II* is a supplement for Torg. The spells listed in this work are presented in standard format for this game system. Note that new spells that are detailed in other supplements (such as *The Storm Knight's Guide to the Possibility Wars*) are not included in this book.

**Editor's Note:** Magister Duncan of House Gerrick of Aysle has provided commentary for this volume of the Grimoire. Additional commentary was provided by a Core Earth mage beloved in her Majesty's court- Abraham Eliot Lake, Knight Ambassador to Aysle and Storm Knight.

## Chapter One: The Essences

### Death

#### Lashback

**Axiom Level:** 10 (17)  
**Skill:** *alteration/death* 18

**Backlash:** 17  
**Difficulty:** 15  
**Effect Value:** 25  
**Bonus Number to:** effect

**Range:** 8 (40 meters)  
**Duration:** 18 (1 hour)  
**Cast Time:** 18 (1 hour)  
**Manipulation:** control, state

*Lashback* is an *impressed, focused* spell. The caster must mimic the casting of another spell, one from which he usually takes backlash. In this respect it is similar to *cast lasher*. However, at the end of the cast time, the mage must draw a knife across both temples, drawing blood. The spell is then impressed. To release the spell, the mage must point the knife at the target. The caster must beat the target's *Dexterity* or *dodge* with an *alteration magic* total.

This spell converts normal backlash from mental stun damage to physical damage. Compare the effect value to the target's *Mind*. Read the result points through the Power Push table. If the result points plus a result modifier of 5 exceeds the mages *Mind*, the spell takes effect. If the spell is successful, all backlash the target mage takes is compared to his *Toughness* as physical damage.

*Duncan Gerrick-Some wizards will actually cast this spell on themselves, especially if they are strong of body and many of their other spells have high backlash numbers. In this way, they stand less of a chance of suffering enough mental damage to strip away skills and arcane knowledges.*

*Other wizards, who use this as an offensive spell, often combine it with cast lasher and unlearn (see below) for greater effect. It is well known that most wizards spend their days in study, and therefore cannot take the physical punishment that a warrior can.*

### Plague

**Axiom Level:** 12  
**Skill:** *conjuraton/death* 25

**Backlash:** 19  
**Difficulty:** 17  
**Effect Value:** 17  
**Bonus Number to:** duration

**Range:** 15 (1 km)  
**Duration:** 32 (1 month)  
**Cast Time:** 25 (1 day)  
**Manipulation:** control, duration, range

The forces of the Dark created this *focused* spell in order to punish villages who resisted them. The mage must spend an entire day walking about the area to be affected. The entire time he must mimic a

rasping, hacking cough. At the end of the day the mage must stand in the center of the area (a circle with a 1 kilometer radius) and spit on the ground. The mage must then leave quickly; if he stays more than an hour, he will also be affected by the spell.

Compare the effect value to the *Toughness* of everyone within the area of effect after the first hour. The result points are read as damage. This damage will be inflicted once a week until the spell ends, or a person leaves the affected area. Those who remain within the area of effect cannot heal normally, magically, or miraculously until they either leave the area or the spell ends.

## **Screaming Skull**

**Axiom Level:** 15

**Skill:** *conjuraton/death* 24

**Backlash:** 20

**Difficulty:** 18

**Effect Value:** 26

**Bonus Number to:** effect

**Range:** 3 (4 meters)

**Duration:** 32 (1 month)

**Cast Time:** 18 (1 hour)

**Manipulation:** control, duration, cast time

This *ward* is cast upon a human skull. The mage inscribes arcane runes upon the surface of the skull, then places it where he wishes it to take effect. The skull detects living beings with a *divination magic* of 19. When a detected creature passes by the skull, it's jaw opens and the skull emits a piercing, unearthly scream. The spell makes an *intimidation* attack. Compare the effect value to the *Spirit* or *intimidation* value of any creatures within range. The spell is intended to scare unwelcome visitors away.

Necromancers will often cast this spell on several skulls, scattering them about the entrance of their laboratories. The sound emitted by this unholy chorus is truly terrifying. (apply Many-on-One bonuses if more than one screaming skull is active.)

*Abe Lake-This spell is a perfect example of why studying death magic is the fast track to corruption. I have heard of versions of this spell that spiritually attack interlopers. Mages who wield such foul magics are below my contempt.*

## **Life**

### **Great Healing**

**Axiom Level:** 8

**Skill:** *alteration/life* 20

**Backlash:** 16

**Difficulty:** 9

**Effect Value:** 24

**Bonus Number to:** effect

**Range:** 6 (15 meters)

**Duration:** 25 (1 day)

**Cast Time:** 7 (25 seconds)

**Manipulation:** control

This spell will act as a healing spell for several creatures within an area. The mage must have an object with medical significance, such as a roll of bandages or a first aid kit. He then throws this object into the center of the area of effect. The entire 15-meter square area will glow with a pale white light.

This spell aids in any *medicine* checks for an attending physician. Compare the effect value to the *Toughness* of each creature. Read the results on the Power Push table. The result plus a bonus modifier of 5 is added to the physician's *medicine* check for that patient.

This spell has no practical effect if there is no one with the *medicine* skill available.

*Abe Lake-This spell is also frequently combined with spells that directly increase the doctor's knowledge of medicine.*

## Time

### Spell Extension

**Axiom Level:** 9 (10)

**Skill:** *alteration/time* 15

**Backlash:** 14

**Difficulty:** 10

**Effect Value:** 29

**Bonus Number to:** effect

**Range:** 8 (40 meters)

**Duration:** 18 (1 hour)

**Cast Time:** 0 (1 second)

**Manipulation:** state

*Spell extension* is a *focused* spell. It alters another, previously cast spell, increasing its duration. Compare the effect value to the original spell's duration value. The result points are added to the spell's duration, up to a maximum total duration of one hour (the duration of *spell extension*). To cast this spell, the mage must pretend she is still casting the first spell, "dragging it out" for another moment.

### Flowing Age

**Axiom Level:** 10

**Skill:** *alteration/time* 21

**Backlash:** 17

**Difficulty:** 17

**Effect Value:** 38

**Bonus Number to:** effect

**Range:** touch

**Duration:** 32 (1 month)

**Cast Time:** 25 (1 day)

**Manipulation:** duration, cast time, state, control

This *focused* spell requires the mage to spend a day making sketches of the target at various ages; infancy, youth, adulthood, old age. The caster must tear these sketches into square pieces of equal size. The pieces are then scattered on to the target, releasing the spell.

The effect value of the spell represents the time value that the target may add or subtract from his age. The target has control of effect, so any age may be selected. For example, if the mage obtains an effect value of 43, the target may become up to 10 years older or younger than he is now. The target must be careful not to extend the effect beyond their natural life span; or else they lose control of the effect and will cease to exist until the duration of *flowing age* lapses. Those who become very young or very old will suffer penalties to their physical attributes as appropriate, but their mental attributes skills, memories, etc. will remain unchanged.

*Duncan Gerrick-This spell was created as a counterpart of flowing shapes, and is similar in design. It is so far unknown what happens to those who exceed their lifespans and vanish; those who have seem to come back unharmed, with no memory of any time passing in their absence.*

## True Knowledge

### Create Pocket

**Axiom Level:** 14

**Skill:** *conjunction/true knowledge* 18

**Backlash:** 11

**Difficulty:** 16

**Effect Value:** 13

**Bonus Number to:** duration

**Range:** 3 (4 meters)

**Duration:** 25 (1 day)

**Cast Time:** 15 (15 minutes)

**Manipulation:** range, state

This spell creates a small extradimensional space with a physical connection to our dimension. The mage may use this extradimensional space to carry things. The mage must gather the things he wishes to store, and act as if he is placing them inside some sort of chest. He then makes a sound like a lid closing and locking, and the chosen items vanish. The mage may then access this space at any time, pulling things in or out of the chest, for the duration of the spell. Once the duration ends, the items will appear all at once at the caster's feet. If the spell is dispelled before its duration lapses, the items are lost. The effect value is the maximum weight value that can be carried by the spell (400 kilograms).

### Breakthrough

**Axiom Level:** 10

**Skill:** *conjunction/true knowledge* 20

**Backlash:** 16

**Difficulty:** 10

**Effect Value:** 20

**Bonus Number to:** Effect

**Range:** touch

**Duration:** 9 (one minute)

**Cast Time:** 5 (10 seconds)

**Manipulation:** control, duration

This *focused* spell allows the target to temporarily gain a skill they did not possess. The caster generates an effect value, and compares it to the relevant attribute of the target. The result points are read through the Power Push table, and the result is the number of skill adds the target gains in the skill desired. The target must still possess any tools necessary to accomplish the task. If the skill gained is not native to the reality of the target, a -5 penalty will be applied to the effect value.

**Example:** A mage casts *breakthrough* on his companion, a Core Earther who needs to access a Cyberpapal computer and decides to use *computer science*. The mage rolls a -2, for an effect value of 18. This is compared to the Core Earther's *Mind* of 10, which results in a power push of 3; the Core Earther gains *computer science* at 3 adds. If the Core Earther had opted to use *cyberdeck operations*, he would have only received two adds ( $20 - 2 - 5 = 13$ , compared to 10 yields 3, power push of  $3 = 2$ ), and would have needed to obtain TempTrodes or have a neural jack installed.

### Teleportation

**Axiom Level:** 14

**Skill:** *alteration/true knowledge* 24

**Backlash:** 19  
**Difficulty:** 15  
**Effect Value:** 20  
**Bonus Number to:** range

**Range:** 20 (10 kilometers)  
**Duration:** 0 (1 second)  
**Cast Time:** 5 (10 seconds)  
**Manipulation:** cast time, control, range, state

This spell will allow the caster to instantly move themselves from one location to another within the range of the spell. *Teleportation* may be cast upon anyone the caster can see who is willing to be transported. To cast the spell, the mage (or the person being affected) must think of their destination. The mage must then clap his hands together loudly, and the spell's target vanishes.

The destination point may either be a specific place, or it may simply be a direction and distance. The being that is teleported will arrive safely at the desired point if it is within range of the spell. If a direction and distance are specified, and the chosen location is not safe (in the middle of a mountain, for example), the spell will place the target at a safe location at a shorter distance. If no safe place exists between the target and the destination, the spell fails. The target of this spell must not have any attribute greater than 20.



## Chapter Two: The Principles

### Darkness

#### Bloodlust

**Axiom Level:** 10

**Skill:** *alteration/darkness* 16

**Backlash:** 14

**Difficulty:** 12

**Effect Value:** 17

**Bonus Number to:** duration

**Range:** 10 (100 meters)

**Duration:** 9 (1 minute)

**Cast Time:** 4 (6 seconds)

**Manipulation:** control, state

This *focused* spell will ensorcel a person in such a way that they truly enjoy killing and inflicting pain, and will immediately go berserk, attacking friend and foe alike. To cast this spell, the mage must foam slightly at the mouth while pointing at the target. Compare the effect value to the target's *Mind* or *willpower* with the result read on the Charm/Persuade column of the Interaction Results Table. Do this every round until *friendly* is reached; at which point the spell takes effect. The target of the spell does not gain any bonuses or special abilities. If the target has a choice of attacks, they will choose the attack that causes the greatest amount of damage.

*Duncan Gerrick-This spell is best cast without the knowledge of the target, as the caster is not immune to the target's rages. Once the spell is cast, the mage had best leave quickly.*

#### Increase Corruption

**Axiom Level:** 10

**Skill:** *alteration/darkness* 18

**Backlash:** 15

**Difficulty:** 13

**Effect Value:** 20

**Bonus Number to:** effect

**Range:** touch

**Duration:** 14 (10 minutes)

**Cast Time:** 5 (10 seconds)

**Manipulation:** speed, cast time

This *focused* spell can only be used on beings that already possess some level of *corruption*. This spell temporarily increases the adds in *corruption* possessed by the target. Compare the effect value to the target's *corruption* value. Read the result points on the Power Push table, and apply the result to the *corruption* skill as additional adds. The corrupt target gains all *corruption* abilities appropriate to their new level of *corruption*. The spell is illusory, and may be disbelieved with a difficulty of 15.

*Duncan Gerrick-Note that there is no corresponding spell increase honor. The tenets of honor forbid the gaining of honor adds which have not been earned. Corrupt beings, however, have no such qualms.*

#### Black Tentacles

**Axiom Level:** 12 (17)

**Skill:** *conjuration/darkness* 15

**Backlash:** 13

**Difficulty:** 9

**Effect Value:** 21

**Bonus Number to:** effect

**Range:** 8 (40 meters)

**Duration:** 10 (100 seconds)

**Cast Time:** 18 (1 hour)

**Manipulation:** control

This *impressed* spell requires a piece of tentacle from a squid or octopus. The caster waves the tentacle about while thinking evil thoughts. To release the spell, the caster makes a rising motion with his hand, wiggling his fingers as he does so. Inky black tentacles will erupt from the ground in a 10-meter square area. The tentacles will grab anything in the area of effect, holding and squeezing it until the duration ends. The tentacles cannot be made to let go unless they are destroyed. To determine the *Strength*, *Toughness*, and *Dexterity* of the tentacles, power push the effect value and add eight. Power push this number to get the skill adds the tentacles possess in *unarmed combat* and *dodge*.

## Light

### Lightsaber

**Axiom Level:** 12

**Skill:** *conjuration/light* 14

**Backlash:** 11

**Difficulty:** 10

**Effect Value:** 20

**Bonus Number to:** duration

**Range:** touch

**Duration:** 14 (10 minutes)

**Cast Time:** 5 (10 seconds)

**Manipulation:** control, duration

This spell creates a sword of colored light. The caster must have a metal rod about one foot in length to cast this spell. When cast, a blade of light beams from one end of the rod. The caster chooses the color emitted when the spell is cast. The mage also controls the effect value, so that the light blade may be collapsed without ending the spell (this also allows the mage to selectively tailor the damage). Reducing the effect value to zero collapses the blade. *Lightsaber* does damage equal to the current effect value of the spell. Characters use their *melee weapons* skill to attack with the lightsaber.

*Duncan Gerrick-Several Core Earth students submitted this spell, and variations of it, to the Academies. Evidently the weapon appears in one of their more popular legends. Ayslish warriors tend to regard this as a less useful spell, due to the lack of hand guards on the weapon's hilt.*

*Abe Lake-The Force is strong with this one.*

*Duncan Gerrick-Pardon?*

## Magic

### Maungo's Mighty Mallet

**Axiom Level:** 12

**Skill:** *conjuration/magic* 15

**Backlash:** 15  
**Difficulty:** 11  
**Effect Value:** 20  
**Bonus Number to:** effect

**Range:** 5 (10 meters)  
**Duration:** 11 (2.5 minutes)  
**Cast Time:** 3 (4 seconds)  
**Manipulation:** control

This spell creates a huge mallet out of thin air. The caster must possess a tiny hammer, which he squeezes in his hand to cast the spell. The mallet is one meter across at the head, two meters wide, with a four-meter handle. The mallet floats in the air and is controlled by the mage. The change target aspect is built into the spell, allowing the mage to use the mallet against more than one target. The mage uses his *conjunction magic* skill total to hit with the mallet, with an accuracy modifier of +3, and the damage is equal to the effect value of the spell.

### Know Impressed Spells

**Axiom Level:** 9  
**Skill:** *divination/magic* 13

**Backlash:** 12  
**Difficulty:** 8  
**Effect Value:** 25  
**Bonus Number to:** effect

**Range:** 8 (40 meters)  
**Duration:** 4 (6 seconds)  
**Cast Time:** 3 (4 seconds)  
**Manipulation:** range, state, cast time

By concentrating on the target, the caster may determine what spells they have *impressed* into their minds, if any. Compare the effect value to the target's *conjunction magic* value on the General Success chart.

**Minimal:** On a minimal success, the mage knows how many spells the target has *impressed*.

**Average:** On an average success, the mage can detect the magic skill of the *impressed* spell (*conjunction, divination, apportionation, or alteration.*)

**Good:** On a good success, the mage can detect the arcane knowledge involved with the spell.

**Superior:** On a superior success, the mage can detect the pattern of the spell and can make a *scholar (magic)* check to identify the spell. If the mage already knows the specific spell pattern he knows which spell it is automatically (without generating a *scholar* total.)

**Spectacular:** On a spectacular success, the mage knows the range, duration, and effect value of the *impressed* spells.

## Chapter Three: Mixed Forces

### Inanimate Forces

#### Barrier

**Axiom Level:** 8 (10)

**Skill:** *apportation/inanimate forces* 14

**Backlash:** 16

**Difficulty:** 10

**Effect Value:** 19

**Bonus Number to:** duration

**Range:** 7 (25 meters)

**Duration:** 9 (1 minute)

**Cast Time:** 5 (10 seconds)

**Manipulation:** none

*Barrier* is a *focused* spell, which creates a translucent wall of force. The caster need only concentrate on gathering the forces to construct the wall, then will it to appear. The wall has an area of 25 square meters, and will usually appear as a 5 meter by 5 meter square. The mage can, however, shape it in any form he wishes within the 25 square meters. The mage also controls the duration of the barrier. The wall has a *Toughness* equal to its effect value.

#### Steel Wool

**Axiom:** 9 (10)

**Skill:** *alteration/inanimate forces* 16

**Backlash:** 17

**Difficulty:** 12

**Effect Value:** 18

**Bonus Number to:** effect

**Range:** touch

**Duration:** 29 (1 week)

**Cast Time:** 18 (1 hour)

**Manipulation:** duration

This *focused* spell will alter an item of normal clothing, allowing it to protect the wearer like armor. The mage must spend the cast time thrusting weapons at the garment to be enchanted, turning them away at the last moment.

Compare the effect value to the *Toughness* of the material. Apply the result points to the Power Push table, with a modifier of +3. The clothing then gains armor adds equal to the final result points. Note that despite the spell's name, the magic will work on any type of fabric.

*Duncan Gerrick-A mage using this spell would be best advised to select an item of clothing that provides as much coverage as possible.*

#### Flight

**Axiom Level:** 8 (10)

**Skill:** *apportation/inanimate forces* 13

**Backlash:** 8

**Difficulty:** 8

**Effect Value:** 13  
**Bonus Number to:** duration

**Range:** touch  
**Duration:** 18 (one hour)  
**Cast Time:** 5 (10 seconds)  
**Manipulation:** control

This *focused* spell is an alternative to the avian spell *fly* in the first volume, and has been designed to duplicate that spell almost exactly. The only difference is that no feather is needed to invoke the spell; the caster merely wills control of the inanimate forces onto the target. The speed of flight is equal to the effect value.

### Featherweight

**Axiom:** 8  
**Skill:** *alteration/living forces* 11

**Backlash:** 12  
**Difficulty:** 8  
**Effect Value:** 10  
**Bonus Number to:** duration

**Range:** self  
**Duration:** 8 (40 seconds)  
**Cast Time:** 0 (1 second)  
**Manipulation:** cast time

This simple spell protects the caster against falls by decreasing their weight. Compare the effect value to the character's weight value (reading result points through the Power Push table) and reduce the caster's weight value by the result points of the spell. The spell has a result modifier of 3. Use this new weight value when computing falling damage if the spell is still in effect when the mage lands. If the mage's weight value is reduced below zero, it is considered to be zero for damage purposes.

*Duncan Gerrick-A handy spell, the designer cleverly designed it so it could be cast quickly, and with no need for materials or verbal components. But the mage using this spell could become the victim of a sudden gust of wind.*

### Fix

**Axiom Level:** 12  
**Skill:** *alteration/inanimate forces* 18

**Backlash:** 16  
**Difficulty:** 12  
**Effect Value:** 25  
**Bonus Number to:** effect

**Range:** 6 (15 meters)  
**Duration:** 18 (1 hour)  
**Cast Time:** 10 (100 seconds)  
**Manipulation:** control, speed

This spell allows a broken machine to function as if it was brand new. The magic causes broken or malfunctioning machines to repair themselves for the duration of the spell. Compare the effect value of the spell of the difficulty number for repair as computed on page 78 of *Kanawa Land Vehicles*, under "In the Shop." This computation is used regardless of the actual repair situation; thus the spell can repair wounds to a vehicle or machine even while in use.

This spell does not repair mechanical devices, it just lets them function as if they were repaired. Actual repairs must be done before the expiration of the spell otherwise the device will revert to its less operative condition when the spell expires or if the spell is disrupted.

*Abe Lake-This spell saved my life. We're in the New Empire of the Nile- don't ask why- cruising at 10,000 feet. Three Paket's intercept us, chattering in Egyptian. We look out the windows, nod real friendly like, and wave at the pilots. They must have known who we were, because they begin buzzing us. They shoot up our cargo plane with .50 Khaifu machine guns. Both our engines explode, throwing off smoke and flames. Our plane dives for the sands. The Paket's head for their base. This spell, cast on the plane, magically repairs the engines. We land in a Cairo airfield just minutes before the spell ends.*

*The best thing about this spell is this: no process theorems were applied. None of this "rub the effected vehicle with a model of the fixed vehicle, draw a circle around it on the ground, and chant." It takes about a minute and a half to cast, but that's its only major drawback.*

*Duncan Gerrick-And he wonders why I choose the life of the academic. At my age...*

*Abe Lake-Your age? I'm 20 years older than you, youngster.*

## Living Forces

### Ugly Stick

**Axiom Level:** 9 (10)

**Skill:** alteration/living forces 17

**Backlash:** 15

**Difficulty:** 11

**Effect Value:** 18

**Bonus Number to:** duration

**Range:** touch

**Duration:** 15 (15 minutes)

**Cast Time:** 3 (4 seconds)

**Manipulation:** state, duration

This *focused* spell requires the mage to have a large, gnarled, twisted stick. After casting the spell, the mage must then hit the target with the stick, using his *melee weapons* against the target's defensive skill. Hitting the target releases the spell.

Compare the effect value to the target's *Charisma*. Read the difference of the Power Push table. The target's *Charisma* is reduced by the result points plus a modifier of four. The spell can be disbelieved with a *Mind* or *willpower* total of 12 or better.

*Abe Lake-So that's what happened to the Gaunt Man.*

*Duncan Gerrick-Spells of this type are extremely popular, in particular those that weaken an opponent or cloud his mind.*

### Sleep

**Axiom Level:** 7 (10)

**Skill:** alteration/living forces 14

**Backlash:** 13

**Difficulty:** 9

**Effect Value:** 18

**Bonus Number to:** duration

**Range:** 10 (100 meters)

**Duration:** 9 (1 minute)

**Cast Time:** 5 (10 seconds)

**Manipulation:** state

This *focused* spell will cause the target to fall asleep. To cast, the mage must have a small amount of sand, which she rubs between her fingers as she points at the target. Compare the effect value of the spell to the target's *Mind* or *willpower* and read the result points on the Power Push table. If the push plus the result modifier of seven is greater than the target's *Mind*, the spell takes effect.

The sleep induced by the spell is a natural sleep; the target may well remain asleep after the spell's duration has elapsed. If the target has reason to wake up before the duration has elapsed (a loud noise, being shaken, etc.), they will do so, but the spell will immediately take effect again; however, if the target has reason to want to remain alert, they may make active *willpower* totals against the effect value.

### **Unlearn**

**Axiom Level:** 12 (17)

**Skill:** *alteration/living forces* 15

**Backlash:** 16

**Difficulty:** 14

**Effect Value:** 26

**Bonus Number to:** effect

**Range:** 8 (40 meters)

**Duration:** 18 (1 hour)

**Cast Time:** 18 (1 hour)

**Manipulation:** state, control

*Unlearn* is an *impressed, focused* spell which affects the magical knowledge of the target. The mage sits where they normally do to study their grimoire, but they must hold the book upside down and scratch their heads as if confused. To cast the spell, the mage squints at the target and says, "Huh?". The spell, if effective, causes the target to "forget" their grimoire spells; they may still cast them, but all spells are cast as if they were being used straight out of the grimoire (i.e., adding four points to difficulty and backlash, and always comparing backlash to the skill roll, even if it is below the *Mind* of the target).

Compare the effect value to the target's highest magic skill; if the result is greater than the target's *Mind* or *Perception* (whichever is higher), the spell takes effect. *Unlearn* is an illusion, and may be disbelieved with a *Mind* or *willpower* total of 16.

*Duncan Gerrick-This spell is often used in conjunction with cast lasher and lashback; in fact, the creator of lashback also designed this spell. The first spell increases backlash, the second converts it to physical damage, and this spell pretty much ensures that the target will suffer for their spells.*

*Abe Lake-A fancy- and lengthy- way to eliminate mages. Given a choice, I usually opt for more direct methods.*

## Chapter Four: Kindred

### Aquatic

#### Kenipat's Kraken

**Axiom Level:** 11

**Skill:** *alteration/aquatic* 18

**Backlash:** 16

**Difficulty:** 18

**Effect Value:** 21

**Bonus Number to:** duration

**Range:** 0 (1 meter)

**Duration:** 18 (1 hour)

**Cast Time:** 3 (four seconds)

**Manipulation:** control, state

*Kenipat's kraken* is a *focused* spell that transforms a normal fish into an enormous monster. The caster must simply catch hold of the fish and run his hands from head to tail, then release the fish. The caster must also possess scales from the fish he intends to transform.

The spell assumes the fish has a *Strength* of 1. The aquatic retains its mental attributes, but its physical attributes change as follows:

DEXTERITY 16

*unarmed combat* 22

*dodge* 22

STRENGTH 16

TOUGHNESS 16

Natural Tools: bite, STR+9/25, scales, TOU+9/25

This spell has a result modifier of 8.

*Abe Lake-This spell is more useful than otherwise might appear. Ever seen a yakuza tough face a newly-conjured tentacled beastie in the middle of an otherwise normal kitchen?*

### Avian

#### Create Phoenix

**Axiom Level:** 10

**Skill:** *alteration/avian* 16

**Backlash:** 13

**Difficulty:** 11

**Effect Value:** 18

**Bonus Number to:** effect

**Range:** 10 (100 meters)

**Duration:** 11 (2.5 minutes)

**Cast Time:** 5 (10 seconds)

**Manipulation:** cast time, control, duration



This spell causes a normal avian to be transformed into a fiery bird, much like a phoenix. The caster must have feathers from the bird he intends to transform, which he burns. The target avian is then surrounded in a nimbus of flame. The flames do not harm the bird, but the effect value of the spell is added to any damage done by the bird when it attacks. The avian will remain aflame as long as it stays within the range of the spell.

*Duncan Gerrick-Note that this spell does not change the mentality, size, or abilities of the bird in question. This spell is best used on a trained bird of prey that will obey the mage. Casting this spell on a random sparrow in a dense forest will result in nothing more helpful than a forest fire.*

*Abe Lake-Not that a forest fire can't be useful.*

## Earthly

### Mount

**Axiom Level:** 12

**Skill:** *conjuraton/earthly* 17

**Backlash:** 16

**Difficulty:** 19

**Effect Value:** 22

**Bonus Number to:** duration

**Range:** 1 (1 meter)

**Duration:** 5 (10 seconds)

**Cast Time:** 16 (25 minutes)

**Manipulation:** duration, state

With this spell, the caster can summon a horse that he can use as a mount. The caster must have a saddle. The mage stands in an open area and whistles loudly. She then takes the saddle and lifts it in the air as if she were about to saddle a horse. When she lets go of the saddle, it will land on the back of her new horse.

*Duncan Gerrick-The horse created by this spell is a normal mount in all respects. It is not necessarily tame, however, so the mage should have spells such as tame horse ready to cast if necessary.*

### Insect Swarm

**Axiom Level:** 12

**Skill:** *conjuraton/earthly* 15

**Backlash:** 14

**Difficulty:** 14

**Effect Value:** 19

**Bonus Number to:** effect

**Range:** 12 (250 meters)

**Duration:** 12 (2.5 minutes)

**Cast Time:** 6 (15 seconds)

**Manipulation:** range

This spell causes a creeping mass of biting insects to come into existence. The mage must spend the cast time stamping their feet and waving their hands as if swatting insects. The mage then merely points in the direction he wishes the insect swarm to start.

The insects proceed in a spherical mass approximately four meters in radius. The mage controls the movement of the swarm. Any living being inside the swarm takes damage equal to the effect value from the bites and stings every round they remain within the cloud. This damage ignores any armor the victim is wearing, as the insects will crawl under any protection. The spell can also be directed against

nearby plant life, devastating crops. The insects disperse when the duration ends or when the caster wills them to dissipate.

### **Herd Animals**

**Axiom Level:** 8 (10)  
**Skill:** *alteration/earthly* 12

**Backlash:** 10  
**Difficulty:** 8  
**Effect Value:** 10  
**Bonus Number to:** range

**Range:** 13 (400 meters)  
**Duration:** 25 (1 day)  
**Cast Time:** 14 (10 minutes)  
**Manipulation:** duration

This spell is *focused* onto a shepherd's crook. The spell acts as a charm on herd animals within the range of the spell, compelling them to follow the enchanted crook wherever it goes. This greatly reduces the chance that animals will stray away from the herd.

## **Elemental**

### **Ward Elemental**

**Axiom Level:** 10  
**Skill:** *apportation/elemental* 16

**Backlash:** 18  
**Difficulty:** 11  
**Effect Value:** 25  
**Bonus Number to:** duration

**Range:** 10 (100 meters)  
**Duration:** 18 (1 hour)  
**Cast Time:** 9 (1 minute)  
**Manipulation:** cast time, state

This spell keeps elemental creatures from approaching the caster. The mage must take a small amount of the element corresponding to the type of elemental he is warding. He then thrusts this away from his body violently. Compare the effect value to the elemental's highest physical attribute. If successful, the spell will push the elemental beyond the range of the spell.

*Abe Lake-Useful against everything but fire elementals.*

*Duncan Gerrick-Once again?*

*Abe Lake-Ever try to take a small amount of fire and push it away from your body?*

*Duncan Gerrick-Flickering fire shield will do the trick, but under normal circumstances I concede your point.*

## **Enchanted**

### **Detect Lycanthrope**

**Axiom Level:** 9  
**Skill:** *divination/enchanted* 14

**Backlash:** 13  
**Difficulty:** 11  
**Effect Value:** 20  
**Bonus Number to:** range

**Range:** 10 (100 meters)  
**Duration:** 9 (1 minute)  
**Cast Time:** 8 (40 seconds)  
**Manipulation:** control

This spell detects lycanthropes within range of the spell. Compare the effect value to the *Spirit* of any lycanthropes within range. On a minimal or average success, the mage can tell the general direction of the lycanthrope. On a good or superior success, they can also determine the distance to within a few meters. On a spectacular success, the mage can determine the lycanthrope's exact location. The mage needs a few hairs from a human and a wolf to cast this spell, which he ties into a knot while extending his awareness.

## Dragonsbane

**Axiom Level:** 12  
**Skill:** *alteration/enchanted* 20

**Backlash:** 23  
**Difficulty:** 15  
**Effect Value:** 35  
**Bonus Number to:** effect

**Range:** 0 (1 meter)  
**Duration:** 13 (6 minutes)  
**Cast Time:** 18 (1 hour)  
**Manipulation:** cast time, duration, range

The mage needs dragon scales to cast this *focused* spell. He takes the scales and rubs them on the arrow, imagining a weakened dragon. The spell is then focused on the arrow.

When firing the arrow at a dragon, compare the effect value of the spell to the dragon's armor value. Read the result points through the Power Push table, and add a modifier of +5. Subtract the final result points from the dragon's armor for the duration of the spell.

## Entity

### Corporealize

**Axiom Level:** 16 (17)  
**Skill:** *alteration/entity* 18

**Backlash:** 15  
**Difficulty:** 13  
**Effect Value:** 28  
**Bonus Number to:** effect

**Range:** 9 (60 meters)  
**Duration:** 17 (40 minutes)  
**Cast Time:** 17 (40 minutes)  
**Manipulation:** none

This *impressed* spell will only work on non-corporeal entities such as ghosts and banshees. It causes the affected entity to assume a solid physical form, which allows normal physical attacks to cause damage. Compare the effect value to the entity's *Spirit*. Read the results on the Power Push table, and apply a result modifier of +10. The spell succeeds if the final result points exceed the spirit's *Spirit*.

## Folk

### Nuathor's Nimbleness

**Axiom Level:** 9 (10)  
**Skill:** *alteration/folk* 16

**Backlash:** 15  
**Difficulty:** 9  
**Effect Value:** 20  
**Bonus Number to:** effect

**Range:** touch  
**Duration:** 19 (1.5 hours)  
**Cast Time:** 5 (10 seconds)  
**Manipulation:** control, state

To cast this *focused* spell the mage must have a number of small rubber balls, which he throws at the recipient of the spell, who tries to avoid them. Then the mage touches the recipient, releasing the spell. *Nuathor's Nimbleness* increases the target's *dodge* skill.

Compare the effect value to the target's *Dexterity*. Read the results on the Power Push table. The spell's result modifier is +8. Apply the final result points to the target's *dodge* skill for the duration of the spell (the target gains the skill if he does not have it).

### Will of Iron

**Axiom Level:** 9 (10)  
**Skill:** *alteration/folk* 14

**Backlash:** 13  
**Difficulty:** 14  
**Effect Value:** 16  
**Bonus Number to:** duration

**Range:** touch  
**Duration:** 13 (6 minutes)  
**Cast Time:** 3 (four seconds)  
**Manipulation:** state

This simple *focused* spell increases the target's *willpower*. Compare the effect value to the target's *Mind*, and read this through the Power Push table. Add the result points plus a modifier of six to the target's *willpower* skill for the duration.

*Abe Lake-Many mind affecting spells target your will or use folk. Two protections for the price of one makes this a good deal in my book.*

## Chapter Five: Elements

### Air

#### Refreshing Breeze

**Axiom Level:** 7

**Skill:** *alteration/air* 12

**Backlash:** 14

**Difficulty:** 10

**Effect Value:** 15

**Bonus Number to:** effect

**Range:** 5 (10 meters)

**Duration:** 5 (10 seconds)

**Cast Time:** 4 (6 seconds)

**Manipulation:** none

To cast the *refreshing breeze* spell, the mage must wave a fan in his face while sighing contentedly. The spell causes a light breeze to spring up in a 10 meter square area, refreshing those within.

Compare the effect value to the *Toughness* of the beings within the area of effect. Read the result through the Power Push table. The final result points are the number of shock points of damage that may be removed.

*Duncan Gerrick-This spell also comes in handy when you need to blow away foul vapors or gases, as the mage controls which way the wind blows. However, keep in mind that the spell does not discriminate whom is within the area of effect; you could end up refreshing your enemies as well as your companions.*

### Vacuum

**Axiom Level:** 10

**Skill:** *apportation/air* 16

**Backlash:** 16

**Difficulty:** 14

**Effect Value:** 20

**Bonus Number to:** effect

**Range:** 8 (40 meters)

**Duration:** 0 (1 second)

**Cast Time:** 0 (1 second)

**Manipulation:** state, range

This spell creates a column around one person which is completely devoid of air for one second. The mage must point at the target while making a sucking sound to cast the spell. The mage must roll a separate *apportation magic* total against the target's *Dexterity* or *dodge* to hit.

Compare the effect value to the target's *Toughness*, disregarding any armor worn. Read the results on the Combat Results table. Note that this spell has no effect on creatures who do not need to breathe, such as undead and golems, nor will it affect anyone with an independent supply of air (such as a scuba tank).

### Earth

#### Earthquake

**Axiom Level:** 9 (17)  
**Skill:** *apportation/earth* 18

**Backlash:** 16  
**Difficulty:** 16  
**Effect Value:** 19  
**Bonus Number to:** duration

**Range:** 10 (100 meters)  
**Duration:** 8 (40 seconds)  
**Cast Time:** 18 (1 hour)  
**Manipulation:** cast time, control

This *impressed* spell creates a fairly severe earthquake in the area of effect (a circle with a 100 meter radius). To impress this spell the mage spends the entire hour stomping up and down on solid earth, while picking up clumps of dirt and smashing them with her hands. To release the spell, the mage merely stamps one foot.

The spell has different effects on living beings and inanimate structures. For living creatures in the area of effect, they must make a *Dexterity* check against the effect value of the spell or suffer a knockdown result. If they attempt to stand, they must immediately make another check or fall again. Structures such as buildings in the area of effect must take damage equal to the effect value minus the structure's *Toughness* every round the earthquake is active.

### Stone Speak

**Axiom Level:** 8 (10)  
**Skill:** *divination/earth* 20

**Backlash:** 15  
**Difficulty:** 17  
**Effect Value:** 10  
**Bonus Number to:** effect

**Range:** touch  
**Duration:** 9 (1 minute)  
**Cast Time:** 5 (10 seconds)  
**Manipulation:** range, duration

This *focused* spell requires the mage to select a stone from the area he wishes to know about. He must then draw a face on the stone, complete with eyes, ears, nose, and mouth (or else the stone will not be able to tell what it saw, heard, and smelled). He then places the stone in its original resting place.

The stone will tell the mage about everything which it has "seen" recently (within the last day). The stone has a *Perception* equal to the effect value, and the range of its senses is the same.

*Duncan Gerrick-Even though the ensorcelled stone is able to communicate, it can only provide a description of what it has seen, it cannot extrapolate, explain, or theorize. Stones do not understand speech, save for the questions asked by the spellcaster. Stones are, as I believe your saying goes, "dumb as a rock."*

### Fire

#### Flaming Sword

**Axiom Level:** 13  
**Skill:** *conjuraton/fire* 14

**Backlash:** 18  
**Difficulty:** 7

**Effect Value:** 20  
**Bonus Number to:** effect

**Range:** touch  
**Duration:** 12 (4 minutes)  
**Cast Time:** 4 (6 seconds)  
**Manipulation:** control, state, speed

This *focused* spell requires a normal sword of any type. The mage casts the spell, and the blade erupts in magical flame. The spell enhances the sword's damage value. Compare the effect value of the spell to the maximum damage value of the sword. The result points are added directly to the sword's damage bonus and maximum damage value. The mage (or whoever wields the sword) must still make a successful *melee weapons* attack to hit. The flaming sword is an illusion, and may be disbelieved with a *Mind* or *willpower* total of 10.

The effect value of the flame is controlled, so that the mage control its damage. If the effect is lowered to 0, the flames go away (but the effect can be increased later.)

*Abe Lake-Not as flashy as the lightsaber spell, but still it has a good old-fashioned appeal.*

### Little Fireball

**Axiom Level:** 12  
**Skill:** *conjunction/fire* 15

**Backlash:** 14  
**Difficulty:** 8  
**Effect Value:** 18  
**Bonus Number to:** effect

**Range:** 12 (250 meters)  
**Duration:** 5 (10 seconds)  
**Cast Time:** 0 (1 second)  
**Manipulation:** control

This spell is similar to the other *fireball* spells, except that the ball created by this spell is only one meter across. The mage must roll a *conjunction magic* total versus the target's *Dexterity* or *dodge* to hit, with a +4 accuracy modifier. The damage is equal to the effect value.

*Duncan Gerrick-This spell counteracts one of the biggest problems of the traditional fireball; its small volume allows it to be used in enclosed spaces. The designer built this spell with a low difficulty and improved accuracy, apparently meaning for this spell to be cast several times in succession against one's opponents. Still, the intimidation factor of an enormous sphere of flame cannot be denied.*

## Metal

### Dancing Sword

**Axiom Level:** 8 (17)  
**Skill:** *apportation/metal* 12

**Backlash:** 14  
**Difficulty:** 8  
**Effect Value:** 15  
**Bonus Number to:** range

**Range:** 5 (10 meters)  
**Duration:** 11 (2.5 minutes)  
**Cast Time:** 20 (2.5 hours)

**Manipulation:** control, range

To cast this *impressed, focused* spell, the mage must spend two hours practicing basic fencing skills. He then spends the remaining cast time willing his newly-acquired knowledge into his sword. To release the spell, the mage merely says "Have at thee!" and releases the sword. The sword will then hover and fight of its own volition.

The sword has a *melee weapons* skill equivalent to the caster's *apportation magic*, and does damage equal to the effect value. The mage does not need to concentrate to maintain the spell, but he must direct it to change opponents if necessary, or the sword will sit idle.

## Floor Spikes

**Axiom Level:** 10

**Skill:** *alteration/metal* 18

**Backlash:** 17

**Difficulty:** 13

**Effect Value:** 22

**Bonus Number to:** effect

**Range:** 4 (6 meters)

**Duration:** 32 (1 month)

**Cast Time:** 21 (4 hours)

**Manipulation:** range, duration, state

This *ward* requires the mage to have a large quantity of nails. He buries the nails in the area to be protected (a square area six meters to a side), points facing up. The spell detects folk with a *divination magic* skill of 13. If anyone tries to cross within the protected area, large metal spikes will erupt from the ground, impaling anyone in the area. The damage done is equal to the effect value. The spikes will remain out of the ground after the spell is released, unless the *ward* is disbelieved with a *Mind* or *willpower* total of 15.

## Plant

### Climbing Vines

**Axiom Level:** 9

**Skill:** *alteration/plant* 15

**Backlash:** 19

**Difficulty:** 12

**Effect Value:** 14

**Bonus Number to:** duration

**Range:** 3 (4 meters)

**Duration:** 9 (1 minute)

**Cast Time:** 5 (10 seconds)

**Manipulation:** speed, range

The mage casting this spell must have a small piece of vine or other climbing plant. He places the piece at the base of whatever wall he wishes to scale, and casts the spell. The vine will grow rapidly up the wall, becoming a thick, sturdy rope. After the vines have finished their growth, the mage can climb them- usually requiring a *climb* check with a difficulty of three. The mage can control the movement of the vine as it grows, and can also end the spell at any time before the duration expires, collapsing the vine. The vine can hold a weight value of 14 or less. *Climbing vines* is an illusion with a disbelief difficulty of 10.



## Fast Food

**Axiom Level:** 12

**Skill:** *conjuraton/plant* 13

**Backlash:** 11

**Difficulty:** 11

**Effect Value:** 1

**Bonus Number to:** effect

**Range:** 0 (1 meter)

**Duration:** 25 (1 day)

**Cast Time:** 2 (2.5 seconds)

**Manipulation:** cast time, control, speed, range

This simple spell allows the caster to create fruits, vegetables, and grains out of thin air. The mage must have a bag that is large enough to hold the desired food item. He then says aloud, "Boy, I sure would love a <name of food> right now!" and reach into the bag. He will pull the desired item out when he withdraws his hand.

The food created by this spell has a maximum weight value of the power push of the effect value, plus a modifier of one. The spell uses a mechanism of life, so the food created is real, but the food created will be normal for its type (the spell will not create a ten-pound apple), and only one of the desired food can be created in one casting (the spell will not conjure ten pounds of apples, either).

*Duncan Gerrick-An impressive piece of spellcraft, this spell was the result of over six months of research. The versatility of the spell makes it enormously popular among traveling mages and researchers alike, and enormously unpopular among innkeepers and restaurant owners. Note that when the spell says it only creates one of the desired food, it is quite literal; if the caster wants grapes, he will get one grape, not a bunch. There are other versions which do not have this limitation, but they are either much more difficult to cast, or the food they create is illusory.*

*This spell, being a plant spell, can only produce vegetables and fruits. I know of at least one mage who is working on a living forces spell that can create any food item from a "Big Mac" (whatever that is) to escargot tartar, but that spell is, as of this volume of the Grimoire, incomplete.*

*Abe Lake-Great on a trip through the jungles of North America, where even canned goods rot away after a short while.*

## Water

### Create Water

**Axiom Level:** 12

**Skill:** *conjuraton/water* 14

**Backlash:** 13

**Difficulty:** 8

**Effect Value:** 10

**Bonus Number to:** effect

**Range:** 3 (4 meters)

**Duration:** 25 (1 day)

**Cast Time:** 4 (6 seconds)

**Manipulation:** control, duration

The mage must have an empty container to cast this spell. The spell creates normal, clean water, which fills the container. The maximum weight that can be created with this spell is equal to the effect value. Any water not used within a day will vanish.

*Duncan Gerrick-Since most water spells require the caster to have a quantity of water available, this spell is handy if the mage's canteen has run dry. Its applications in desert survival are also noteworthy.*

## Scrying Pool

**Axiom Level:** 7

**Skill:** *divination/water* 12

**Backlash:** 11

**Difficulty:** 6

**Effect Value:** 0

**Bonus Number to:** range

**Range:** 20 (10 kilometers)

**Duration:** 9 (1 minute)

**Cast Time:** 14 (10 minutes)

**Manipulation:** range, speed

The mage must have a large shallow pool of water to use this spell. The mage places a personal possession of the being the caster wishes to see into the center of the pool. He then must wait until the surface is completely still, and then concentrate on seeing the person. The surface of the water will shimmer, and if the being is within range of the spell, the mage will be able to observe him or her for one minute.

## Watery Grave

**Axiom Level:** 10

**Skill:** *apportation/water* 15

**Backlash:** 14

**Difficulty:** 8

**Effect Value:** 18

**Bonus Number to:** effect

**Range:** 8 (40 meters)

**Duration:** 8 (40 seconds)

**Cast Time:** 4 (6 seconds)

**Manipulation:** duration

This spell requires the mage to be near a quantity of water. The mage beckons for the water to rise and flow toward the intended target. The mage makes a separate *apportation magic* roll against the target's *dodge* or *Dexterity* to hit. If successful, the water completely surrounds the target in a layer of water. The target will take drowning damage equal to the effect value every round until the duration lapses (ignore any armor the victim has.) Note that this spell has no effect on creatures who do not need to breathe, such as undead and golems, nor will it affect anyone with an independent supply of air (such as a scuba tank).

*Duncan Gerrick-A few mages like to follow this spell with frigid air, freezing their victim in place so they can make a quick getaway... or a quick kill, depending on their philosophy.*

*Also, Core Earth mages have nicknamed this spell "Davey Jones' Locker," for reasons as of yet unarticulated.*

*Abe Lake-Sixteen men on a dead man's chest...*

*Duncan Gerrick-Could you ever just explain what your compatriots mean?*

*Abe Lake-Yes.*

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