

# ***Flynn's Guide To Magic In Traveller***



***A Samardan Press Publication***

*Requires the use of the Traveller(TM) Main Rulebook,  
available from Mongoose Publishing.*

**TRAVELLER**

*Compatible Product*

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# **Flynn's Guide To** ***MAGIC IN TRAVELLER***

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By Jason "Flynn" Kemp

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Mongoose Publishing.**

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## Special Thanks To:

- **Ryan Nock**, who wrote **EN Publishing's *Elements of Magic – Mythic Earth***, upon which this system is based;
- **Nicholas Kemp**, who puts up with his Daddy working on these projects in the evening and on weekends; and
- **Faith Kemp**, my beloved wife, who puts up with me, period, and that's no small feat on her part.

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# INTRODUCTION

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Welcome to *Flynn's Guide To Magic In Traveller*. Inside this supplement, you will find the all the secrets to eldritch power that you've been waiting for, at least within the confines of your 2d6-based Open Gaming campaigns. This *Flynn's Guide* contains a complete spellcasting system that will allow you to introduce both ritual and spontaneous spellcasting to your campaigns. In addition to detailing this skill-based magic system, this guide contains over 150 different sample spells created from the system's guidelines. You'll also find information on creating magic items, delivering magical curses, and exploring magical locations that empower your sorcerous might. Finally, this product also contains a complete Mage career path, to allow you to create spellcasting characters that you can immediately use in your campaigns.

## General Assumptions

This supplement makes a number of basic assumptions.

**Silver Standard:** This supplement assumes that the campaign setting's economy is based in silver. Instead of calling for a specific coinage, the text simply refers to silver as its monetary unit. For settings that use a gold standard, simply change silver to gold. For settings that use the standard Credit, simply change silver to Credits.

**Limited By Skill, Not Power:** This supplement assumes that magic is limited only by skill, and not by power. There are no "spell slots" or "power points" to track. Spellcasting is limited simply by how good the caster is, and by the fact that characters can only take so many actions each round. If a Referee desires a system that implements a power pool of some sort, the author suggests he consider an approach similar to Psionic Strength points, where each spell level costs one Psionic Strength point to cast. Instead of using Intelligence as the general ability score for modifying magic skill checks, perhaps a Magic ability score similar to Psi Rating could work. That approach isn't used in this book, but is presented here as an idea for Referees that desire such.



# SPELLCASTING IN TRAVELLER

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The core of the spellcasting system for *Flynn's Guide to Magic in Traveller* is simple. There is one magic skill, Magic, with eleven specializations - Attack, Charm, Create, Cure, Defend, Divine, Illusion, Move, Summon, Suppress and Transform. Spell power is measured in levels, typically from 1 to 10. More advanced magic is possible, but seldom comes into the hands of player characters. Casting spells requires a Magic skill check, and the task difficulty increases when casting more powerful spells.

Humans in general have no innate or natural magical ability. Human characters can cast ritual spells from texts, and even create their own rituals with enough study, but they have no innate magical power, and must use the Philosophy (Arcana) skill to perform magical rituals.

To cast a spontaneous spell - a spell that does not require a ritual - a character must have levels in the Magic skill. This magic system does not consider the source of a mage's power. Some mages might use powers of the fey, others might have magic granted to them by the ghost of an ancestor, and others might possess divine powers. This magic system focuses on the effects of casting spells, leaving the rest up to the Referee to determine for their own campaign milieu.

Ritual spells are difficult to cast, but can be very powerful if the caster is willing to take the risk. Spontaneous spells are weaker, but have almost no risk.

## New Skills

The crux of this magic system relies on three new skills and their specializations.

**Magic:** This is the true workhorse of the spellcasting system. Spontaneous spellcasting relies on the extensive knowledge and arcane mastery represented by levels in the Magic skill. Its use is so extensive that Magic has its own chapter, which encompasses what can be accomplished under its purview.

**Philosophy (Arcana):** Although artistically named to fit within the context of a fantasy setting, Philosophy (Arcana) is essentially a Science skill dedicated to magic and magical practices. It is very useful for the casting of ritual spells and for generic dispelling efforts.

**Trade (Artificer):** Creating permanent magic items requires the use of this Trade skill. Without it, mages are only able to craft Single-Use magic items. Its usage is described in greater detail under Magic Items.

## Spellcasting

To cast a spell, you must either have a ritual text, or must have the ability to cast spells spontaneously (which requires you to have levels in the Magic skill). The two methods use different mechanics to cast spells, but both use the same mechanics for creating spells and determining their power level.

The term "spellcasting check" is used for both ritual and spontaneous spells. For ritual spells, a spellcasting check is a Philosophy (Arcana) check used to cast the spell. For a spontaneous spell, a spellcasting check is a Magic skill check of the appropriate specialization to determine whether casting the spell taxes you, and if so, how much.

## Casting Ritual Spells

To cast a ritual spell, make a Philosophy (Arcana) check (Average task (DM +0), with a DM penalty equal to the spell's level). Casting a ritual spell requires ten successful skill checks, one per round. If you fail a check, that round does not count toward the ten necessary successes. If you fail 2 times in a row, the spell fails entirely and causes a mishap.

**Assisted Rituals:** Other characters can attempt to assist you with a ritual spell, using the "Aiding Another Character" rules. Assisting characters each make a Philosophy (Arcana) check (Easy task (DM +4)). You can only be assisted by a number of characters equal to your levels in the Philosophy (Arcana) skill. If additional characters try to aid you, they are wasting their time - their attempt has no effect on the ritual.

Rituals that are 3rd level or higher always require some action in addition to simple spellcasting. What this action is depends on the spellcaster's tradition, as determined by the Referee for the campaign setting, but typically are not difficult to do. These required actions simply take up time if you do not have assistance.

Ritual spells are written texts, so characters must be able to read and speak the language to participate in a ritual. The section on Magic Items contains rules on creating and purchasing rituals.

**Failed Rituals:** If you fail two consecutive spellcasting checks for a ritual, the spell fails, you suffer a -1 penalty to all spellcasting checks for the rest of the day, and the spell mishaps. See Mishaps, below, for more information.

If, while casting a ritual, you end the ritual voluntarily instead of failing two spellcasting checks, no mishap occurs, but you still suffer a -1 penalty to all spellcasting checks for the rest of the day.



## Casting Spontaneous Spells

To cast a spontaneous spell, you must have skill levels in the appropriate magical skill specialization. You can cast any spell if its level is less than or equal to the number of skill levels you have in that magical skill. Casting a spontaneous spell takes two significant actions typically performed in two consecutive rounds, except that signature spells (see below) can be cast as a significant action.

At the end of the second round of casting a spontaneous spell, make a spellcasting check with the appropriate magical skill (Routine task (DM +2), with a DM penalty equal to the spell's level). If you succeed, the spell functions normally. If you fail, the spell may still function, but you suffer drawbacks.

If you fail with a Marginal Failure (missed by 1), the spell functions normally. However, you incur a -1 penalty to all spellcasting checks for the rest of the day.

If you fail with an Average Failure (missed by 2 to 5), the spell fails and you incur a -1 penalty to all spellcasting checks for the rest of the day.

If you fail with an Exceptional Failure (missed by 6 or more), the spell fails; you incur a -1 penalty to all spellcasting checks for the rest of the day, and the spell mishaps. See Mishaps below for more information.

**Signature Spells:** Normally, spontaneous spells take two significant actions, typically performed over two consecutive rounds, to cast. From a flavor standpoint, this represents the time needed to compose a spell on the fly. From a game standpoint, this discourages players from slowing down combat by trying to create the perfect spell. Instead, characters will typically rely on their signature spells, those spells the character is most familiar with, which he is able to perform without thinking. Signature spells are just as difficult to cast as normal spells (i.e., their spellcasting difficulty is the same), but they take only a significant action to cast.

A signature spell is a specific, premade spell of a specific magical tradition or practice: for example, a specific Illusion 5/Gen 1 spell to make a target creature look and sound like a different person for ten minutes. The specific appearance of the illusion can be different, but the enhancements chosen are predetermined.

You can know a number of signature spells equal to your Intelligence ability score. Creating or changing the signature spells you know takes 8 hours of study and practice. You can choose any spell as a signature spell, even an overpowered spell (see below). However, ritual spells can never be signature spells.

**Spell Burn:** Casting a spell deals 1d6 points of damage to you for every 2 spell levels (round up) of the spell. You may ignore a number of points of spell

burn damage equal to the number of skill levels in the appropriate magic skill used to cast the spell. The remainder is applied against your ability scores as normal.

Spell burn is like standard damage, except that it cannot be healed by magic. A Medic check (Average task (DM +0)) can recover 1 additional point of spell burn, but a character can only benefit from this once per day.

**Overpowered Spells:** Normally, when you cast a spontaneous spell, you cannot cast a spell that is higher level than the number of skill levels you have in the appropriate magical skill. You can choose to cast an overpowered spell, allowing you to cast a spell up to 2 levels higher than your number of skill levels. Casting an overpowered spell deals an additional 1d6 points of spell burn to you for every spell level you went above your limit.

## Dispelling Magic

Any mage can attempt to dispel magic, ending magical effects by application of his own magic. There are two ways to dispel magic. The first uses a magical skill to counter applications of the same magical skill. The second uses Philosophy (Arcana) to counter the effects of any magical skill. For either method, you must purchase general enhancements for range if the targeted spell is not close enough to touch, but duration and area of effect are not necessary. Once a spell is dispelled, it ends as if its duration had run out.

Typically dispelling is only attempted if you have identified what type of magic a spell is by making a Philosophy (Arcana) check (Routine task (DM +2), with a negative DM equal to half the spell's level, while the spell is being cast, or Average task (DM +0), with a negative DM equal to half the spell's level, if the spell is already in effect, but you can always guess and hope that your dispel attempt is appropriate.

Dispelling is a significant action. You can also delay and use a significant action to dispel a spell as it is being cast. This is called counterspelling. If you counter a spell, the spell never takes effect in the first place.

**Magic Skill Dispelling:** You can use a magic skill to negate magic of the same type. However, you can always try to blindly dispel, and if you guess wrong the type or power of spell, your dispel does nothing.

You must cast a spell that has the same number of levels of the appropriate magical skill(s) as the targeted spell, not counting general enhancements (so to counter a Summon 3/Gen 1 spell, you must cast a Summon 3 spell, and the only general enhancement you need is sufficient range). Because you aren't creating an entire spell, the dispel attempt takes only a significant action, not two significant actions. If your spell functions, you dispel the targeted spell.

*Example One:* During a battle in a haunted cemetery, a vile witch doctor places a curse on our hero Loboki, causing him to be paralyzed with wracking pains (Charm 3/Gen 1). Loboki falls to the ground amid the mage's bodyguards, so Loboki's ally Hechaba attempts to dispel the curse. She fails to identify the spell the witch doctor cast, but she has 4 skill levels in Charm, so she takes a guess and tries to dispel it. She cannot reach Hechaba, so she casts Charm 4/Gen 1 as a dispel attempt. Since she has at least as many levels of Charm as the targeted spell, as long as she succeeds her spellcasting check, Loboki will be freed.

**Philosophy (Arcana) Dispel:** You can use the Philosophy (Arcana) skill to negate any sort of magic, though you have a lower chance of success. You can only attempt to dispel with the Philosophy (Arcana) skill if you have successfully identified the spell you are trying to dispel. Though normally Philosophy (Arcana) is not a magical skill, when used to dispel you make a spellcasting check like any other magical skill.

You make a magical Philosophy (Arcana) check (Routine task (DM +2), with a penalty of the targeted spell's level, not counting general enhancements). Penalize the DM by -1 if the target is within Short range, -2 if it is Medium range, and -3 if it is in Long range. You cannot dispel targets beyond Long range. If you succeed, the spell is dispelled.

Regardless of whether your dispel attempt succeeds, the attempt is innately anti-magical, so you take a -1 penalty to spellcasting attempts for the rest of the day.

*Example Two:* An allied warrior has been mentally dominated by an enemy magus, and is trying to hit Loboki with a crossbow bolt. Loboki doesn't want to kill the warrior, but he does not know Charm. However, he succeeds his Philosophy (Arcana) check to identify the spell that is controlling the agent (Charm 2/Gen 1). He decides to try to dispel the domination, which requires a Philosophy (Arcana) check (with a total DM -1). The warrior is six meters from Loboki, so the range increases the DM penalty to -2. He has 3 skill levels in Philosophy (Arcana), so he rolls 2d6+1, looking for a total of 8 or higher to determine success.

**Dispel Magic Items:** If you successfully dispel a magic item, permanent spell, or curse, its effects are suppressed for one minute. When attempting to dispel a permanent effect, you can choose to accept a DM -1 to increase the suppression duration to 10 minutes, DM -2 to increase the duration of the suppression to one hour, or increase the DM -4 to increase the duration of the suppression to one day.

## High Fantasy and Low Fantasy

These spellcasting rules assume a general level of magic common to a majority of the fantasy settings many gamers have enjoyed for decades. This level of magic within a campaign is characterized by the assumption that magic is uncommon but not rare, that spells are difficult to cast but not deadly (for the most part), and spellcasters are common enemies most frequently encountered as powerful bosses or at least elite minions.

This system can easily be modified to represent both Low Fantasy and High Fantasy campaign styles with some simple modifications. Referees should feel free to modify the changes given below to better fit the flavor of their campaign setting.

### Low Fantasy

This level of magic assumes that magic is very rare, that spellcasting is dangerous, and spellcasters are rarely encountered. Even when magic makes an appearance in the game, the sword is still more reliable and better equipped to address matters in a direct confrontation. This can be accomplished using the following changes to the system:

- Spellcasting checks and item creation checks are one level more difficult.
- All spellcasting times are doubled. All item creation times are ten times longer.
- Spontaneous spellcasting may not be practiced by anyone with less than 3 levels in the Magic skill.
- All spells require Power Components equal in value to 100 silver per spell level, in addition to any Power Components that may already be required.

### High Fantasy

This level of magic assumes that magic is very common, that spellcasting is easy, most people have some spellcasting ability, and magic items are common enough to be sold in magic shops. Even diehard warriors in a High Fantasy setting can have some magical knack or ability to modify their martial talents. This can be accomplished using the following changes to the system:

- Spellcasting checks and item creation checks are one level less difficult.
- All characters in the setting start off with basic magical training: Magic 0 and Philosophy (Arcana) 0.
- All cost of Power Components for any spells that require them is halved.



## General Spellcasting

The following rules apply to ritual and spontaneous spells.

**Verbal, Somatic, and Material Components:** As a default, all spells in *Flynn's Guide to Magic in Traveller* require verbal and somatic components. Spells do not normally require material components; however, at the discretion of the Referee, the use of material components may provide additional DMs to the spellcasting check (usually no more than +1 or +2).

**Focus:** As a significant action, you may make an Endurance check (Average task (DM +0)) to gain magical focus. When you are magically focused, you may expend your focus to cast a spontaneous spell without verbal or somatic components. Once you are magically focused, you remain focused until you expend your focus, become unconscious, or go to sleep.

**Precasting:** Normally, when you want to cast a powerful spell, you run a great risk of not just injuring yourself, but also wasting your time in combat or other tense situations. It is possible, however, to cast a spell in advance and hold the completed spell for later release. Doing this lets you face the risk of having a spell go awry in controlled circumstances.

To precast a spell, you must be magically focused. You then choose a spell to cast and make the appropriate magical skill check. If you fail you suffer the normal effects. If you succeed, the spell does not take immediate effect. Instead you gain the ability to expend your magical focus to cast the spell as a significant action, without having to make a

spellcasting check. If you lose your magical focus, the precast spell is lost.

You can only have one precast spell at a time.

**Resisting Magic:** Whenever a character attempts to resist your magic, the spell's level serves as a penalty on their relevant check used to resist the magical effects.

**Spellcasting Penalties:** If you fail to cast a ritual spell, or if you fail the spellcasting check for a spontaneous spell, you suffer a -1 penalty to spellcasting checks for the rest of the day, generally until you get a good night's rest. Regardless of how many times you sleep, you can only negate these penalties once in a given day. If you do not rest at least 4 hours, the penalties remain, even beyond one day.

**Armored Spellcasting Failure:** In most settings, mages wearing armor have difficulty casting spells with somatic components, increasing the difficulty of spellcasting checks used to cast their spells. The mage suffers a penalty equal to half the armor's value, rounded down.

**Mishaps – Spellcasting Fumbles:** When spellcasting goes awry, the result is called a mishap. The default mishap is that the caster and any other characters involved in casting the spell take damage equal to the spell's level, but the Referee is encouraged to use their imagination when determining the effects of a mishap.

## Expanded Spellcasting Options

The following are expanded options of the Spellcasting system.

**Long Spells:** Normally a spontaneous spell requires a significant action, and each spellcasting check for a ritual spell requires a full round. If you spend ten minutes instead of the normal significant action or full round, you gain a +2 circumstance bonus to your spellcasting check. This would cause a spontaneous spell to take ten minutes, and a ritual to take at least an hour and forty minutes.

**Swift Rituals:** You can attempt to cast a ritual spell more quickly, though this is difficult. To cast a ritual spell swiftly you need only succeed on two spellcasting checks, but you suffer a DM -4 penalty to your spellcasting check, and if you fail a single spellcasting check, the spell fails.

**Communal Spells:** When a mage is assisted by a large number of people, the combined will of the group can enhance the spell's scope, if not its power. If you have a large group working with you as you cast a spell - either ritual or spontaneous - their presence can grant the spell additional levels which can be used for general enhancements.

A group of ten people grants you +4 levels. A hundred grants +6 levels. A thousand grants +8 levels. Ten thousand grants +10 levels, one hundred thousand grants +12 levels, one million grants +14 levels, and so on.

All participants do not need to be within line of sight as the spell is cast, but they must be aware the spell is being performed, and must actively and willingly concentrate on the spell for at least ten minutes, some portion of which must include the actual casting of the spell. The mage can maintain concentration, waiting for the necessary ten minutes, but if he ends before ten minutes, he gains no benefit. Likewise, if his concentration is disrupted, the spell fails.

These additional levels can only be used to purchase general enhancements, and they do not increase the spellcasting difficulty.

**Magical Fonts:** Some magic items simply store magical energy. These items, called mana batteries, can be tapped by mages to power their spells. Likewise, locations possessing great magical power, called loci, can also be tapped. Batteries and loci are mechanically identical, and collectively they are known as fonts. Loci are usually natural occurrences, are immobile, and possess much more power than a mere battery.

Most mana batteries can be used to power any sort of spell, though some batteries and most loci only

provide power for a limited set of spells. Generally this limits the font to certain magical skill types, but some fonts might be restricted to only certain effects in a given skill. You can determine the level limit, energy, and other aspects of a font with a 1st-level Divine spell, though some loci are cloaked with Illusion.

Fonts have two main measures - level limit and energy. The level limit is the highest spell level that can be powered by the font. The energy is how many times the font can be used in a single day. Regardless of how high a font's level limit is, even a 1st-level spell will drain one of the font's uses for the day.

Mana batteries are designed to be tapped, and so any mage can use them. Loci, however, are harder to access. All loci are a little different, so to figure out how to draw power from a given locus you must make a Philosophy (Arcana) check as a significant action (Average task (DM +0)).

To draw power from a locus, you must be within its area; to draw power from a mana battery, you must be holding or wearing it. When you use a font to cast a spell, if the spell you cast is not higher than the font's level limit, you do not have to make a spellcasting check: you automatically succeed in casting the spell. You still suffer any effects for casting an overpowered spell if the spell's level is higher than the number of skill levels you have in the required skill(s), and as usual you can only cast spells up to 2 levels higher than your skill levels.

# MAGIC SKILLS

The core Magic skill defines a mage's ability to cast spells. There are eleven specializations of the Magic skill: Attack, Charm, Create, Cure, Defend, Divine, Illusion, Move, Transform, Suppress and Summon. Also, Philosophy (Arcana), in addition to its mundane uses to identify spells, can be used as a magical skill to dispel or counter spells. All of these skills are available through the Magus career path.

## Creating Spells

As a baseline, all spells have the following characteristics:

**Casting Time:** Significant action.

**Duration:** Up to one minute (D). You can hold a charged spell after casting it, waiting to release its effect, but the duration is still tracked from the moment it is done being cast.

**Range:** Personal.

**Target:** A creature, object, or point in space.

**Area of Effect:** Up to one 1.5-meter square.

**Affecting Targets:** When you cast your spell, choose a creature, object, or point-in-space within range. This is the center of the area of effect. If you choose a creature or object, the spell is anchored to it, and the area of effect moves wherever it moves. If you choose a point in space, the area of effect is static and unmoving.

Also, instead of a 1.5-meter area, you may choose for the spell to simply affect one creature or object. Thus, if your friend and an enemy are grappling and in the same square, you could target a Charm spell to affect only the enemy, instead of a 1.5-meter area.

**Special Targeting:** You can choose to charge the spell into an object that is within range, and the first creature or object it touches becomes the anchor of the spell. If you charge an object this way, you can then cast more spells without causing the charged spell to end. Remember, though, that the duration is running as soon as you cast the spell, so if no one touches the charged object, the spell is wasted. One example of this is charging arrows with Attack spells so they explode when they hit.

**Enhancements:** Magical skills have effects depending on the spell's level, and when creating a spell, a character basically chooses enhancements that increase the spell's level. Each magical skill has its own list of enhancements. Additionally, any spell can use general enhancements to improve the spell's duration, range, or area of effect. For example, with an Attack spell, 1d6 points of damage is a 1<sup>st</sup>-level effect, while 3d6 is a 3<sup>rd</sup>-level effect. A character could also choose the Long Range enhancement, which increases the spell's level by +3, allowing him to deal 3d6 points of damage to a creature within Long Range as a 6<sup>th</sup>-

level spell. He could also choose to give the spell a 6-meter radius, increasing the spell's level by +2, creating a highly visible explosion or a very subtle draining of life energy at long range. This would be an 8<sup>th</sup>-level spell.

When describing spells, list their type and the number of levels of enhancements from that type, followed by a listing of how many levels of general enhancements the spell has.

The 6-meter radius version of the example spell above would be listed as Attack 3/Gen 5.

Enhancements are listed in the following format:

**Name of Enhancement** (+x level increase for spell). The effect of the enhancement.

## General Enhancements

The following are general (Gen) enhancements, available to any spell.

- **Range** (Varies). The spell has a range greater than Personal. The actual level increase is given in the following table.

Table: Range Modifiers

Range	Level Increase
Personal	-
Close	+0
Short	+1
Medium	+2
Long	+3
Very Long	+4
Distant	+5

- **Area** (Varies). The spell affects an area greater than one 1.5-meter square. The actual spell level increase is given in the following table.

Table: Area Modifiers

Area	Level Increase
3-meter radius	+1
6-meter radius	+2
12-meter radius	+3
25-meter radius	+4
50-meter radius	+5
100-meter radius	+6

- **Contingency** (Varies). When you cast the spell, you choose all the spell's effects, but the spell's duration doesn't begin until a certain trigger you set occurs. The trigger must be clear, and must be something a typical human could notice. Note that the trigger condition must be something that takes place within 9 meters of the spell's area, and the Referee

may disallow inappropriate triggers. A Create spell that sounds an alarm if anyone enters the area of effect is fair, but an Attack spell that fires at the third creature without ice resistance to talk in the area of effect is too complicated. You can only have one triggered spell waiting at any given time; if you cast another triggered spell before the first triggers, the earlier one has no effect.

- **Contingency, Hour** (+1). If the trigger doesn't occur for one hour, the spell dissipates.
- **Contingency, Day** (+2). As above, except the spell can lie in wait for up to one day.
- **Contingency, Month** (+4). As above, except thirty days.
- **Contingency, Week** (+3). As above, except seven days.
- **Contingency, Year** (+6). As above, except one year.
- **Discerning** (+1). With this enhancement, the spell only affects creatures or objects of your choice in the area of effect. You can choose a maximum number of targets equal to the spell's total level. For example, a Witch of Rokim casts Cure 3/Gen 3 to affect a 6-meter radius circle that contains both allies and enemies, with the Discerning enhancement. She can choose up to six allies in the area of effect so that they will be affected, but no enemies would be.

Alternately, you can choose up to one 1.5-meter square per spell level to be unaffected by the spell. Also, you can choose to have the spell anchor individually to each creature in the area of effect. This way, creatures in the area of effect when the spell is cast are affected, and remain affected even if they leave the area of effect. However, if creatures enter the area of effect after the spell is cast, they are not affected. Thus, the area of effect only really matters when the spell is first cast. Most Charm spells use this enhancement so that the mage doesn't have to always stay within range of those he charms.

- **Duration** (Varies). The spell's duration is something other than one minute.
- **Duration, Concentration** (+0). The spell's duration is only as long as you maintain concentration.
- **Duration, Short** (+1). The duration is 10 minutes.
- **Duration, Medium** (+2). The duration is one hour.
- **Duration, Long** (+3). The duration is one day.
- **Duration, Permanent** (+12). The spell lasts until you will it to end, or until it is dispelled.

## Attack

The Attack magical skill specialization is used to harm foes, either with damage, or with physical ailments. Attack spells can deal different types of damage: physical (impacts, weapons, and pure force) or energy (acid, cold, death, electricity, fire, mental, and sonic).

If you make an Exceptional Success (succeeded by 6 or more) on your spellcasting check to cast an Attack spell, affected creatures suffer a DM -2 penalty to any checks made to resist.

You may choose one type of Attack damage for each level of Magic (Attack) skill you possess. However, you cannot cast Attack spells that deal death damage unless the Referee indicates that is available to your magical tradition or practice.

Physical damage, such as by striking with objects or intangible force, is affected by armor, but spells bypass armor as if they were magic weapons.

Energy damage comes in seven types — acid, cold, death, electricity, fire, mental, and sonic. It is up to the Referee to determine when one type of energy might be more or less effective, but use the following as guidelines.

- Acid lingers after striking, dealing an extra 1 point of damage for 1d6 rounds unless washed off.
- Cold damage is especially harmful to fiery creatures, such as dragons, dealing half again as much damage.
- Death damage grants access to the Affliction enhancements below. Attack spells that deal death damage are typically resisted by Endurance rather than Dexterity.
- Electricity damage can short out electronics, at the Referee's discretion, if such exists in the campaign.
- Fire damage sets things on fire and deals half again as much damage to icy creatures.
- Mental damage is nonlethal, and it cannot be used with the Enhanced Attack enhancement. Attack spells that deal mental damage are typically resisted by Intelligence rather than Dexterity.
- Sonic damage shatters glass easily. A creature that takes more than its damage threshold in sonic damage must make an Endurance check (Routine task (DM +2)) or be deafened for one minute.

## Attack Enhancements

- **Enhanced Damage** (+1). Place this spell on a creature or item (or one set of ammunition, such as up to 20 shuriken, a single clip of bullets, or up to 20 arrows). Unarmed and natural attacks made by that creature or weapon attacks made with that item deal +1d6 points of damage with a successful hit. You may choose this enhancement once for any given damage type.

- **Enhanced Attack** (+1). Place this spell on a creature or item. Unarmed and natural attacks made by that creature or weapon attacks made with that item have a DM +1 bonus to attack and damage rolls. You may choose this enhancement up to 3 times.

- **Direct Damage** (+1). The spell deals 1d6 points of damage to affected creatures. Those creatures are allowed a Dexterity check (Routine task (DM +2), with a penalty equal to the spell's level) for half damage. Even though spells normally have a duration of one minute, the damage is dealt immediately, as soon as the spell takes effect. You may choose this enhancement any number of times.

## Affliction Enhancements

You can only choose Affliction enhancements for an Attack spell if your magical tradition lets you deal death damage. Choose one of the following afflictions; your Attack spell afflicts creatures with the chosen condition. A successful Endurance check (Routine task (DM +2), with a penalty equal to the spell's level) against your spell halves any damage and negates other afflictions.

- **Targeted Ability Damage** (+2). Affected creatures take 1d6 points of damage to the ability score of your choice. The damage heals at the normal rate. You may choose this enhancement multiple times to increase the damage.

- **Blindness/Deafness** (+2). You blind or deafen affected creatures for the spell's duration.

- **Disease** (+3). You infect affected creatures with a disease of your choice.

- **Fatigue** (+2). You fatigue affected creatures.

- **Paralysis** (+3). You paralyze affected creatures for the spell's duration.

## Charm

The Charm magical skill specialization is used to influence emotions, control a creature's actions, and affect creatures' minds. All Charm spells allow an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed a new check to break free and end the spell's effect.

If you achieve an Exceptional Success (succeeded by 6 or more) on your spellcasting check to cast a Charm spell, affected creatures suffer a -2 penalty to their Intelligence checks to resist. Charm spells that do not grant resistance checks are unaffected.

## Charm Enhancements

- **Charisma** (+1). Affected creatures gain a +1 enhancement bonus to checks modified by Social Standing for the duration of the spell. You may choose this enhancement up to three times.

- **Emotion** (Varies). The following enhancements alter the emotional state of affected creatures, replacing their current emotional state if it is contradictory. Creatures affected by emotion-changing magic do not realize their emotional state is unusual during the spell's duration.

If a creature successfully resists a Strong emotion effect, he instead suffers the effect of the related Moderate emotion. If he successfully resists a Moderate emotion, he suffers a Weak emotion. And if he resists a Weak emotion, he suffers no effect. If the creature successfully resists with an Exceptional Success (succeeds by 6 or more), it suffers no emotion effect at all, regardless of the original power level of the spell.

Table: Emotion Levels

Emotion	Weak	Moderate	Strong
Anger	Anger	Rage	Frenzy
Calm	Calm	Calmer	Caldest
Confusion	Confusion	n/a	n/a
Courage	Bravery	Courageous	Heroic
Daze	Dazed	Stunned	Helpless
Fear	Shaken	Frightened	Panicked
Happiness	Happiness	Laughing	Love

- **Emotion, Weak** (+1). Affected creatures are affected by one of the following emotions.

- **Anger**. Affected creatures have their attitude toward shifted two degrees more hostile. Attitudes range from helpful to friendly to indifferent to unfriendly to hostile. The change in attitude is only with regard to the target of your choice.
- **Bravery**. Brave creatures gain a DM +1 bonus to attack rolls. The spell also acts as a Calm spell against fear effects only.
- **Calm**. Affected creatures ignore magical weak emotion effects for the spell's duration. Moderate emotion effects are reduced to weak, and strong emotion effects are reduced to moderate. Consult the Emotion Levels table to see which emotions are related.
- **Confusion**. A confused creature takes random actions. Roll 1d6 each round: 1: flee at top speed to seek safety, 2-3: do nothing for one round except perhaps drool or babble, 4-5: attack the nearest creature for 1 round, 6: act normally for 1 round. Any confused creature that is attacked automatically attacks its attacker on its next action.
- **Dazed**. Dazed creatures take no actions, but defend themselves normally.
- **Happiness**. Affected creatures have their attitude toward shifted two degrees more friendly. Attitudes range from helpful to

friendly to indifferent to unfriendly to hostile. The change in attitude is only with regard to the creature of your choice (this creature need not be within range of the spell). Multiple applications do not stack.

- **Shaken:** A shaken creature suffers a DM –1 penalty on attack rolls, weapon damage rolls, and checks made to resist magical effects.
- **Emotion, Moderate (+2).** Affected creatures are affected by one of the following emotions.
  - **Calmer:** Affected creatures ignore magical weak and moderate emotion effects for the spell's duration. Strong emotion effects are reduced to weak.
  - **Courageous:** Courageous creatures gain a DM +1 bonus to attack rolls, damage rolls, and checks to resist Charm effects. The spell also acts as a Calmer spell against fear effects only.
  - **Frightened:** A frightened creature flees as well as it can from even the slightest danger. If unable to flee, the creature may fight. It suffers a DM –1 penalty on attack rolls, weapon damage rolls, and checks to resist magical effects.
  - **Laughing:** The creature is filled with great humor, and cannot take any aggressive action. Alternately, you can shift a creature's attitude four steps more friendly.
  - **Rage:** The creature acts as if in a berserker rage, gaining a +1 bonus to Strength and Endurance, and opponents gain a DM +1 on melee attacks made against the creature. The creature is not fatigued at the end of the rage.
  - **Stunned:** Stunned creatures drop whatever they are holding, can't act, and opponents gain a DM +1 on melee attacks made against the creature.
- **Emotion, Strong (+3).** Affected creatures are affected by one of the following emotions.
  - **Calmmest:** Affected creatures ignore magical emotion effects for the spell's duration.
  - **Frenzy:** Greater than a rage, the creature gains a +2 bonus to Strength and Endurance, and opponents gain a DM +2 on melee attacks made against the creature. During the frenzy, the character can take no rational actions, and simply attacks directly against the nearest enemy. If there are no enemies to fight, the frenzied creature starts attacking friends.
  - **Helpless:** Helpless characters are aware of their surroundings, but can take no actions. They are helpless.
  - **Heroic:** Heroic creatures gain a DM +1 bonus to attack rolls, weapon damage rolls, ability

checks and skill checks. The spell also acts as a strong Calm against fear effects only.

- **Love:** Affected creatures fall aggressively in love with another creature of your choice, wanting nothing more than to be with that creature and act in whatever way they believe best displays their love.
- **Panicked:** A panicked creature suffers a DM –1 penalty to resist magical effects and must flee. A panicked creature has a 50% of dropping what it's holding, chooses its path randomly (as long as it's getting away from immediate danger), and flees other dangers that confront it. If cornered, a panicked creature cowers.



• **Commands — Language and Telepathic** (Varies). The following enhancements force creatures to obey your commands. Language commands allow creatures to distort your intent, since they are only required to obey the letter of your command, not its spirit. Telepathic commands impress your will directly upon a creature, so it must obey the spirit of your command, even if the creature does not understand your language. The nature of the magic does not allow you to simply command a creature, "Obey me." You must give the creature specific commands, though the more powerful the spell the more complex they can be. If you wish to control all of the creature's actions, you must use the Telepathic Domination enhancement. However, the command, "Never resist



my spells,” is a valid way to get a creature to follow repeated commands.

Creatures affected by commands realize they are not acting of their own free will. If a command would force a creature to actively harm a close ally or physically endanger itself, the creature is allowed a new Intelligence check (Routine task (DM +2), with a penalty equal to the spell’s level) to break free, though if you simply command a creature to protect you and it chooses to be aggressive against its allies, it does not receive a new check to resist the effects of the spell. If a command would force a creature to almost certainly kill itself, the creature breaks free of the command.

- **Language Command, Simple** (+1). The target must be able to hear and understand you. You give the target a one- or two-word command, which it obeys. Once it completes the commanded task, the spell ends for it.
- **Language Command, Standard** (+2). As above, except that the command can be one or two sentences long, detailing a single slightly complex task. Once you finish casting the spell, you must still give the target the command, so you might need to rush if the target is threatening you.
- **Language Command, Complex** (+3). As above, except that the command can be as long or complex as you want. The more complex the command, often the more easily the target can distort its intention, but the main limiting factor is how much time you can spend giving the command.
- **Telepathic Command, Simple** (+2). You impress your will upon the target, giving them the equivalent of a one- or two-word command, which it obeys to the fullness of its abilities, obeying the intent of your command.
- **Telepathic Command, Standard** (+3). As above, except that the command can be the equivalent of one or two sentences long, detailing a single slightly complex task. You impart this command as you cast the spell; unlike a verbal command above, you do not have to spend time actually giving the command.
- **Telepathic Command, Complex** (+4). As above, except that the command can be as long or complex as you want.
- **Telepathic Domination** (+5). For the spell’s duration, you may command the creature whenever you want, with any level of complexity. The spell does not end once the creature fulfills the command. You can give the creature a new command of any level of complexity once per round as a minor action,

as long as the creature is within the spell’s range.

- **Mind Reading** (Varies). The following enhancements — Forget, Mind Read, and Mind Scan — let you read and alter the thoughts and memories of affected creatures.

- **Forget** (Varies). Affected creatures forget recent events. You can have the creatures forget some events but not others; they do not realize that they’re missing memories until something prompts them to try to remember, though if you include a standard or complex command enhancement you can tell them to remember something else instead. When the spell ends, they regain their memories.

- **Forget, Standard** (+1). You can affect up to one minute worth of memory.
- **Forget, Short** (+2). As Forget, except you can affect up to 10 minutes worth of memory.
- **Forget, Medium** (+3). As Forget, except you can affect up to an hour worth of memory.
- **Forget, Long** (+4). As Forget, except you can affect up to a day worth of memory.
- **Forget, Complete** (+5). As Forget, except you can affect up to all of the creatures’ memories.

- **Mind Read** (+2). By concentrating, you can deeply read the mind of the creature. Each round, you can either search for specific information (e.g., the name of a spy, the location of hidden treasure, the gate password) or simply browse for interesting information. Browsing for general information normally garners nothing very urgent or secretive unless the creature was recently thinking about it, but gives you a broader sense of the creature’s mind. Reading a mind lets you make knowledge-based checks against the skills the creature possesses, but you generally need to look for the right information to find it. You can only browse one creature at a time, but if there are multiple creatures in the area, you can look for specific information in all of them at once.

- **Mind Scan** (+1). By concentrating, you can “overhear” the thoughts of the target creature. If there are multiple creatures in the area, you can focus on one at a time, or try to decipher out their thoughts all at once, like hearing one person in a crowded room. This does not give you the ability to understand the creature’s language, but you can comprehend emotions and simple desires like fear or hunger regardless of language.

- **Subtle Charm** (+1). The creature does not receive a new save each round to reduce the effects of the Charm. Creatures affected by commands are not aware that their actions are not their own. However, a character can still at any time spend an action point to temporarily break free from the spell, allowing him to ignore the Charm for 1 round.

## Create

The Create magical skill specialization creates objects. Objects can never be created in such a way as to be immediately dangerous — you cannot create a steel plate over a creature to crush it, though you could create propped up on the ground, then try to tip it over. You cannot create objects on unwilling creatures. If you attempt to trap a creature inside a large created object like a cage, it receives a Dexterity check (Routine task (DM +2), with a penalty equal to the spell's level) to avoid being trapped. If the object is huge, like a cage the size of a house, the creature is not allowed a Dexterity check unless it is near the edge of the area.

If you achieve an Exceptional Success (succeeded by 6 or more) on your spellcasting check to cast a Create spell, affected creatures suffer a –2 penalty to their ability checks to resist. Create spells that do not allow checks to resist are unaffected.

### Creation Limitations and Options

You can create substances and energy instead of solid objects. You can create objects that cannot normally exist without magic, as long as a roughly equivalent object could be created. Thus a wall of fire would be as easy to create as a complex array of flame-throwers aimed to create a barrier. This spell does not allow the creation of magic items at all (you cannot use Create to bypass the need for other spells).

Created items vanish when the spell's duration ends. If created food was consumed, creatures suddenly become hungry, and if created nails were used to hold together a structure, the structure will likely fall apart. Objects created permanently can be used as food, integrated into other objects, etc., just as if they were normal objects.

### Create Enhancement

- **Create Object** (+1 or more). You can create one or more objects or effects that could be created by objects. Created objects are obviously magical; for example, they may tingle to the touch or glow slightly. They can be no more directly damaging than natural fire (you can't create an explosion, but you can create alchemical fire), and must have at least some physical aspect (you can create water, a sword, dim light, fire, or the smell of lilacs, but not 'goodness'). Use the Cost Conversion table to determine the Level Increase for the spell based on how expensive of an item you seek to create. To create multiple items with the same spell, add their costs together before consulting the table.

Table: Cost Conversion

Cost (silver)	Level Increase
10 or less	+1
11 - 100	+2
101 - 1000	+3
1001 - 10,000	+4
10,001 - 100,000	+5
100,001 - 1,000,000	+6
1,000,001 - 10,000,000	+7
10,000,001 or more	+8

- **Create Air** (varies). When you create air, you can choose its temperature, between extremes of –40 and 65 degrees Celsius. Severe heat and cold cannot be used offensively unless you have a way to keep someone from moving out of the area of effect, since it takes at least a few minutes to die of exposure.

- **Fresh Air** (+2). You create enough fresh air for each creature in the area of effect to breathe for the spell's duration. If the spell is cast outdoors, the air will disperse naturally. Alternately, if you target creatures directly (or if you target an object that needs air, like a fire), the spell will provide fresh air for them.
- **Moderate Wind** (+1). You create wind of up to 30 kph. You can direct the wind in whatever direction you desire, with updrafts, downdrafts, whirlwinds, or simply in a straight line.
- **Fog Cloud** (+1). Mist obscures vision beyond 1.5 meters. A creature within 1.5 meters has concealment. Fog and mist can be dispersed by a moderate wind (15+ kph) in 4 rounds, or by a strong wind (30+ kph) in 1 round.
- **Strong Wind** (+2). Winds of up to 50 kph.
- **Severe Wind** (+3). Winds of up to 75 kph.
- **Windstorm** (+4). Winds of up to 100 kph.
- **Hurricane** (+5). Winds of up to 250 kph.
- **Tornado** (+6). Winds of up to 500 kph.

- **Create Light** (varies). Creates light in an area. Light effects cancel shadow effects of equal level, and vice versa.

- **Illumination** (+1). The created object sheds bright light in a 6-meter radius (and dim light for another 6 meters).
- **Daylight** (+2). The created object sheds bright light in a 12-meter radius (and dim light for another 12 meters).
- **Luminescence** (+2). The entire area of effect is filled completely with light, so that no shadows are cast.

- **Create Shadow** (varies). Creates an object which casts shadows and darkness in an area. Shadow effects cancel light effects of equal level, or vice versa.

- **Gloom** (+1). The created object radiates shadows in a 6-meter radius. Creatures with

darkvision can see through this area normally, and the darkness is the equivalent to a moonless night.

- **Darkness** (+2). The created object radiates shadows in a 6-meter radius. This magical darkness obstructs the vision of even creatures with darkvision.
- **Pure Darkness** (+3). The created object radiates pure darkness in a 24-meter radius, so dark that nothing can see through it.

- **Create Weather** (+2). You can create a type of weather normal to the local terrain and season. The weather takes about ten minutes to develop, and once the spell ends, the weather fades normally. If the spell lasts less than ten minutes, the effects will not be full, and the new weather will fade quickly. For every additional +1 enhancement, you can alter the severity of the weather from normal.

For example, if it starts as a nice spring day, you could cause it to rain for 2 spell levels, as rain is certainly normal to the terrain and season. However, if you desire it to snow, first it would be colder, and then turn to snow, a total of 4 spell levels (two shifts from a nice spring day).

- **Giant Area** (+2). You can only pick this enhancement if you are only creating winds or weather. The spell covers an area of effect with a one-kilometer radius. For every additional 1 spell level, increase the radius by an additional kilometer.



## Cure

The Cure magical skill specialization can cure afflictions, heal wounds, and even bring back the dead. Healing magic deals damage equal to how much it would heal to creatures of negative energy, like undead. Unwilling creatures are allowed an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate.

You may add the Effect of your spellcasting check to the amount of damage healed through Cure spells.

## Cure Enhancements

- **Cure Affliction** (Varies). The following conditions can be cured.

- **Ability Penalty** (+2). If there are any magical effects reducing one of the subject's ability scores, the effect is dispelled.
- **Fatigue** (+2). The spell eliminates fatigue.
- **Nausea** (+1). The spell eliminates nausea.
- **Poison, Negate** (+4). The spell neutralizes poison in the area. Any poison that enters the area during the spell's duration is neutralized. Creatures with natural poison abilities that succeed in an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist the spell can keep their poison stores and use their poison to harm creatures outside the area of effect.
- **Poison, Slow** (+2). For the spell's duration, poison in the area of effect has no effect. Once the spell elapses, poison takes its usual course.
- **Stun** (+1). The spell removes the stunned condition from a character.

- **Enhance Heal** (+1). Affected creatures gain a DM +1 bonus to Medic checks. You can choose this enhancement up to three times.

- **Enhance Endurance** (Varies). Affected creatures gain a bonus to Endurance for the duration. The Level Increase for this spell is equal to the bonus to Endurance.

- **Heal** (+2). Affected creatures heal 1d6 points of damage. For each additional level increase, creatures heal an additional 1d6 points of damage.

## Miraculous Healing

The following Cure enhancements require Power Components to cast. These are acts of miraculous healing far beyond what most creatures can heal naturally. If the spell fails, (for example, if you attempt an overpowered spell or ritual spell and fail), the Power Components are not wasted. Willing creatures can donate action points to fill your Experience Point pool.

If you attempt to revive a dead character and do not have enough Power Components, the creature will briefly return to life; if it has enough action points to donate to pay for the cost of its resurrection, the creature remains alive. Otherwise it suffers a brief, painful moment of near-life, perhaps just long enough to pass on a final message, before dying again.

## Miraculous Healing Enhancements

- **Cure Blindness/Deafness** (+3). The spell cures subject's blindness or deafness. This enhancement costs 600 silver in Power Components.

- **Cure Disease** (+3). The spell cures all diseases afflicting the subject. This enhancement costs 600 silver in Power Components.
- **Cure Paralysis** (+4). The spell cures any physical paralysis afflicting the subject. If the creature's Strength or Dexterity had been drained, they are restored to at least 1. This enhancement costs 800 silver in Power Components.
- **Regenerate** (Varies). The spell regrows lost body parts.
  - **Regenerate, Greater** (+7). The spell regenerates lost body parts as large as a missing limb. This enhancement costs 1400 silver in Power Components.
  - **Regenerate, Lesser** (+5). The spell regenerates lost body parts no larger than a finger or eye. This enhancement costs 1000 silver in Power Components.
  - **Regenerate, Moderate** (+6). The spell regenerates lost body parts no larger than a hand or foot. This is proportional to the creature being healed, and can heal a Large creature as easily as a Small creature. This enhancement costs 1200 silver in Power Components.
- **Revive** (Varies). The remains of the creature to be revived must be within range. Incomplete bodies must be repaired first, or else the creature will return to life missing potentially key body parts. Creatures that died of old age cannot be restored by this spell, and any diseases or poisons the creature had may still be active and need to be cured separately once the creature has been revived. Creatures return to life with one point each in Strength, Dexterity and Endurance. If the soul is unwilling to return, the creature stays dead.
  - **Revive, Epic** (+18). The spell restores to life a creature that has died, regardless of how long it has been dead, as long as it did not die of old age. This enhancement costs 3600 silver in Power Components.
  - **Revive, Greater** (+12). The spell restores to life a creature that has died in the past year. This enhancement costs 2400 silver in Power Components.
  - **Revive, Lesser** (+6). The spell restores to life a creature that has died in the past ten minutes. This enhancement costs 1200 silver in Power Components.
  - **Revive, Moderate** (+9). The spell restores to life a creature that has died in the past day. This enhancement costs 1800 silver in Power Components.

## Raising the Dead, Healing the Sick

Disease, injury, and death are very touchy subjects. Some Referees may be uncomfortable allowing such magic to be in the hands of player characters, or they may wonder why, if such magic is possible, there would not be stories of miracle healers. The Referee is of course free to say that such magic is unavailable, or that it has a special cost to make returning someone to life perhaps more frightening than leaving them dead.

However, the magic of **Flynn's Guide To Magic In Traveller** has been designed with the assumption that few characters in Traveller games have more than the four or five skill levels in any one magic skill specialization, and so while frighteningly powerful magic is available, it is rare and difficult to master. True, a character specializing in healing could potentially bring someone back from the dead, but only if death was quite recent. This ability is not far beyond the capabilities of an emergency defibrillator used correctly in the right circumstances.

Curing diseases and restoring lost limbs will always be difficult, and though such healing is within the power of a skilled mage, each mage will need to decide for himself whether he feels a duty to heal, or if the attention it would inevitably bring would be too great a risk.

## Defend

The Defend magical skill specialization provides protections. Unwilling creatures can resist with an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level), but there are no detrimental effects from most Defend spells.

### Defend Enhancements

- **Antimagic** (+2). The area becomes suffused with antimagic, making it harder to cast spells. Mages attempting to cast spells within this area suffer a DM -2 penalty to their spellcasting checks. Each additional level added to the spell provides a cumulative DM -1 penalty to spellcasting checks.
- **Antimagic, Targeted** (+1). Choose one type of magical skill specialization. The area of effect becomes suffused with antimagic targeted against that type of spell. Mages attempting to cast spells using the chosen magical skill specialization within this area suffer a DM -2 penalty to their spellcasting checks. Each additional level added to the spell provides a cumulative DM -1 penalty to spellcasting checks.
- **Armor** (+1). Affected creatures gain a +1 bonus to their armor rating. This enhancement can be improved by 1 for each extra spell level, to a maximum of +5.
- **Deflection** (+2). When foes attack creatures affected by this spell, they suffer a DM -1 penalty on

their attack rolls. This enhancement may be chosen up to 5 times, and its effects are cumulative.

- **Energy Buffer** (+1). Choose an energy type — acid, cold, death, electricity, fire, mental, or sonic. Prevent the first 5 points of damage of that energy type dealt to each affected creature. This absorption is considered ablative; the damage absorbed reduces the total that can be absorbed by future attacks. This overlaps (does not stack with) energy resistance. This enhancement can be chosen any number of times, applying to the same or different energy types.

- **Energy Resistance** (+2). Affected creatures gain energy resistance 5 against a chosen energy type — acid, cold, death, electricity, fire, mental, or sonic — preventing the first 5 points of damage of that energy type each round. This enhancement can be chosen up to four times for each energy type.

- **Protection** (+2). Creatures must make an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level), to enter the area of effect or use Charm spells on creatures within the area. Every minute it can make one attempt at breach the area of effect; if the creature fails, it is stuck outside for at least the next minute. The protection effect prevents the creature from making melee attacks into the area, but it can still use ranged attacks and non-Charm spells. For an additional 1 level, the protection effect prevents all attacks, spells, or abilities of an affected creature from entering the area of effect. This enhancement can be limited to a specific class of creature for a reduction of one level (–1 to the enhancement cost).

- **Spell Resistance** (+2). Affected creatures gain DM +1 bonus on all ability checks to resist the effects of magic. This enhancement can be chosen any number of times.

- **Spell Resistance, Targeted** (+1). Choose one type of magical skill specialization. Affected creatures gain DM +1 bonus on ability checks to resist the effects of magic based on the chosen magical skill specialization. This enhancement can be chosen any number of times.

## Divine

The Divine magical skill specialization gives you knowledge, of the present, past, and possible future. Divine spells normally grant knowledge to you, but you could choose to have the knowledge be given to anyone within range.

If you achieve an Exceptional Success (succeeded by 6 or more) on your spellcasting check, the information you receive is more clear and precise, though this is still subject to the Referee's discretion.

## Divine Enhancements

- **Dowse** (+1). Choose some type of object or substance, such as water, gold, magic, or evil, or a broad group of creatures, like humans or cats. For the spell's duration you can concentrate for one round to determine the direction to the nearest significant quantity of that substance (what counts as "significant" depends on the substance), regardless of range. If there are several different things of the chosen type within Short range, you are aware of roughly how many there are, and can concentrate on each one by one to determine its location. Once you are aware of specific items that are close, you can choose to ignore them and sense only further away items.

- **Dowse, Improved** (+2). Choose a specific object or creature, instead of a general type.

- **Enhance Ability Score** (Varies). Choose Intelligence or Education. Affected creatures gain a bonus to that ability score. Each level adjustment grants a +1 bonus to the ability score for the duration of the spell. This enhancement can be taken multiple times, and its effects are cumulative. Unwilling creatures receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate.

- **Intuition** (+1). Choose an Intelligence-based skill. Affected creatures gain a DM +1 bonus to checks with that skill. You may choose this enhancement multiple times.

- **Knowledge** (+1). Choose an Education-based skill. Affected creatures gain a DM +1 bonus to checks with that skill. You may choose this enhancement multiple times. This bonus does not apply to spellcasting checks using Philosophy (Arcana).

- **Precognition** (+2). You get a flash of insight into the future of a creature or object within range, seeing vaguely anything important that will happen in the next hour. If you ask a specific question of whether a specific event will occur, you learn about how likely that event was to happen. Of course, the very fact that you got the information may change whether the event occurs.

- **Precognition, Improved** (+4). Your precognition extends up to a day in the future. The further away the event is, however, the vaguer the insight gained.

- **Precognition, Greater** (+6). Your precognition extends a month into the future.

- **Reading** (+1). You learn the general nature of a creature or object within range, slowly getting more information the longer you concentrate. The target is allowed an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist. You can concentrate on another target at any time, but must start over from the first round of reading.

**1st round.** You get a sense of any types of auras the target may have — magical, allegiance-based, intense emotions, or recent trauma.

**2nd round.** You sense the strength of those auras — dim, faint, moderate, strong, or overwhelming.

**3rd round.** You sense the specific nature of those auras, learning what type of magic, what specific allegiances, and what sort of emotions created the aura.

Characters with Magic skill levels have magical auras. A spell's level determines the power of its aura, and the highest skill levels that a character has in a Magic skill specialization determines the strength of the character's aura.

This spell only reveals magical, emotional, and spiritual auras, not physical traits. You cannot use it to determine if a gun is loaded, or a door is trapped, for instance.

If you read an overwhelming aura of any sort, you must make an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) or be stunned for 1 round.

- **Reading, Improved** (+2). You get a fuller sense of a creature or object within range. The target is allowed an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist. If it fails, you get all the information from three rounds of the reading enhancement above, plus you receive impressions of events in the object's past, starting with the most prominent event in the first round, then an additional event in each round you concentrate. The impressions you receive are indistinct, like watching a movie trailer in fast forward.

You can see one year into the past. For an additional +1 level you can see a decade in the past; for +2 levels you can see a century in the past. Each additional level increases the time span by a factor of ten.

- **Remote Viewing** (varies). You concentrate on a creature or location, and can see and hear what is going on there. You see an approximately 6-meter radius around the target. Creatures in this area who can see the target can make an Intelligence check (Average task (DM +0)) to notice they are being scried upon, though those unfamiliar with clairvoyance will most likely only have a sense they are being watched. Those familiar with divination will recognize the sensation.

The level of this enhancement depends on how far away the target is and how familiar you are with it (see the Remote Viewing table).

If you have a specially prepared object to focus your remote viewing, you can have the remote viewing be projected through that object, allowing others to see and hear what you do.

- **Special Senses** (varies). Most of the following powers have options to increase the range of various senses. If you combine multiple types of vision, such as darkvision with omnivision, you need only increase the range once for both types, but use the highest level change.

- **Blindsight** (+3). Affected creatures gain the ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision. Such senses may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes concealment irrelevant to the creature. This ability typically operates out to nine meters. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. Blinding attacks do not penalize creatures using blindsight. However, deafening attacks thwart blindsight if it relies on hearing. Blindsight works underwater but not in a vacuum.
- **Darkvision** (+2). Affected creatures gain the ability to see in the dark up to 9 meters (6 squares). Darkvision is black and white only, but it is otherwise like normal sight, and characters with darkvision can function with no light at all.
- **Low Light Vision** (+1). Affected creatures can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. They retain the ability to distinguish color and detail under these conditions.
- **Vibration Sense** (+3). Affected creatures automatically sense the location of anything that is in contact with the ground and within range. Aquatic characters with vibration sense can also sense the location of characters moving through water. If no straight path exists through the ground from the character to those that it's sensing, then the range defines the maximum distance of the shortest indirect path. It must itself be in contact with the ground, and the sensed creatures must be moving. As long as the other creatures are taking physical actions, they're considered moving; they don't have to move from place to place for a character with vibration sense to detect them.

- **Translate** (+2). Choose one language you know. Affected creatures gain the ability to speak, read, and write that language. For an additional spell level, affected creatures gain the ability to speak, read, and write all languages you know. This can also be used in reverse, to grant you the ability to speak, read and write a language or languages that the target knows.

**Table: Aura Strength**

Spell Level	Skill Ranks	Aura Strength
1	1-2	Dim
2-3	3	Faint
4-5	4-6	Moderate
6-8	7-10	Strong
9+	11+	Overwhelming

**Table: Remote Viewing, Familiarity**

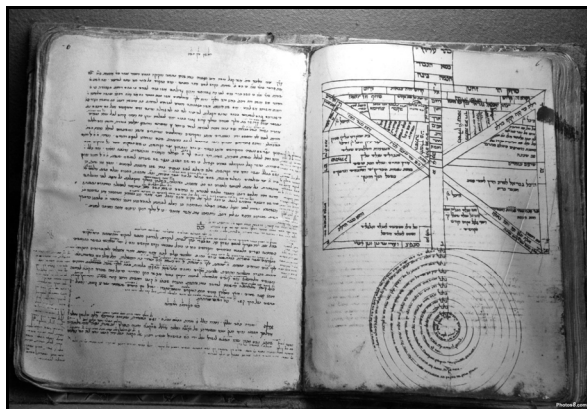
Category	Level
Familiarity	
Within sight	+1
Firsthand	+2
Secondhand	+3
None	+4

**Table: Remote Viewing, Distance**

Distance	Level
Very Long Range	+0
Same World	+1
Different World	+2

## Optional Rule • Cinematic Clairvoyance

At the Referee's option, a successful remote viewing is not limited to a 6-meter radius around the target, but instead it gives you a full line of sight view of something significant going on around the target. So if the target is marching toward ancient ruins in the desert, you might see across the target's shoulder to spot the ruins in the distance. Also, you might not get a vision of what is currently going on, but rather something in the near past or future that is significant to the adventure's plot.



## Illusion

Illusion spells deceive the senses or minds of others. Illusions have no real effect, but they can mislead creatures and cause them to take dangerous courses of action.

If you achieve an Exceptional Success (succeeded by 6 or more) on your spellcasting check to cast an Illusion spell, affected creatures suffer a -2 penalty to their Intelligence checks to resist. Illusion spells that do not grant Intelligence checks to resist are unaffected.

## Senses and Complexity of Illusions

Simple illusions are straightforward and easy to see through if anyone checks. Standard illusions are more detailed, enough to fool a casual observer. Complex illusions are as good as real, though they still only follow directions you set in advance, being unintelligent themselves. A reactive illusion is a complex illusion that will react as if you were constantly directing it, obeying your directions and responding believably to any situation.

**Visual.** A simple visual illusion can make a fairly drab set of clothes, a wall with a repeating pattern of tiles, or a very rough approximation of a living creature. Simple visual illusions can move only slightly, and then in a very obvious pattern. A simple illusion can conceal an object with a bland image, so you could hide a scar, or make a elaborate rug turn a single color.

A standard visual illusion can create a bookshelf with a lot of books that look generally the same, make a ghostly glowing sword appear in the air, create a convincing orc warrior (though if you made several orcs warriors, they'd all look alike), or make you look like another humanoid creature. If you use a standard illusion to conceal something, you can at best make it blend and blur, granting a 20% miss chance from concealment.

A complex visual illusion can be anything you want, though any actions the illusion takes must follow a pattern or program set when you cast the spell. If used to conceal something, you can make an object invisible. A creature that is struck by an invisible creature's attack is immediately allowed an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to disbelieve, with a DM +4. If the invisibility spell also has the Intensify enhancement, however, the invisibility cannot be seen through.

**Auditory.** Simple auditory illusions consist of a single repetitive sound no louder than a heated conversation of four people. A standard auditory illusion can be as loud as a lion's roar or a yelling crowd, and can be slightly articulate — a simple song, a conversation with two speakers, or the sounds of a

swordfight, including footfalls, cries of pain, and the occasional yell. A complex auditory illusion can be anything you want, as loud as a dragon's roar or a volcanic eruption.

**Tactile and Olfactory.** These will seldom come up on their own, but subtle use of these illusions can easily confuse and mislead people. A simple tactile illusion could make clothes itch, while a standard tactile illusion could make blood trickling from a wound feel like worms crawling out of your flesh. A simple olfactory illusion might be strong, but it could not hide scents from creatures with the Scent feat.

Standard illusions of this sort grant a DM –4 penalty to checks of creatures searching for secret doors (tactile) or tracking or locating creatures with Scent (olfactory). Complex illusions grant a DM –8 penalty.

**Magical Aura.** You can create or conceal any number of magical auras, increasing or decreasing by one level with a simple illusion, two levels with a standard, or five levels with a complex illusion. The levels are none, dim, faint, moderate, strong, and overwhelming. You can affect auras for the purposes of divination spells that detect alignment, magic, and similar auras invisible to human eyes. You can even make your illusion detect as non-magical.

## Illusion Enhancements

- **Glamours and Figments** (Varies). Glamours and figments are sensations that anyone can see, hear, taste or touch. An illusion that creates something where nothing was before is a figment. An illusion that conceals one thing with something else, or that subtly alters an object or creature, is a glamour.

Characters are allowed an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to disbelieve a figment the first time they physically interact with it, and can also spend a significant action to attempt to disbelieve. When a character encounters a creature or object affected by a glamour, he does not receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) unless he actively disbelieves it (the exception is invisibility glamours, which allow an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to disbelieve with a DM +4 whenever a creature is struck).

A glamour or figment can be no larger than the area of effect of the spell, and all glamours must be anchored to objects or creatures, so if you want to affect multiple creatures with a glamour, you need the discerning enhancement. The power of glamours and figments is measured by sense (how many senses are affected) and complexity (how detailed the glamour is). See the Glamour Levels table for more specific details.

- **Phantasm** (Varies). Phantasms are like glamours, except that they are only perceived by those you target with the spell. A character is allowed an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to disbelieve when he is first affected by a phantasm spell, and can take a significant action to try to disbelieve again.

A phantasm is just as complex as a glamour of the same level, but phantasms are not limited by the area of effect of the spell. A glamour with a 6-meter radius could be of a huge creature which everyone could see. A phantasm with a 6-meter radius would affect everyone in the area, and could make them see anything, even a giant monster devouring the moon. However, no one outside the area of effect would experience the phantasm.

- **Intensify** (+2). If a creature succeeds in disbelieving the illusion, it recognizes it as an illusion, but still perceives the illusion. Thus, invisible creatures that attack remain invisible, and a phantasm of a building burning around a creature will remain to confuse the character, forcing him to rely on his memory to navigate the area.

Table: Glamour Levels

Sense Categories	Simple	Standard	Complex	Reactive
Magical auras	+1	+2	+3	+4
One senses	+1	+2	+3	+4
Two senses	+2	+3	+4	+5
All senses	+2	+3	+4	+6
All senses and auras	+3	+4	+5	+7

## Move

Move spells allow you to move creatures and objects from a distance, as if with telekinesis, or can enhance your movement abilities.

If you achieve an Exceptional Success (succeeded by 6 or more) on your spellcasting check to cast a Move spell, affected creatures suffer a DM –2 penalty to their checks to resist. Move spells that do not grant checks to resist are unaffected.

## Move Enhancements

- **Enhance Ability Score** (Varies). Choose Strength or Dexterity. Affected creatures gain a bonus to that ability score. Each level adjustment grants a +1 bonus to the ability score for the duration of the spell. This enhancement can be taken multiple times, and its effects are cumulative. Unwilling creatures receive an



Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate.

- **Mobility** (+1). Choose a Strength- or Dexterity-based skill. Affected creatures gain a +1 bonus to checks with that skill. You may choose this enhancement multiple times. Unwilling creatures receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate.

- **Telekinetic Movement** (varies). For the duration of the spell you can concentrate as a significant action to direct a telekinetic force. This force can lift, move, and manipulate objects, as well as perform various combat tricks such as trips, disarms, bull rushes, and grapples. It can even attack with objects it carries, though it cannot attack on its own. You cannot move objects or use objects to perform combat tricks or attack beyond the range of the spell.

When a Move spell is used to manipulate objects and perform physically-based skill checks at a distance, the level of the spell determines its lifting capacity, and it manipulates objects with your skill levels, though you take a DM –1 to such skill checks for every range increment between you and the object beyond Close range.

When used to attack or to perform combat tricks, the spell has a Strength and Dexterity modifier of +0, and its Melee skill level is equal to the number of Move levels the spell has.

Move spells can wield larger weapons. For disarms it counts as a two-handed weapon. When attacking with a held object, most objects count as improvised weapons, dealing damage based on their size, and incurring a DM –2 penalty on the attack roll.

To direct the spell you must concentrate as a significant action. You can move the spell and any objects it carries up to 9 meters per round while concentrating. If you cease concentration the spell will continue to hold its current burden, and will either stay still, or maintain the same position relative to you, moving as fast as 9 meters per round to keep up. You can concentrate on multiple items at once, though generally you must move them as a group.

A creature targeted by this effect must make a Melee (unarmed) check against the magus's spellcasting check to avoid being moved by the spell.

The Telekinetic Movement Table defines the effective lifting capacity and damage for a Telekinetic Movement spell, based on the enhancement's level adjustment.

*Example 1:* Loboki casts Move 2/Gen 2 to get a Medium range spell capable of lifting 50 kilograms. If he wanted, he could concentrate and have it wield as a makeshift weapon, attacking with an effective +2 Melee skill, dealing 2d6 points of damage.

**Table: Telekinetic Movement**

Level	Lifting Capacity	Damage
+1	10 kg	1d6
+2	50 kg	2d6
+3	100 kg	2d6
+4	500 kg	3d6
+5	1000 kg	3d6
+6	5000 kg	4d6
+7	10,000 kg	4d6
+8	50,000 kg	5d6

## Other Movement Types

Some move spells allow creatures to turn ethereal, fly, travel at great speeds, and even teleport or travel between planes or alternate dimensions. You may choose one of the following movement types for every level of the Magic (Move) skill: flight, haste, incorporeality, or teleportation. Unwilling creatures receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist these spells. Affected creatures, however, are under control of their own movement, so a creature that does not want to fly does not have to.

- **Flight** (+4). Affected creatures can fly at their base speed. If the creature does not already have the Athletics (flying) skill, it gains the skill at level 0 for the duration of the spell, which can be used to resolve difficult maneuvers.

- **Freedom of Movement** (+3). Freedom of movement allows creatures to move and attack normally, even under the effect of magical and mundane factors that usually impede movement. This includes paralysis poison, paralytic Charm effects, and even Move slow spells. The subject automatically succeeds on any check made to resist a grapple attempt, as well as on checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally underwater, but not to breathe water.

- **Haste, Speed** (+1). Affected creatures gain a +3 meters bonus to the movement mode of your choice — land, climb, burrow, swim, or fly. You cannot enhance a movement mode the creature does not have a speed rating for. You may choose this enhancement multiple times.

- **Haste, Actions** (+3). Each round, affected creatures can take an extra significant action without suffering a multiple action penalty.

- **Haste, Movement** (+2). Each round, affected creatures can take an extra minor action.

- **Haste, Dodge Bullets** (+4). Each round, affected creatures can move 1.5 meters as an immediate action, effectively a free action that can be taken even when it is not the creature's turn. This does not count toward their movement for the turn, but it is enough to move them out of the way of a single attack.

- **Incorporeality** (+4). Any number of times during the spell's duration, affected creatures are able to turn incorporeal or corporeal as a significant action.

- **Plane Shift** (+4). Affected creatures can shift to another plane of existence, once during the spell's duration as a minor action. The level cost might be higher depending on how accessible the destination plane is. You do not need to make an Intelligence check to reach your destination.

- **Slow, Action** (+3). Each round, affected creatures can only take one minor or significant action.

- **Slow, Speed** (+1). Affected creatures suffer a -3 meter penalty to the movement mode of your choice. You cannot penalize a movement mode the creature does not have a speed rating for. You may choose this enhancement multiple times.

- **Spider Climb** (+2). Spider climb allows an affected creature to cling to solid surfaces with hands and feet, gaining a climb speed equal to her base speed. Furthermore, she need not make Athletics (climb) checks to traverse a vertical or horizontal surface (even upside down). Opponents get no special bonus to their attacks against the target while climbing. She cannot, however, run while climbing.

- **Swim** (+1). The Swim effect gives the creature the ability to swim at a speed equal to its base speed; it gains a +4 bonus to Athletics (swim) checks. For an additional spell level, the affected creature gains the ability to breathe, speak, and otherwise respire normally in any sort of non-toxic liquid.

- **Teleport** (Varies). Once during the spell as a minor action, affected creatures can teleport (travel instantaneously) to another place. Alternately, you can simply teleport willing creatures with you, so that everyone ends up in the same place. The distance you can travel is determined by the spell's level.

If you teleport to somewhere out of your line of sight, you must make an Intelligence check. If you fail, you end up off course by 1d6 x 1d6% of the distance traveled. If you fail with an Average Failure (missed by 2 to 5), you end up in an area that is visually or thematically similar to where you intended to go. If you fail with an Exceptional Failure (missed by 6 or more), the spell gets "scrambled," and you take 1d6 points of damage. Make another check to try to redirect yourself, and if you keep on failing with an Exceptional Failure, you keep on taking damage.

Likewise, if you knowingly teleport into a solid object, keep making Average task (DM +0) Intelligence checks until you fail one with a Marginal Failure (missed by 1) or better. If you choose the Precise enhancement, you never have to make this check; if the location does not exist, you instead simply end up someplace else within range, usually somewhere thematically similar.

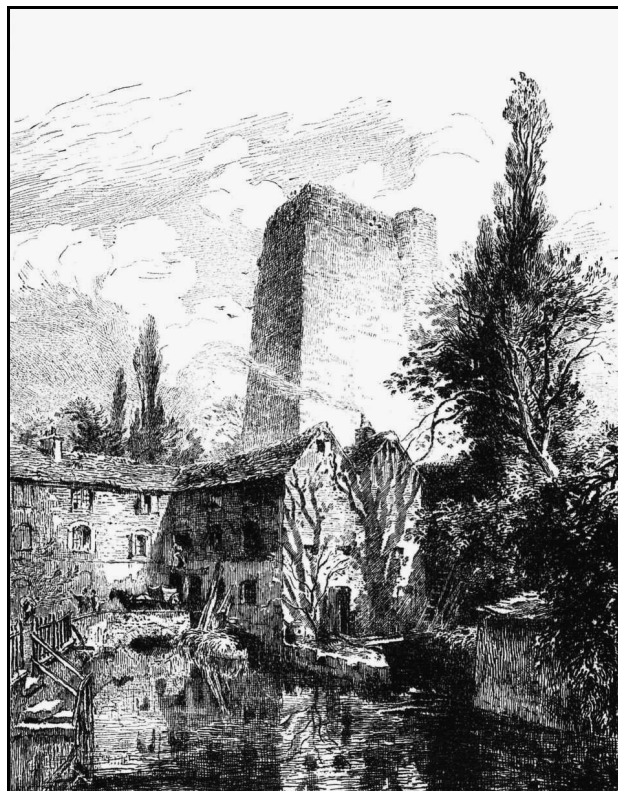
- **Water Walk** (+2). Waterwalk allows an affected creature to stride over water, moving as freely across the surface as it could on normal, solid ground.

**Table: Location Familiarity**

Familiarity	Difficulty
Very Familiar or Studied Carefully	Simple task (DM +6)
Seen Casually	Easy task (DM +4)
Description Only	Routine task (DM +2)
False Destination or Out of Range	Average task (DM +0)

**Table: Teleportation Distance**

Distance	Level
Short	+1
Medium	+2
Long	+3
Very Long	+4
Distant	+5
Regional	+6
Planetary	+7
Precise	+1



## Summon

Summon spells bring creatures to assist you. The creatures might be created by magic or ectoplasm, summoned from another dimension, or called from the local wildlife. The strength of the creature you summon depends on the spell level. Summoned creatures arrive indifferent if non-intelligent, or unfriendly if intelligent. You may attempt to negotiate with summoned creatures, or you can choose the Obedient enhancement.

The creature arrives immediately when you complete the spell, but the creature is dazed for one round. Thereafter it acts on the initiative count at which it was summoned. However, if you achieve an Exceptional Success (succeeded by 6 or more) on your spellcasting check to cast a Summon spell, the summoned creature can act immediately; it doesn't arrive dazed.

### Summon Enhancements

- **Summon Creature** (Varies). The cost in spell levels to summon a creature is based on the sum of its physical characteristics, as shown in the Summoning Table below.

- **Obedient Summon** (Varies). Summoned creatures are completely loyal, though they may resent being summoned. If you can communicate with them, they will obey your orders. Otherwise, they will simply act to defend you and attack those who endanger you. This enhancement doubles the normal cost in levels of summoning a creature.

Table: Summoning Creatures

Total Physical Characteristics	Level
20 or less	+1
21-26	+2
27-33	+3
34-39	+4
40-45	+5
46-51	+6
52-57	+7
58-63	+8
Every increase of 6	Additional +1

## Suppress

The Suppress magical skill specialization temporarily weakens defenses (although the appropriate general enhancement can make a particular spell permanent). Unwilling creatures can resist with an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level).

If you achieve an Exceptional Success (succeeded by 6 or more) on your spellcasting check to cast a Suppress spell, affected creatures suffer a DM –2 penalty to their checks to resist. Suppress spells that do not grant checks to resist are unaffected.

### Suppress Enhancements

- **Binding** (+2). Creatures must succeed at an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to leave the area of effect, either physically or by traveling dimensionally. Each minute it may make one attempt at each, and if the creature fails, it is stuck inside for at least another minute. (On an Exceptional Failure, the creature can no longer attempt to leave the area of effect for the duration of the spell.) The binding effect prevents the creature from making melee attacks out of the area, but it can still use ranged attacks and spells. A bound creature cannot use any Charm effects on creatures outside the area of effect. If the creature is not entirely inside the area of effect when the spell takes effect, it is not bound. If a creature attacks or otherwise deals damage to the bound creature, it is free to retaliate, but is still bound spatially. If you attack the bound creature, it is freed entirely from the binding. For an additional spell level, none of the bound creature's attacks, spells, or abilities can cross the area of effect.

- **Suppress Ability Score** (Varies). Choose Intelligence or Education. Affected creatures gain a bonus to that ability score. Each level adjustment imposes a –1 penalty to the ability score for the duration of the spell. This enhancement can be taken multiple times, and its effects are cumulative. Unwilling creatures receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate.

- **Suppress Armor** (+1). Affected creatures suffer a –1 penalty to their armor rating. This penalty can be improved by –1 for each extra spell level, to a maximum of –5.

- **Suppress Energy Buffer** (+1). Choose an energy type — acid, cold, death, electricity, fire, mental, or sonic. This spell reduces the level of protection provided by an energy buffer by 5 points of damage of that energy type dealt to each affected creature. This does not affect energy resistance. This enhancement can be chosen any number of times, applying to the same or different energy types.

- **Suppress Energy Resistance** (+2). Affected creatures have their energy resistance of a chosen energy type — acid, cold, death, electricity, fire, mental, or sonic — reduced by 5 points of damage for that energy type each round. This enhancement can be chosen up to four times for each energy type.

- **Suppress Skill** (+1). Choose a single specific skill. Affected creatures gain a –1 penalty to checks with that skill. You may choose this enhancement multiple times.

- **Suppress Spell Resistance** (+2). Affected creatures suffer a DM –1 penalty on all ability checks to resist the effects of magic. This enhancement can be chosen any number of times.

- **Weaken Attack** (+1). Place this spell on a creature or item. Unarmed and natural attacks made by that creature or weapon attacks made with that item have a –1 penalty to attack rolls. You may choose this enhancement up to 3 times.

- **Weaken Damage** (+1). Place this spell on a creature or item. Unarmed and natural attacks made by that creature or weapon attacks made with that item have a –1 penalty to damage rolls. You may choose this enhancement up to 3 times.



## Transform

Transform spells turn creatures into other creatures, or creatures into objects. You can also transform gear on creatures into thematically similar items (men's clothing into women's if you're changing sex, or providing a saddle if you're turning into a mount), but if the main purpose of the spell is to transform one object into another, Create is a more appropriate spell. If you want to turn an object into a creature, use Summon.

Transform spells can only affect willing creatures unless you choose the Force Change enhancement.

If you achieve an Exceptional Success (succeeded by 6 or more) on your spellcasting check to cast a Transform spell, affected creatures suffer a DM –2 penalty to their checks to resist. Transform spells that do not grant checks to resist are unaffected.

## Transform Enhancements

- **Cosmetic Changes** (+1 or more). If you choose this enhancement, you can change the shape and appearance of a creature. Changing mild features like ethnicity or hair color costs +1 level. Changing build or sex costs +2 levels. Any greater changes cost +3 levels, though it can only change one size category smaller or larger. Also, regardless of its new shape, the creature does not gain any new abilities. The creature's speed might decrease by assuming a less mobile form, but it cannot gain new movement abilities. Wings don't let it fly, gills don't let it breathe water, and extra limbs don't grant it extra attacks. If you want to grant the creature any special abilities, use the Creature Form enhancement.

- **Creature Form** (Varies). If you turn something into a creature and have it actually possess the abilities of that creature, you must choose this enhancement. To determine the level cost of this enhancement, consult the Creature Form Table. The creature retains its mind, but gains the physical abilities scores, natural armor, attack forms, and extraordinary abilities of the new form. Spell-like and supernatural abilities cannot be granted this way. The target keeps its own skill levels, so a human warrior transformed into a troll will use his own Melee skill levels, modified by a troll's Dexterity. He does not gain the troll's Melee skill levels, but he does get to use the troll's Strength.

- **Grow Plant** (+1). Non-monstrous plants in the area of effect age one day. You may spend one spell level to increase the aging effect by one week, two spell levels to increase it by one month, or three spell levels to increase it by one year. This effect is natural growth, and is not undone when the spell's duration ends. Indeed, the spell's duration doesn't matter for this effect.

- **Inanimate Form** (+3). Use this enhancement to turn a creature into an inanimate object, such as a tree, part of a rock wall, wind, or even a corpse. You can choose whether the creature retains its consciousness in this form. If so, it can vaguely sense its immediate surroundings, is aware if it is being damaged, and can take purely mental actions, but has no ability to move itself. Otherwise, the creature can take no actions, and when the spell ends the creature has no recollection of the time it was inanimate.

The new form cannot be more than one size category larger or smaller than the original. If the inanimate form is damaged, such as by hacking at a tree, appropriate damage is dealt to the creature when the spell ends.

However, if the inanimate form disperses naturally, such as if you turn a creature to dust, when the spell ends the creature reforms, whole, at the greatest concentration of the dispersed substance.

- **Force Change** (+1 or more). If you do not choose this enhancement, the transformation can only affect unattended objects or willing creatures. If you do choose this enhancement, the creature receives an Endurance check (Routine task (DM +2), with a penalty equal to the spell's level) to resist the effect. The minimum cost of this enhancement is 1 level, but if the spell level is less than 4, this enhancement increases the spell level to 4.

- **Preserve** (+1). The spell prevents 25 kilograms of food, body organs, plants and similar objects from decaying or rotting for 24 hours. For +2 levels, the duration extends to one week. For an additional +2 levels, the duration increases to one month. Each additional +1 level quadruples the mass preserved.

Table: Creature Form

Total Physical Characteristics	Level
20 or less	+2
21-26	+4
27-33	+6
34-39	+8
40-45	+10
Every increase of 6	Additional +2

## Advanced Spellcasting

These rules allow advanced techniques, if the Referee is willing to allow a little more complexity into his game.

### Combined Spells

It is possible to combine two types of magic into one spell. For example, you might cast a spell that creates plate armor on an ally (Create 4) and bestows DM -1 penalty on the attack rolls of those that target the ally (Defend 2), lasting for ten minutes (Gen 1). The spell would be listed as Create 4/Defend 2/Gen 1, and would be a 7<sup>th</sup> level spell.

When casting ritual combined spells, there are no special rules. When casting a spontaneous combined spell, you are still limited to having no more levels in a single spell than how many skill levels you have in the appropriate skill, and the spell's total level cannot be higher than your skill levels in whichever magical skill specialization you have the most skill levels in that the spell uses. You use whichever skill is lowest on your skill check, modified by the spell's total level.

Continuing the above example, you could cast the spell as long as you had at least 4 skill levels in Magic (Create) and 2 skill levels in Magic (Defend), and at least 7 skill levels in one of those two skills. If you had 7 skill levels in Magic (Create) and 2 skill levels in Magic (Defend), you would roll 2d6, +2 for the lowest skill level you possess, minus 7 for the spell's level, modified by your Intelligence, against a target of 8. If you had 4 skill levels in Create and 2 skill levels in Defend, you could still cast the spell, but you'd take Spell Burn as normal.

### Effects That Aren't Listed Here

If you want to create an effect that isn't clearly explained in these rules, it is up to you and the Referee to determine what magical skill specialization is appropriate, and what level the magic should be. For example, if you want to send a telepathic message to an ally half-way around the world, the Referee might decide that would be a combination Divine (to find your friend) and Charm (for the telepathy).

### Restricted or Improved Spells

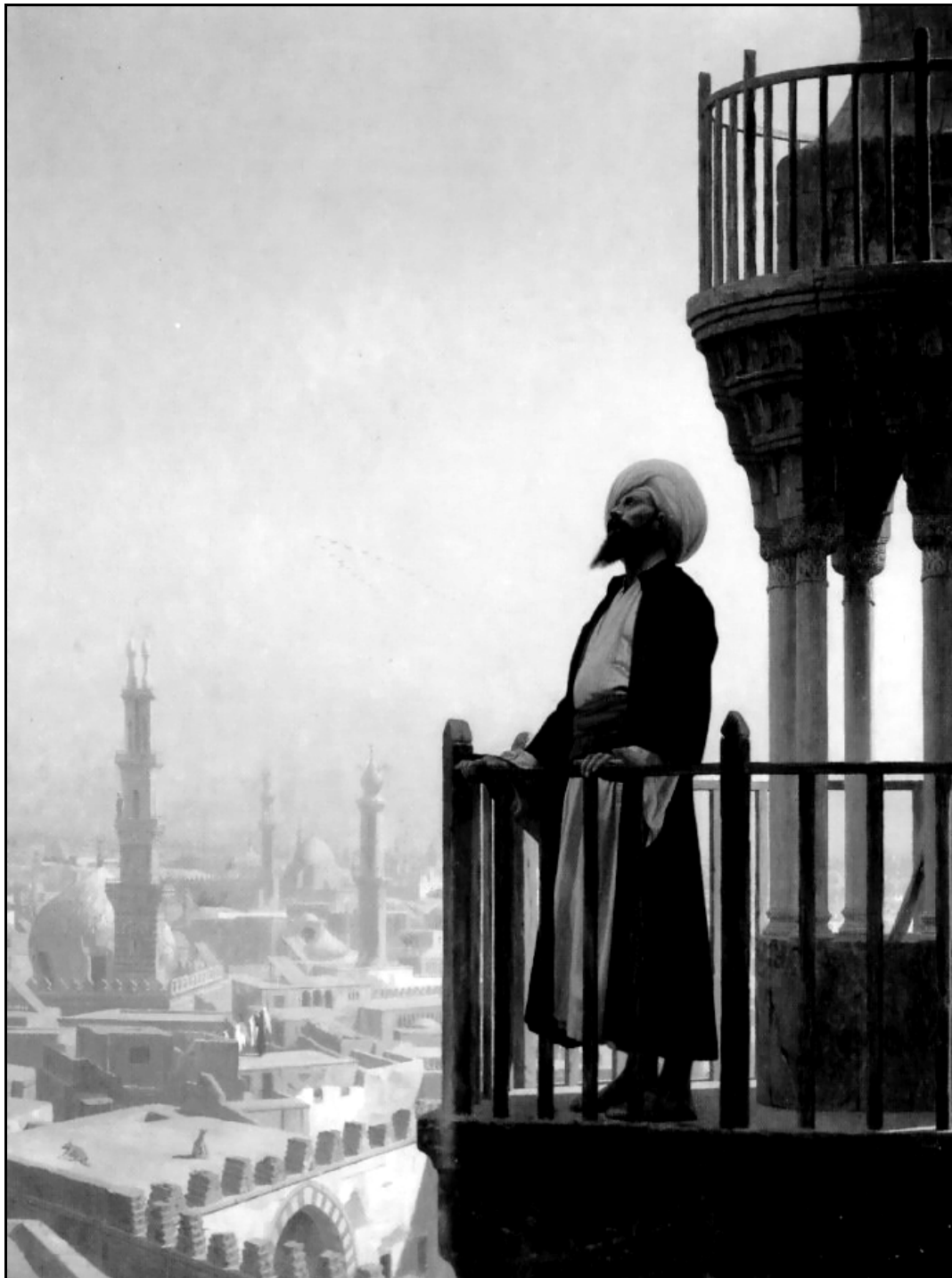
One spell might grant damage reduction, but only against ranged attacks. Another might turn you invisible to fey creatures, but leave you visible to normal humans. Alternately, a spell might create a burst of flame, but not harm inanimate plants, while another might heal a wound but cause the wound to reopen if the healed creature attacks you.

Restrictions and improvements such as these have so many possibilities that this book cannot include them all, so it is up to the Referee to increase

or decrease the spell's level by an appropriate amount. The base guideline is to increase or decrease by 1 level, but significant effects can alter a spell's level by 2. This cost change should most often be used with ritual spells, which are written down and have odd quirks to them. Characters can cast spontaneous spells with special alterations every once in a while, but the Referee should encourage players to come up with one or two special tricks and stick with them.

### **Create or Transform?**

The Create magical skill specialization is used to make objects and sometimes energy. The Transform magical skill specialization is used to alter the forms of creatures. Even if you want to transform one object into another, this is a Create spell, not a Transform spell. In order to turn an object into a creature, you would usually need to cast a Summon spell.



# MAGIC ITEMS

Any spellcaster can create magic items, though the Trade (Artificer) skill is required to create any magic item that can be used more than once - without that skill, a mage can only create single-use activated magic items. An item's power determines its creation cost if you want to acquire the item, which in turn can be used to determine the market value if you want to create the item.

Through questing or purchase, mages can acquire Power Components, substances with magical properties that make them ideal for item creation. Some spells require Power Components to cast, as noted in their description.

**Resisting the Effects of Magic Items:** Ability checks made to resist the effects of a magic item are modified by the spell level used to create the magical effect.

**Twelve-Item Limit:** A character can carry and use any number of single-use items. However, no more than twelve permanent spells, reusable charged items, or continuous items can function on the same creature at once, including weapons and armor. If an item is added to put a creature above this limit, items above the limit become inert: items that operate continuously have no effect, and activated items cannot be activated. Even those items not currently being used count against this limit. Items with multiple enchantments count as multiple items. Curses (see below) do not count against this limit.

In essence, having too much magic concentrated on the same creature causes magical items to disrupt each other's power. Creatures come by spells more readily than objects, so they can use their own abilities regardless of how many magic items they wear.

## Cost and Creation

There are two types of magic items: activated and continuous. The physical form a magic item takes doesn't matter, just its powers; there are no "body slot affinities" to worry about as might appear in other spellcasting systems.

The creation cost of a magic item is determined by its function and the spell level of the power or effect that the magic item produces.

Creating a magic item takes at least one 8-hour day of work for every 100 silver of the item's creation cost, though the creator is free to work on the item for as long as he wants: for each day spent working on the item, the creator donates up to 100 silver worth of power components, then casts the spells involved. If he fails to cast the spell the first time, he suffers the appropriate mishap and can attempt to cast the spell again, so he should be able to get the spell off at least once. However, if he repeatedly fails spellcasting

attempts to the point where he is incapable of casting the spell due to spellcasting penalties, it is possible that he won't be able to get the spell to work at all, and the power components spent for that day is wasted.

A single item can only have one activated and one continuous effect, so an enchanted map could be able to cast an Illusion spell (activated) and grant a bonus to Knowledge (geography) checks (continuous), but then it could have no other enchantments.

Some magic items are spell-trigger items. To activate these items at all, a character must have at least 1 skill level in the appropriate magical skill specializations, and must make a spellcasting check (Simple task (DM +6), with a penalty equal to the spell's level). Thus, characters with skill levels equal to or greater than the spell level will never fail. Characters without the necessary skill levels can either make a spellcasting check unskilled, suffering the usual DM – 3 penalty for lacking skills. A failed spellcasting check wastes one of the item's daily uses. A check failed by 2 or more causes a mishap.

## Single-Use Activated Items

Any mage can create single-use activated items. These items can be used as a significant action to create a spell effect; after one use, the item has no power. Spell-trigger items cost less, as they are more restrictive in use.

**Table: Creation Costs for Single-Use Activated Items**

Spell Level	Single-Use	Single-Use, Spell-Trigger
1	250	125
2	1000	500
3	4000	2000
4	8000	6000
5	12,000	10,000
6	16,000	14,000
7	20,000	18,000
8	24,000	22,000
9	28,000	26,000
10	32,000	30,000

## Other Activated Items

Other activated items can be used as a significant action, and usually have a limited number of uses per day. As above, spell-trigger items cost less than non-restricted items.

As these items are permanent, they require levels in the Trade (Artificer) skill, representing the knowledge that the mage has established in creating permanent magic items. The mage must have a Trade (Artificer) skill at least equal to the highest Magic specialization skill level required for a given item.

**Table: Creation Costs for Other Activated Items**

Spell Level	1 use/day	2-3 uses/day	4-5 uses/day	Unlimited uses
1	500	1000	2000	10,000
2	2000	4000	6000	14,000
3	6000	8000	10,000	18,000
4	10,000	12,000	14,000	22,000
5	14,000	16,000	18,000	26,000
6	18,000	20,000	22,000	30,000
7	22,000	24,000	26,000	34,000
8	26,000	28,000	30,000	38,000
9	30,000	32,000	34,000	42,000
10	34,000	36,000	38,000	46,000

**Table: Creation Costs for Other Activated, Spell-Trigger Items**

Spell Level	1 use/day	2-3 uses/day	4-5 uses/day	Unlimited uses
1	250	500	1000	8000
2	1000	2000	4000	12,000
3	4000	6000	8000	16,000
4	8000	10,000	12,000	20,000
5	12,000	14,000	16,000	24,000
6	16,000	18,000	20,000	28,000
7	20,000	22,000	24,000	32,000
8	24,000	26,000	28,000	36,000
9	28,000	30,000	32,000	40,000
10	32,000	34,000	36,000	44,000

## Continuous Items

Continuous items always grant an effect to their bearer, and so can only use spells that have continuous effects. Continuous Cure items are normally impossible, for instance, because Cure effects occur just once during the duration. Continuous items, because they work continuously and therefore do not need to be activated, cannot be made as spell-trigger items.

As these items are permanent, they also require levels in the Trade (Artificer) skill, under the same restrictions as listed under Other Activated items.

**Table: Creation Costs for Continuous Items**

Spell Level	Creation Cost
1	2000
2	6000
3	10,000
4	14,000
5	18,000
6	22,000
7	26,000
8	30,000
9	34,000
10	38,000

## Permanent Spells

Instead of magic items, you can create permanent spells. These function identically to magic items, except that they are attached to a creature or location, rather than to an object. The most common use for this is to enhance yourself or an ally without needing to carry items (but see Curses, below). Permanent spells require the same creation costs and time to create as a magic item.

## Curses

Curses are a special variety of permanent spell that require additional Referee adjudication. Curses are intended to create enduring, baleful effects upon an enemy, and while they use most of the same rules as normal permanent spells, they can be cast much more quickly (since, after all, seldom will your enemy choose to stick around for a few days while you prepare a curse).

A curse requires Power Components as if it were a permanent spell. As soon as you successfully cast a curse, you expend the appropriate amount of Power Components, and the curse becomes permanent right away: invoking a curse does not require you to spend time based on the curse's cost.

The Referee must be careful to limit curses, and he should tell a player beforehand if the player's intended curse does not count as a curse. As basic guidelines, a curse must always be intended to be detrimental, and must be against an unwilling subject. You cannot grant an ally a bonus to Dexterity and call that a curse, though you could create a curse to turn an enemy into a physically powerful, but hideous, monster, if you intend the spell to be generally detrimental.

Additionally, when creating a curse you may state a condition upon which the curse will be broken. At the Referee's discretion, this may reduce the Power Component cost of the curse, depending on how easy the condition is to fulfill, and what your intent is. A curse that you want to let someone break (for example, if the hideous beast of a prince can learn gentleness and make someone fall in love with him, he'll be turned back to normal) might be reduced in cost by 50%. If you simply want to reduce your spell's power so you can save on Power Components (for example, the toad prince will turn back to normal if a princess ever kisses him, but he's a toad! Who would ever kiss him?), that might reduce the cost by just 10%.

A Divine spell that is of equal or higher level than the curse can determine the means to break the curse.



## Mana Batteries

Mana batteries, often called just “batteries,” are magical items that are charged with magical energy, which any mage can tap to power his spells. Batteries have two main traits - level limit, and energy. The level limit is the highest spell level that can be cast with the battery. The energy is how many times the battery can be used in a single day.

Some batteries can only be used to power a few magical skill specializations, though as a default most batteries can be used with any magical skill specialization. Even if you do not possess skill levels in every magical skill specialization, batteries you create can be used to power any type of spell, unless you consciously choose otherwise.

When creating a battery, the level limit and energy can be as high as you want. Each day you work on a battery, you must make a spellcasting check (Easy task (DM +4) + the battery’s level limit) using any magical skill specialization you want, so creating a battery with a level limit higher than your skill levels is dangerous. All batteries need at least 1 energy.

To determine the cost of the item, square the level limit, then multiply by the energy. The Power Component cost for a battery that can power only one type of spell is the same as can be found in the One User Per Day column of the Other Activated Item table for a spell level equal to the sum of the level limit and energy. Use the 2-3 Uses/Day column if the item can power two or three spell types, and the 4-5 Uses/Day column if it can power four to eleven different spell types.

See above for rules on using mana batteries.

## Alternative Costs

Spellcasters can always propose alternate costs for paying for magic item creation, when Power Components are not available or are limited. A few approaches are described below, but characters are

encouraged to work with their Referee on other creative methods.

**Monetary Offering.** A character can offer an item with a market value of 4000 silver or higher to reduce the Power Component cost of an item or spell by 10%. An item given in offering is rendered worthless. The item must be thematically appropriate, and must be specifically acquired for the purpose of offering it. A character can make multiple offerings this way, with each item offered reducing the Power Component cost by another 10%. Typically, however, it is cheaper to simply buy an item than to make ten offerings and negate the XP cost.

**Soul Sacrifice.** If a character performs a ten-minute ritual to sacrifice a sentient creature and offer its soul as a tribute, he can gain Power Components in some form or another equal to 5 silver per physical attribute point of the creature sacrificed. The sacrificed creature cannot be brought back from the dead until the character who performed the sacrifice is slain, or the item he created with those Power Components is destroyed.

## Ritual Spells

A character can locate a ritual spell with a Investigate skill check (Routine task (DM +2), with a DM penalty equal to the spell’s level), and he must then purchase it at a cost equal to a Single-Use Spell-Trigger item of the same spell level. If the character succeeds his Investigate skill check with an Exceptional Success, he can find a free or stolen copy of the ritual, and so does not need to purchase it.

A character can create a ritual spell by spending a day and making a Philosophy (Arcana) check (Difficult task (DM -2), with a DM penalty equal to the spell’s level). The character should possess the required levels in the Magic skill specializations necessary to actually cast the spell.

# COMMON SPELLS

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This section provides some sample spells for use in a fantasy-based Traveller campaign.

## Animal Friendship

**Level:** 7 (Charm 4/Gen 3)

**CT:** Significant action; **Dur:** One day (D); **Rng:** Personal; **Tgt:** One creature.

The creature targeted by this spell must make an Intelligence check (modified by the same penalty as the spellcasting check) or fall aggressively in love with another creature of the magus's choice for the duration of this spell, wanting nothing more than to be with that creature and act in whatever way they believe best displays their love. Due to its subtle charm, the creature does not get an Intelligence check every round to resist the effects. (*Charm –Emotion, strong (love), Subtle charm; General –Duration, permanent.*)

## Antimagic Attack

**Level:** 1 (Defend 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

For the duration of this spell, all attempts that the target makes to cast spells suffer a DM -2 penalty. Unwilling creatures can attempt to resist this spell's effect with an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level). (*Defend – Antimagic, targeted.*)

## Antimagic Zone

**Level:** 2 (Defend 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **AoE:** One 1.5-meter square.

For the duration of this spell, all attempts to cast spells within the area of effect suffer a DM -2 penalty. Unwilling creatures can attempt to resist this spell's effect with an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level). (*Defend – Antimagic.*)

## Arcane Summoning I

**Level:** 2 (Summon 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** One creature.

The magus summons a creature whose physical ability scores add up to 20 or less, and gains total obedience over them for the duration of the spell. (*Summon – Obedient Summon.*)

## Arcane Summoning II

**Level:** 4 (Summon 4)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** One creature.

The magus summons a creature whose physical ability scores add up to 26 or less, and gains total obedience over them for the duration of the spell. (*Summon – Obedient Summon.*)

## Arcane Summoning III

**Level:** 6 (Summon 6)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** One creature.

The magus summons a creature whose physical ability scores add up to 32 or less, and gains total obedience over them for the duration of the spell. (*Summon – Obedient summon.*)

## Anger

**Level:** 1 (Charm 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** One creature.

By the power of this spell, the target creature's attitude toward another creature of the mage's choice shifted two degrees more hostile. Attitudes range from helpful to friendly to indifferent to unfriendly to hostile. The change in attitude is only with regard to the chosen creature of the mage's choice. The target of this spell may attempt an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the spell's effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed a new check to break free and end the spell's effect. (*Charm - Emotion, Weak (anger).*)

## Animate Dead

**Level:** 7 (Summon 4/Gen 3)

**CT:** Significant action; **Dur:** Permanent (D); **Rng:** Personal; **Tgt:** One corpse.

The magus transforms a corpse into a lesser undead such as a skeleton or zombie (so long as the creature's physical ability scores add up to 20 or less), and gains total obedience over the undead permanently, unless you choose to end the spell or it is dispelled.. (*Summon – Obedient summon; General –Duration, permanent.*)

## Bless

**Level:** 4 (Charm 1/Gen 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **AoE:** 12-meter radius.

The magus grants all within 12 meters of his position a DM +1 bonus to attack rolls. The spell also acts as a Calm spell against fear effects only. (*Charm – Emotion, weak (bravery); General – 12-meter Radius Area.*)

## Blindsight

**Level:** 3 (Divine 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

This spell grants the target the ability to his other senses to operate effectively without vision, as per the blindsight alien trait. (*Divine – Special Senses (blindsight).*)

## Blur

**Level:** 2 (Defend 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** One creature.

When foes attack a creature affected by this spell, they suffer a DM -1 penalty on their attack rolls for the duration of this spell. (*Defend – Deflection.*)

## Boost Dexterity

**Level:** 2 (Move 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

For the duration of the spell, the target's Dexterity is increased by +2. (*Move – Enhance ability score.*)

## Boost Endurance

**Level:** 2 (Cure 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

For the duration of the spell, the target's Endurance is increased by +2. (*Cure – Enhance endurance.*)

## Boost Strength

**Level:** 2 (Move 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

For the duration of the spell, the target's Strength is increased by +2. (*Move – Enhance ability score.*)

## Bravery

**Level:** 1 (Charm 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** A creature.

By the power of this spell, the target creature becomes brave. Brave creatures gain a DM +1 bonus to attack rolls. The spell also acts as a Calm spell against fear effects only. The target of this spell may attempt an

Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the spell's effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed a new check to break free and end the spell's effect. (*Charm – Emotion, Weak (bravery).*)

## Burning Hands

**Level:** 2 (Attack 1/Gen 1)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Close; **AoE:** 3-meter radius adjacent to caster.

The magus conjures a wave of fire that encompasses all within a 3-meter radius adjacent to his position. Creatures targeted by this spell must make a Dexterity check (modified by the same penalty as the spellcasting check) to avoid suffering 1d6 of fire-based damage. (*Attack – Direct damage; General – Area, 3-meter radius.*)

## Call Lightning

**Level:** 4 (Attack 2/Gen 2)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Medium; **Tgt:** One creature.

The magus conjures a bolt of lightning that strikes a single target within Medium range. A creature targeted by this spell must make a Dexterity check (modified by the same penalty as the spellcasting check) to avoid suffering 2d6 of electricity-based damage. (*Attack – Direct Damage; General – Range, medium.*)

## Calm Emotions

**Level:** 2 (Charm 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** One creature.

With this spell, the magus allows the targeted creature to ignore magical weak and moderate emotion effects for the spell's duration. Strong emotion effects are reduced to weak effects. (*Charm – Emotion, moderate (calmer).*)

## Calm Major Emotions

**Level:** 3 (Charm 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** One creature.

With this spell, the magus allows the targeted creature to ignore magical emotion effects for the spell's duration. (*Charm – Emotion, strong (calmest).*)

## Calm Minor Emotions

**Level:** 1 (Charm 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** One creature.

With this spell, the magus allows the targeted creature to ignore magical weak emotion effects for the spell's duration. Moderate emotion effects are reduced to

weak effects, and strong emotion effects are reduced to moderate effects. (*Charm – Emotion, weak (calm).*)

### **Cause Blindness/Deafness**

**Level:** 2 (Attack (affliction) 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** One creature.

This spell afflicts the target with the magus's choice of blindness or deafness for the spell's duration. (*Attack (affliction) – Blindness/Deafness.*)

### **Cause Disease**

**Level:** 3 (Attack (affliction) 3)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Personal; **Tgt:** One creature.

This spell afflicts the target with the magus's choice of diseases. (*Attack (affliction) – Disease.*)

### **Cause Fatigue**

**Level:** 2 (Attack (affliction) 2)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Personal; **Tgt:** One creature.

This spell afflicts the target with fatigue. (*Attack (affliction) – Fatigue.*)

### **Cause Fear**

**Level:** 2 (Charm 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** A creature.

By the power of this spell, the target creature becomes frightened. A frightened creature flees as well as it can from even the slightest danger. If unable to flee, the creature may fight. It suffers a DM –1 penalty on attack rolls, weapon damage rolls, and checks to resist magical effects. (*Charm - Emotion, Moderate (frightened).*)

### **Cause Fear, Greater**

**Level:** 3 (Charm 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** A creature.

By the power of this spell, the target creature becomes panicked. A panicked creature suffers a DM –1 penalty to resist magical effects and must flee. A panicked creature has a 50% of dropping what it's holding, chooses its path randomly (as long as it's getting away from immediate danger), and flees other dangers that confront it. If cornered, a panicked creature cowers. The target of this spell may attempt an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the spell's effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed a new check to break free and end the spell's effect. (*Charm - Emotion, Strong (panicked).*)

### **Cause Fear, Lesser**

**Level:** 1 (Charm 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** A creature.

By the power of this spell, the target creature becomes shaken. Shaken creatures suffers a DM –1 penalty on attack rolls, weapon damage rolls, and checks made to resist magical effects. The target of this spell may attempt an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the spell's effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed a new check to break free and end the spell's effect. (*Charm - Emotion, Weak (shaken).*)

### **Cause Paralysis**

**Level:** 3 (Attack (affliction) 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** One creature.

This spell afflicts the target with paralysis for the spell's duration. (*Attack (affliction) – Paralysis.*)

### **Change Self**

**Level:** 3 (Transform 1/General 2)

**CT:** Significant action; **Dur:** One hour; **Rng:** Personal; **Tgt:** One creature.

The magus can change mild features such as ethnicity or hair color on the target creature. These changes remain for an hour before fading away. (*Transform: Cosmetic; General: Duration, Medium.*)

### **Charm Creature**

**Level:** 3 (Charm 1/General 2)

**CT:** Significant action; **Dur:** One hour; **Rng:** Close; **Tgt:** One creature.

The creature targeted by this spell must make an Intelligence check (modified by the same penalty as the spellcasting check) or their attitude towards the magus shifts two steps towards more friendly. When the spell has ended, the target becomes aware that they have been charmed. (*Charm – Emotion, Weak (happiness); General – Duration, medium.*)

### **Charm Creature, Greater**

**Level:** 5 (Charm 2/General 3)

**CT:** Significant action; **Dur:** One day; **Rng:** Close; **Tgt:** One creature.

The creature targeted by this spell must make an Intelligence check (modified by the same penalty as the spellcasting check) or their attitude towards the magus shifts four steps towards more friendly. When the spell has ended, the target becomes aware that they have been charmed. (*Charm – Emotion, Weak (laughing); General – Duration, long.*)

## Circle of Binding

**Level:** 3 (Suppress 2/General 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Close; **Tgt:** Three meter radius.

Creatures within the area of effect of this spell must succeed at an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to leave the area, either physically or by traveling through other means. Each minute it may make one attempt at each, and if the creature fails, it is stuck inside for at least another minute. (On an Exceptional Failure, the creature can no longer attempt to leave the area of effect for the duration of the spell.) The binding effect prevents the creature from making melee attacks out of the area, but it can still use ranged attacks and spells. A bound creature cannot use any Charm effects on creatures outside the area of effect. If the creature is not entirely inside the area of effect when the spell takes effect, it is not bound. If a creature attacks or otherwise deals damage to the bound creature, it is free to retaliate, but is still bound spatially. If you attack the bound creature, it is freed entirely from the binding. (*Suppress – Binding; General – Area (3-meter radius).*)

## Command

**Level:** 1 (Charm 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Close; **Tgt:** One creature.

With this spell, the magus issues a single one- or two-word command, which the target creature must obey unless it succeeds in an Intelligence check (modified by the same penalty as the spellcasting check). Once it completes the commanded task or the spell reaches the end of its duration, the spell ends. The target must be able to hear and understand you. (*Charm – Language command, simple.*)

## Confusion

**Level:** 1 (Charm 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Personal; **Tgt:** A creature.

By the power of this spell, the target creature becomes confused. A confused creature takes random actions. Roll 1d6 each round: 1: flee at top speed to seek safety, 2–3: do nothing for one round except perhaps drool or babble, 4–5: attack the nearest creature for 1 round, 6: act normally for 1 round. Any confused creature that is attacked automatically attacks its attacker on its next action. The target of this spell may attempt an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the spell's effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed a new check to break free and end the spell's effect. (*Charm – Emotion, Weak (confusion).*)

## Courage

**Level:** 2 (Charm 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Personal; **Tgt:** A creature.

By the power of this spell, the target creature becomes courageous. Courageous creatures gain a DM +1 bonus to attack rolls, damage rolls, and checks to resist Charm effects. The spell also acts as a Calmer spell against fear effects only. The target of this spell may attempt an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the spell's effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed a new check to break free and end the spell's effect. (*Charm – Emotion, Moderate (courageous).*)

## Create Weather

**Level:** 7 (Create 4/General 3)

**CT:** Significant action; **Dur:** One day (D); **Rng:**

Personal; **AoE:** One kilometer radius.

Through the use of this spell, the magus can create a type of weather normal to the local terrain and season. The weather takes about ten minutes to develop, and once the spell ends, the weather fades normally. (*Create – Create Weather (normal for terrain and season), Giant Area; General – Duration, Long.*)

## Creation, Major

**Level:** 6 (Create 3/General 3)

**CT:** Significant action; **Dur:** One day (D); **Rng:**

Personal; **AoE:** One 1.5-meter square.

Through the use of this spell, the magus can create a simple non-magical item with a value of up to 1000 silver. At the end of the spell, the item vanishes. (*Create – Create Object; General – Duration, Long.*)

## Creation, Minor

**Level:** 1 (Create 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Personal; **AoE:** One 1.5-meter square.

Through the use of this spell, the magus can create a simple non-magical item with a value of less than 10 silver. At the end of the spell, the item vanishes. (*Create – Create Object.*)

## Cure Blindness/Deafness

**Level:** 3 (Cure 3)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:**

Personal; **Tgt:** One creature.

The Magus must spend 600 silver in Power Components. If so, then this spell cures the target's blindness or deafness. (*Cure – Cure Blindness/Deafness.*)

### **Cure Disease**

**Level:** 3 (Cure 3)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Personal; **Tgt:** One creature.

The Magus must spend 600 silver in Power Components. If so, then this spell cures all diseases afflicting the target. *(Cure – Cure Disease.)*

### **Cure Fatigue**

**Level:** 2 (Cure 2)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Personal; **Tgt:** One creature.

This spell eliminates fatigue effects. *(Cure – Cure Fatigue.)*

### **Cure Nausea**

**Level:** 1 (Cure 1)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Personal; **Tgt:** One creature.

This spell eliminates nausea and similar minor discomforts. *(Cure – Cure Nausea.)*

### **Cure Paralysis**

**Level:** 4 (Cure 4)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Personal; **Tgt:** One creature.

The Magus must spend 800 silver in Power Components. If so, then this spell cures all physical paralysis afflicting the target. In addition, if the target's Strength or Dexterity scores are zero, they are raised to 1. *(Cure – Cure Paralysis.)*

### **Cure Stun**

**Level:** 1 (Cure 1)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Personal; **Tgt:** One creature.

This spell cures any stun-related effects from the target. *(Cure – Cure Stun.)*

### **Cure Wounds**

**Level:** 3 (Cure 3)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Personal; **Tgt:** One creature.

This spell heals the target of 2d6 points of damage. *(Cure – Heal.)*

### **Cure Wounds, Greater**

**Level:** 4 (Cure 4)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Personal; **Tgt:** One creature.

This spell heals the target of 3d6 points of damage. *(Cure – Heal.)*

### **Cure Wounds, Lesser**

**Level:** 2 (Cure 2)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Personal; **Tgt:** One creature.

This spell heals the target of 1d6 points of damage. *(Cure – Heal.)*

### **Darkness**

**Level:** 1 (Create 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** A creature, object, or point in space (anchor) ; **AoE:** 6-meter radius.

The magus creates an area of shadows approximately 6 meters in radius for the duration of the spell. *(Create – Create Shadow (gloom).)*

### **Darkness, Greater**

**Level:** 2 (Create 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** A creature, object, or point in space (anchor) ; **AoE:** 6-meter radius.

The magus creates an area of shadows approximately 6 meters in radius, which obstructs the perception of even those with darkvision, for the duration of the spell. *(Create – Create Shadow (darkness).)*

### **Darkvision**

**Level:** 2 (Divine 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

This spell grants the target the ability to see in the dark for the duration of the spell. *(Divine – Special Senses (darkvision).)*

### **Daylight**

**Level:** 2 (Create 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** A creature, object, or point in space (anchor) ; **AoE:** 6-meter radius.

The magus creates an area of bright light covering an area of about 12 meters in radius for the duration of the spell. *(Create – Create Light (daylight).)*

### **Daze**

**Level:** 1 (Charm 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** A creature.

By the power of this spell, the target creature becomes dazed. Dazed creatures take no actions, but defend themselves normally. The target of this spell may attempt an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the spell's effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed

a new check to break free and end the spell's effect.  
(*Charm - Emotion, Weak (anger).*)

### **Detect Invisibility**

**Level:** 1 (Divine 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **AoE:** Special.

Through the use of this spell, the mage can concentrate for one round to determine the direction of the nearest invisible creature. If there are several different invisible creatures within Short range, you are aware of roughly where those creatures are, and can concentrate on each of them one by one to determine their location. Once you are aware of specific invisible creatures, you can choose to ignore them and sense only further away creatures. (*Divine – Dowse.*)

### **Detect Magic**

**Level:** 1 (Divine 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **AoE:** Special.

Through the use of this spell, the mage can concentrate for one round to determine the direction of the nearest source of magical energies. If there are several different magical sources within Short range, you are aware of roughly where those sources are, and can concentrate on each of them one by one to determine their location. Once you are aware of specific magical sources, you can choose to ignore them and sense only further away items. (*Divine – Dowse.*)

### **Detect Magic, Greater**

**Level:** 3 (Divine 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **AoE:** Special.

This operates much like the Improved Detect Magic spell, but the magus gains all of the information from three rounds of the Improved Detect Magic spell, plus impressions of events in the target's past, starting with the most prominent event, all in the first round of concentration. Each additional round of concentration provides insight into an additional event in the past. This spell only allows the magus to see up to one year in the past. (*Divine – Dowse, Reading, Improved.*)

### **Detect Magic, Improved**

**Level:** 2 (Divine 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **AoE:** Special.

This operates much like the Detect Magic spell, but allows the magus to gain more information on a given source of magic the longer he concentrates. The target is allowed an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to

resist. The magus can concentrate on another target at any time, but must start over from the first round of reading.

**1<sup>st</sup> Round.** The magus detects the presence of any magical auras that the target may have.

**2<sup>nd</sup> Round.** The magus senses the strength of those auras — dim, faint, moderate, strong, or overwhelming.

**3<sup>rd</sup> Round.** The magus senses the specific nature of those auras, learning what type of magic created the aura.

Characters with Magic skill levels have magical auras. A spell's level determines the power of its aura, and the highest skill levels that a character has in a Magic skill specialization determines the strength of the character's aura.

If the magus reads an overwhelming aura of any sort, he must make an Intelligence check (Average task (DM +0)) or be stunned for 1 round. (*Divine – Dowse, Reading.*)

### **Detect Otherworldly Beings**

**Level:** 1 (Divine 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **AoE:** Special.

Through the use of this spell, the magus can concentrate for one round to determine the direction of the nearest otherworldly being. If there are several different otherworldly beings within Short range, you are aware of roughly where those creatures are, and can concentrate on each of them one by one to determine their location. Once you are aware of specific otherworldly beings, you can choose to ignore them and sense only further away creatures. (*Divine – Dowse.*)

### **Detect Otherworldly Beings, Greater**

**Level:** 3 (Divine 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **AoE:** Special.

This operates much like the Improved Detect Otherworldly Beings spell, but the magus gains all of the information from three rounds of the Improved Detect Otherworldly Beings spell, plus impressions of events in the creature's past, starting with the most prominent event, all in the first round of concentration. Each additional round of concentration provides insight into an additional event in the past. This spell only allows the magus to see up to one year in the past. (*Divine – Dowse, Reading, Improved.*)

### **Detect Otherworldly Beings, Improved**

**Level:** 2 (Divine 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **AoE:** Special.

This operates much like the Detect Otherworldly Beings spell, but allows the magus to gain more information on a given otherworldly creature the longer he concentrates. The target is allowed an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist. The magus can concentrate on another target at any time, but must start over from the first round of reading.

**1<sup>st</sup> Round.** The magus detects the presence of any allegiance-based or planar-based auras the target may have.

**2<sup>nd</sup> Round.** The magus senses the strength of those auras — dim, faint, moderate, strong, or overwhelming.

**3<sup>rd</sup> Round.** The magus senses the specific nature of those auras, learning specific allegiances and planar influences exist.

If the magus reads an overwhelming aura of any sort, he must make an Intelligence check (Average task (DM +0)) or be stunned for 1 round. (*Divine – Dowse, Reading.*)

## Detect Thoughts

**Level:** 1 (Charm 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

By concentrating, the recipient of this spell can overhear the thoughts of any creature within Close range. If there are multiple creatures in the area, the recipient can focus on one at a time, or try to decipher out their thoughts all at once, like hearing one person in a crowded room. This does not give the recipient the ability to understand the target creature's language, but they can comprehend emotions and simple desires like fear or hunger regardless of language. (*Charm: Mind Scan.*)

## Displacement

**Level:** 4 (Move 4)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the magus grants the targeted creature the ability to move 1.5 meters as an immediate action, effectively a free action that can be taken even when it is not the creature's turn. This does not count toward their movement for the turn, but it is enough to move them out of the way of a single attack. Unwilling targets receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell. Affected creatures, however, are under control of their own actions, so a creature that does not want to make such a movement does not have to. (*Move – Haste, dodge bullets.*)

## Drain Dexterity

**Level:** 2 (Attack (affliction) 2)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Close; **Tgt:** One creature.

With this spell, the targeted creature takes 1d6 points of damage to their Dexterity score. The damage heals at the normal rate. Targets may attempt an Endurance check (Routine task (DM +2), with a penalty equal to the spell's level) to half the damage of this spell.

(*Attack (affliction) – Targeted Ability Damage.*)

## Drain Endurance

**Level:** 2 (Attack (affliction) 2)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Close; **Tgt:** One creature.

With this spell, the targeted creature takes 1d6 points of damage to their Endurance score. The damage heals at the normal rate. Targets may attempt an Endurance check (Routine task (DM +2), with a penalty equal to the spell's level) to half the damage of this spell. (*Attack (affliction) – Targeted Ability Damage.*)

## Drain Strength

**Level:** 2 (Attack (affliction) 2)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Close; **Tgt:** One creature.

With this spell, the targeted creature takes 1d6 points of damage to their Strength score. The damage heals at the normal rate. Targets may attempt an Endurance check (Routine task (DM +2), with a penalty equal to the spell's level) to half the damage of this spell. (*Attack (affliction) – Targeted Ability Damage.*)

## Elemental Weapon

**Level:** 1 (Attack 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** One creature, weapon, or set of ammunition.

With this spell, the magus creates an aura of elemental energy to a target weapon that inflicts +1d6 points of damage of a specific damage type on a successful hit. The actual damage type is selected by the magus at the time of casting the spell, and must be among those known to the magus. When used on a creature, all unarmed and natural attacks made by that creature gain the bonus damage. (*Attack: Enhanced Damage.*)

## Enchanted Weapon

**Level:** 2 (Attack 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** One creature, weapon, or set of ammunition.

With this spell, the magus grants a DM +2 bonus to both attack and damage rolls when using the target weapon. When used on a creature, all unarmed and



natural attacks made by that creature gain the attack and damage bonus. (*Attack: Enhanced Attack.*)

### Enchanted Weapon, Greater

**Level:** 3 (Attack 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** One creature, weapon, or set of ammunition.

With this spell, the magus grants a DM +3 bonus to both attack and damage rolls when using the target weapon. When used on a creature, all unarmed and natural attacks made by that creature gain the attack and damage bonus. (*Attack: Enhanced Attack.*)

### Enchanted Weapon, Lesser

**Level:** 1 (Attack 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** One creature, weapon, or set of ammunition.

With this spell, the magus grants a DM +1 bonus to both attack and damage rolls when using the target weapon. When used on a creature, all unarmed and natural attacks made by that creature gain the attack and damage bonus. (*Attack: Enhanced Attack.*)

### Energy Buffer

**Level:** 3 (Defend 1/General 2)

**CT:** Significant action; **Dur:** One hour (D); **Rng:** Personal; **Tgt:** One creature.

For the duration of the spell, the spell's target gains an ablative form of magical armor that protects against the first five points of damage from an energy type chosen when the spell is cast. (*Defend – Energy buffer; General – Duration, medium.*)

### Energy Resistance

**Level:** 4 (Defend 2/General 2)

**CT:** Significant action; **Dur:** One hour (D); **Rng:** Personal; **Tgt:** One creature.

For the duration of the spell, the spell's target gains a non-ablative form of magical armor that protects against the first five points of damage from an energy type chosen when the spell is cast. (*Defend – Energy resistance; General – Duration, medium.*)

### Energy Touch

**Level:** 1 (Attack 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** One creature.

The magus creates an aura of elemental energy on himself or another creature that will deal 1d6 points of damage to the next creature or item touched. This spell is discharged once the bearer of the aura makes a successful melee attack or touches something with the affected appendage. The actual damage type is selected by the magus at the time of casting the spell,

and must be among those known to the magus. (*Attack: Direct Damage.*)

### Entangle

**Level:** 4 (Move 3/General 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Medium; **Tgt:** A creature, object, or point in space (anchor) ; **AoE:** Three-meter radius.

This spell creates a magical force that “grapples” all targets within the area of effect, attempting to hold them in place. This spell has a Strength and Dexterity modifier of +0, and its Melee skill level is equal to the number of Move levels the spell has. Unlike other Move spells, the Entangle cannot be moved once it has been cast. (*Move – Telekinetic Movement (100 kg); General – Area (three-meter radius), Range (medium); Limitation – can't move once cast (-1).*)

### Expeditious Movement

**Level:** 1 (Move 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the magus grants the targeted creature a +3 meters bonus to the movement mode of the magus's choice — land, climb, burrow, swim, or fly. He cannot enhance a movement mode the creature does not have a speed rating for. Unwilling targets receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell. Affected creatures, however, are under control of their own movement, so a creature that does not want to move does not have to. (*Move – Haste, speed.*)

### Explosive Runes

**Level:** 3 (Attack 1/General 2)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Personal; **Tgt:** A creature, object, or point in space (anchor) ; **AoE:** One 1.5-meter square.

This spell creates a set of magical sigils that bind fire energies within them. If the sigils are viewed with sufficient detail to be recognizable (which often requires close inspection) within a day of casting, the runes explode to inflict 1d6 points of fire damage to all within the same 1.5-meter square as the runes themselves. Unwilling targets receive a Dexterity check (Routine task (DM +2), with a penalty equal to the spell's level) to take half damage. (*Attack – Direct Damage; General – Contingency, day.*)

### Feeblemind

**Level:** 4 (Attack 4)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Personal; **Tgt:** One creature.

This spell befuddles its target, who suffers 2d6 damage to their Intelligence. Unwilling targets receive an Endurance check (Routine task (DM +2), with a

penalty equal to the spell's level) to half the damage of this spell. *(Attack (affliction) – Targeted Ability Damage.)*

### **Fertile Earth**

**Level:** 3 (Transform 3)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Close;

**Tgt:** A creature, object, or point in space (anchor) ;

**AoE:** One 1.5-meter square.

This spell causes all non-monstrous plants in the area of effect to naturally age one month. *(Transform – Grow Plant (one month).)*

### **Fireball**

**Level:** 4 (Attack 2/General 2)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:**

Medium; **Tgt:** A creature, object, or point in space (anchor) ; **AoE:** Three-meter radius.

This spell creates a sphere of fire that inflicts 2d6 points of fire damage to all targets found in the area of effect. Targets receive a Dexterity check (Routine task (DM +2), with a penalty equal to the spell's level) to half the damage of this spell. *(Attack – Direct Damage; General – Area (three-meter radius), Range (medium).)*

### **Flame Strike**

**Level:** 3 (Attack 2/General 1)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:**

Medium; **Tgt:** A creature, object, or point in space (anchor) ; **AoE:** One 1.5-meter radius.

This spell creates a column of fire that inflicts 2d6 points of fire damage to all targets found in the area of effect. Targets receive a Dexterity check (Routine task (DM +2), with a penalty equal to the spell's level) to half the damage of this spell. *(Attack – Direct Damage; General – Range (medium).)*

### **Flesh to Stone**

**Level:** 5 (Transform 4/General 1)

**CT:** Significant action; **Dur:** One hour (D); **Rng:** Close;

**Tgt:** One creature.

The magus can transform their target into a stone statue for the duration of the spell. Unwilling creatures may be targeted, but are allowed to attempt an Endurance check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell's effect. *(Transform – Creature Form, Force Change; General – Duration (hour).)*

### **Fly**

**Level:** 4 (Move 4)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Close; **Tgt:** One creature.

With this spell, the magus grants the targeted creature the ability to fly at their base speed. If the creature

does not already have the Athletics (flying) skill, it gains the skill at level 0 for the duration of the spell, which can be used to resolve difficult maneuvers. Unwilling targets receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell. Affected creatures, however, are under control of their own movement, so a creature that does not want to fly does not have to. *(Move – Flight.)*

### **Fog Cloud**

**Level:** 2 (Create 1/General 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Close; **Tgt:** One creature, object or point in space (anchor) ; **AoE:** 3-meter radius.

Through this spell, the magus creates a magical mist that obscures vision beyond 1.5 meters for the duration of the spell. A creature within 1.5 meters has concealment. Fog and mist can be dispersed by a moderate wind (15+ kph) in 4 rounds, or by a strong wind (30+ kph) in 1 round. *(Create – Create Air (fresh air); General - Duration, Medium.)*

### **Forgetful Distraction**

**Level:** 1 (Charm 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Close; **Tgt:** One creature.

With this spell, the targeted creature must succeed in an Intelligence check (modified by the same penalty as the spellcasting check), or it will forget recent events within the last minute, at the discretion and direction of the magus. When the spell ends, the memory returns. *(Charm: Forget, Standard.)*

### **Freedom of Movement**

**Level:** 3 (Move 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Close; **Tgt:** One creature.

With this spell, the magus grants the targeted creature the ability to move and attack normally, even under the effect of magical and mundane factors that usually impede movement. This includes paralysis poison, paralytic Charm effects, and even Move slow spells. The subject automatically succeeds on any check made to resist a grapple attempt, as well as on checks made to escape a grapple or a pin. The spell also allows the subject to move and attack normally underwater, but not to breathe water. Unwilling targets receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell. Affected creatures, however, are under control of their own movement, so a creature that does not want to move does not have to. *(Move – Freedom of Movement.)*

## Frenzy

**Level:** 3 (Charm 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** A creature.

By the power of this spell, the target creature becomes frenzied. Greater than a rage, the creature gains a +2 bonus to Strength and Endurance, and opponents gain a DM +2 on melee attacks made against the creature. During the frenzy, the character can take no rational actions, and simply attacks directly against the nearest enemy. If there are no enemies to fight, the frenzied creature starts attacking friends. The target of this spell may attempt an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the spell's effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed a new check to break free and end the spell's effect. (*Charm - Emotion, Strong (frenzy).*)

## Fumble

**Level:** 4 (Attack 4)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Personal; **Tgt:** One creature.

This spell renders the target into a clumsy fool, as they suffer 2d6 damage to their Dexterity. Unwilling targets receive an Endurance check (Routine task (DM +2), with a penalty equal to the spell's level) to half the damage of this spell. (*Attack (affliction) – Targeted Ability Damage.*)

## Ghost Form

**Level:** 4 (Move 4)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the magus grants the targeted creature the ability turn corporeal or incorporeal as a significant action. Unwilling targets receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell. Affected creatures, however, are under control of their own actions, so a creature that does not want to change their corporeal state does not have to. (*Move – Incorporeality.*)

## Gust of Wind

**Level:** 1 (Create 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** A creature, object, or point in space (anchor) ; **AoE:** One 1.5-meter square.

With this spell, the magus creates a moderate wind of up to 30 kph. You can direct the wind in whatever direction you desire, with updrafts, downdrafts, whirlwinds, or simply in a straight line. (*Create – Create Air (moderate wind).*)

## Haste

**Level:** 3 (Move 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the magus grants the targeted creature the ability to take an extra significant action each round without suffering a multiple action penalty. Unwilling targets receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell. Affected creatures, however, are under control of their own actions, so a creature that does not want to act multiple times does not have to. (*Move – Haste, actions.*)

## HealingTouch

**Level:** 2 (Cure 1/Gen 1)

**CT:** Significant action; **Dur:** 10 Minutes; **Rng:** Personal; **Tgt:** One creature.

This spell grants the target a DM +1 bonus to Medic checks. (*Cure – Enhance Heal.*)

## Heroic Surge

**Level:** 2 (Move 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the magus grants the targeted creature the ability to take an extra minor action each round without suffering a multiple action penalty. Unwilling targets receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell. Affected creatures, however, are under control of their own actions, so a creature that does not want to act multiple times does not have to. (*Move – Haste, movement.*)

## Heroism

**Level:** 3 (Charm 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** A creature.

By the power of this spell, the target creature becomes heroic. Heroic creatures gain a DM +1 bonus to attack rolls, weapon damage rolls, ability checks and skill checks. The spell also acts as a strong Calm against fear effects only. The target of this spell may attempt an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the spell's effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed a new check to break free and end the spell's effect. (*Charm - Emotion, Strong (heroic).*)

## Hopelessness

**Level:** 3 (Charm 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Personal; **Tgt:** A creature.

By the power of this spell, the target creature becomes helpless as they are filled with a devastating sense of hopelessness. Helpless characters are aware of their surroundings, but can take no actions. They are helpless. The target of this spell may attempt an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the spell's effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed a new check to break free and end the spell's effect. (*Charm - Emotion, Strong (helpless).*)

## Ice Storm

**Level:** 4 (Attack 2/General 2)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:**

Medium; **Tgt:** A creature, object, or point in space (anchor) ; **AoE:** Three-meter radius.

This spell creates a sphere of ice and snow that inflicts 2d6 points of cold damage to all targets found in the area of effect. Targets receive a Dexterity check (Routine task (DM +2), with a penalty equal to the spell's level) to half the damage of this spell. (*Attack – Direct Damage; General – Area (three-meter radius), Range (medium).*)

## Illusion, Major

**Level:** 4 (Illusion 4)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Close; **Tgt:** A creature, object, or point in space (anchor) ; **AoE:** One 1.5-meter square.

This spell creates a complex glamour or figment that affects all senses. Characters are allowed an Intelligence check (Routine task (DM +2), with a penalty equal to this spell's level) to disbelieve a figment the first time they physically interact with it, and can also spend a significant action to attempt to disbelieve both figments and glammers. The illusion cannot be larger than the area of effect. (*Illusion – Glamour.*)

## Illusion, Minor

**Level:** 1 (Illusion 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Close; **Tgt:** A creature, object, or point in space (anchor) ; **AoE:** One 1.5-meter square.

This spell creates a simple glamour or figment that affects only one sense. Characters are allowed an Intelligence check (Routine task (DM +2), with a penalty equal to this spell's level) to disbelieve a figment the first time they physically interact with it, and can also spend a significant action to attempt to disbelieve both figments and glammers. The illusion

cannot be larger than the area of effect. (*Illusion – Glamour.*)

## Inaudibility

**Level:** 3 (Illusion 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Close; **Tgt:** A creature, object, or point in space (anchor).

This spell renders its target completely silent for the duration of the spell. A creature that interacts with an inaudible character may make an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to disbelieve this spell, with a DM +4. (*Illusion – Glamour (complex auditory).*)

## Inhibited Movement

**Level:** 1 (Move 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Close; **Tgt:** One creature.

With this spell, the magus imposes a –3 meter penalty to the target's movement mode of his choice for the duration of the spell. The magus cannot penalize a movement mode the creature does not have a speed rating for. Unwilling targets receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell. Affected creatures, however, are under control of their own movement, so a creature that does not want to move does not have to. (*Move – Slow, Speed.*)

## Invisibility

**Level:** 3 (Illusion 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Close; **Tgt:** A creature, object, or point in space (anchor).

This spell renders its target invisible for the duration of the spell. A creature that is struck by an invisible creature's attack is immediately allowed an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to disbelieve this spell, with a DM +4. (*Illusion – Glamour (complex visual).*)

## Knock

**Level:** 2 (Attack 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Close; **Tgt:** One creature.

This spell grants the target a DM +4 on Mechanic skill checks used to open locks. (*Move – Mobility; Limitation – only to open locks (-2).*)

## Light

**Level:** 1 (Create 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** A creature, object, or point in space (anchor) ; **AoE:** 6-meter radius.

The magus creates an area of light roughly equal to that of a burning torch, covering an area of about 6 meters in radius for the duration of the spell. (*Create – Create Light (illumination).*)

## Lightning Bolt

**Level:** 3 (Attack 2/General 1)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Medium; **Tgt:** A creature, object, or point in space (anchor) ; **AoE:** One 1.5-meter radius.

This spell creates a bolt of lightning that inflicts 2d6 points of electrical damage to all targets found in the area of effect. Targets receive a Dexterity check (Routine task (DM +2), with a penalty equal to the spell's level) to half the damage of this spell. (*Attack – Direct Damage; General –Range (medium).*)

## Locate Object

**Level:** 2 (Divine 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **AoE:** Special.

Through the use of this spell, the mage can concentrate for one round to determine the direction of a specific object. (*Divine – Dowse, Improved.*)

## Love

**Level:** 3 (Charm 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** A creature.

By the power of this spell, the target creature becomes enraptured with a target of the mage's choice. Affected creatures fall aggressively in love with the mage's selected creature, wanting nothing more than to be with that creature and act in whatever way they believe best displays their love. The target of this spell may attempt an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the spell's effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed a new check to break free and end the spell's effect. (*Charm - Emotion, Strong (love).*)

## Low Light Vision

**Level:** 1 (Divine 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

This spell grants the target the ability to see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination for the duration of the spell. They retain the ability to

distinguish color and detail under these conditions. (*Divine – Special Senses (low light vision).*)

## Mage Armor

**Level:** 2 (Defend 1/Gen 1)

**CT:** Significant action; **Dur:** Ten minutes (D); **Rng:** Personal; **Tgt:** One creature.

The target gains a +1 bonus to their armor rating for the duration of this spell. (*Defend – Armor; General – Duration, Short.*)

## Magic Missile

**Level:** 2 (Attack 1/General 1)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Medium; **Tgt:** One creature or object.

This spell creates a missile of magical force that inflicts 1d6 points of physical damage to a single target. Targets receive a Dexterity check (Routine task (DM +2), with a penalty equal to the spell's level) to half the damage of this spell. (*Attack – Direct Damage; General –Range (medium).*)

## Neutralize Poison

**Level:** 4 (Cure 4)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **AoE:** One 1.5-meter square.

This spell neutralizes poison in the area of effect. Any poison that enters the area during the spell's duration is neutralized. Creatures with natural poison abilities that succeed in an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist the spell can keep their poison stores and use their poison to harm creatures outside the area of effect.

## Phantasm, Major

**Level:** 4 (Illusion 4)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

This spell creates a complex phantasm that affects all of the senses of a specific target. Characters are allowed an Intelligence check (Routine task (DM +2), with a penalty equal to this spell's level) to disbelieve a phantasm the first time they physically interact with it, and can also spend a significant action to attempt to disbelieve phantasms. Phantasms are not limited in size, but only affect the targeted creature. (*Illusion – Phantasm.*)

## Phantasm, Minor

**Level:** 1 (Illusion 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

This spell creates a simple phantasm that affects only one of the senses of a specific target. Characters are allowed an Intelligence check (Routine task (DM +2),

with a penalty equal to this spell's level) to disbelieve a phantasm the first time they physically interact with it, and can also spend a significant action to attempt to disbelieve phantasms. Phantasms are not limited in size, but only affect the targeted creature. (*Illusion – Phantasm.*)

### Plane Shift

**Level:** 4 (Move 4)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the magus can grant a target the ability to shift to another plane of existence as a minor action, once during the spell's duration. In campaign settings where some planes are more difficult to access than others, this allows access to those planes of existence that are easiest to access. (*Move – Plane Shift.*)

### Precognition

**Level:** 4 (Divine 4)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature or object.

This spell allows the magus to look into the future of the target creature or object, gaining vague impressions regarding important events that will happen in the next day. By asking a specific question of whether a specific event will occur, the magus learns about how likely that event will come to pass. The future is not written, so the very fact that the magus knows about an event may alter the chances of its occurrence. (*Divine – Precognition, Improved.*)

### Precognition, Greater

**Level:** 6 (Divine 6)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature or object.

This spell allows the magus to look into the future of the target creature or object, gaining vague impressions regarding important events that will happen in the next month. Otherwise, it operates like the Precognition spell. (*Divine – Precognition, Greater.*)

### Precognition, Lesser

**Level:** 2 (Divine 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature or object.

This spell allows the magus to look into the future of the target creature or object, gaining vague impressions regarding important events that will happen in the next hour. Otherwise, it operates like the Precognition spell. (*Divine – Precognition.*)

### Preserve

**Level:** 4 (Transform 4)

**CT:** Significant action; **Dur:** One week (D); **Rng:** Close; **Tgt:** One creature or object.

This spell allows the magus to preserve 100 kilograms of food, bodies or similar organic objects from decaying or rotting for one week. (*Transform – Preserve (100kg, one week).*)

### Protection from Otherworldly Beings

**Level:** 1 (Defend 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

When otherworldly beings attack the target of this spell, they must make an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level), to touch the target or use Charm spells on creatures within the area. Every minute it can make one attempt at breach the area of effect; if the creature fails, it is stuck outside for at least the next minute. This effect prevents an affected creature from making melee attacks against the target, but it can still use ranged attacks and non-Charm spells. (*Defend – Protection (limited to otherworldly beings).*)

### Rage

**Level:** 2 (Charm 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** A creature.

By the power of this spell, the target creature becomes enraged. The creature acts as if in a berserker rage, gaining a +1 bonus to Strength and Endurance, and opponents gain a DM +1 on melee attacks made against the creature. The creature is not fatigued at the end of the rage. The target of this spell may attempt an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the spell's effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed a new check to break free and end the spell's effect. (*Charm - Emotion, Moderate (rage).*)

### Raise the Dead

**Level:** 9 (Cure 9)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:** Personal; **Tgt:** One creature.

The Magus must spend 1800 silver in Power Components. If so, then this spell restores to life a creature that has died in the past day. (*Cure – Revive, Moderate.*)

## Raise the Dead, Greater

**Level:** 12 (Cure 12)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:**

Personal; **Tgt:** One creature.

The Magus must spend 2400 silver in Power Components. If so, then this spell restores to life a creature that has died in the past year. *(Cure – Revive, Greater.)*

## Raise the Dead, Lesser

**Level:** 6 (Cure 6)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:**

Personal; **Tgt:** One creature.

The Magus must spend 1200 silver in Power Components. If so, then this spell restores to life a creature that has died in the past ten minutes. *(Cure – Revive, Lesser.)*

## Regenerate

**Level:** 6 (Cure 6)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:**

Personal; **Tgt:** One creature.

The Magus must spend 1200 silver in Power Components. If so, then this spell regenerates lost body parts no larger than a hand or foot. *(Cure – Regenerate, Moderate.)*

## Regenerate, Greater

**Level:** 7 (Cure 7)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:**

Personal; **Tgt:** One creature.

The Magus must spend 1400 silver in Power Components. If so, then this spell regenerates lost body parts as large as a missing limb. *(Cure – Regenerate, Greater.)*

## Regenerate, Lesser

**Level:** 5 (Cure 5)

**CT:** Significant action; **Dur:** Instantaneous; **Rng:**

Personal; **Tgt:** One creature.

The Magus must spend 1000 silver in Power Components. If so, then this spell regenerates lost body parts no larger than a finger or eye. *(Cure – Regenerate, Lesser.)*

## Remote Viewing, Major

**Level:** 4 (Divine 4)

**CT:** Significant action; **Dur:** One minute (D); **Rng:**

Same world or plane; **Tgt:** A creature or location within same world or plane; **AoE:** 6-meter radius around target.

By concentrating on a creature or location within the same world or plane, and that is known to the magus only by name and reputation, the magus can see and hear all that is taking place within a 6-meter radius

around the target. Creatures within the area of effect for this spell must make an Intelligence check (modified by the same penalty as the spellcasting check) to notice that they are being viewed remotely, although those unfamiliar with this effect will most likely only have a sense they are being watched. *(Divine: Remote Viewing – Secondhand, Same World.)*

## Remote Viewing, Minor

**Level:** 1 (Divine 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Very Long; **Tgt:** A creature or location within sight; **AoE:** 6-meter radius around target.

By concentrating on a creature or location within sight and within Very Long range, the magus can see and hear all that is taking place within a 6-meter radius around the target. Creatures within the area of effect for this spell must make an Intelligence check (modified by the same penalty as the spellcasting check) to notice that they are being viewed remotely, although those unfamiliar with this effect will most likely only have a sense they are being watched. *(Divine: Remote Viewing – Within Sight, Very long Range.)*

## Sanctuary

**Level:** 2 (Attack 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

For the duration of this spell, the target will not attack a single creature identified by the magus when the spell is cast. The target is allowed an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to ignore the telepathic command to not attack the designated creature. *(Charm – Telepathic Command, Simple.)*

## Slow

**Level:** 3 (Move 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the magus restricts the target to only take one minor or significant action per round for the duration of the spell. Unwilling targets receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell. Affected creatures, however, are under control of their own actions, so a creature that does not want to act does not have to. *(Move – Slow, Action.)*

## Spell Resistance

**Level:** 4 (Defend 2/General 2)

**CT:** Significant action; **Dur:** One hour (D); **Rng:** Personal; **Tgt:** One creature.

For the duration of the spell, the spell's target gains a DM +1 bonus on all ability checks to resist the effects

of magic. (*Defend – Spell resistance; General – Duration, medium.*)

### Spider Climb

**Level:** 2 (Move 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the magus grants the target the ability to cling to solid surfaces with hands and feet, gaining a climb speed equal to their base speed. Furthermore, the target need not make Athletics (climb) checks to traverse a vertical or horizontal surface (even upside down). Opponents get no special bonus to their attacks against the target while climbing. The target cannot, however, run while climbing. Unwilling targets receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell. Affected creatures, however, are under control of their own movement, so a creature that does not want to move does not have to. (*Move – Spider Climb.*)

### Stun

**Level:** 2 (Charm 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** A creature.

By the power of this spell, the target creature becomes stunned. Stunned creatures drop whatever they are holding, can't act, and opponents gain a DM +1 on melee attacks made against the creature. The target of this spell may attempt an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the spell's effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed a new check to break free and end the spell's effect. (*Charm - Emotion, Moderate (stunned).*)

### Suppress Armor

**Level:** 1 (Suppress 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature or object.

With this spell, the targeted creature or object suffers a –1 penalty to their armor rating for the duration of the spell. Unwilling creatures can resist with an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level). (*Suppress – Suppress Armor.*)

### Suppress Dexterity

**Level:** 1 (Suppress 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the targeted creature suffers a DM –1 penalty to their Dexterity for the duration of the spell. The effects of multiple castings of this spell are cumulative. Unwilling creatures can resist with an Intelligence check (Routine task (DM +2), with a

penalty equal to the spell's level). (*Suppress – Suppress Ability Score.*)

### Suppress Education

**Level:** 1 (Suppress 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the targeted creature suffers a DM –1 penalty to their Education for the duration of the spell. The effects of multiple castings of this spell are cumulative. Unwilling creatures can resist with an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level). (*Suppress – Suppress Ability Score.*)

### Suppress Endurance

**Level:** 1 (Suppress 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the targeted creature suffers a DM –1 penalty to their Endurance for the duration of the spell. The effects of multiple castings of this spell are cumulative. Unwilling creatures can resist with an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level). (*Suppress – Suppress Ability Score.*)

### Suppress Intelligence

**Level:** 1 (Suppress 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the targeted creature suffers a DM –1 penalty to their Intelligence for the duration of the spell. The effects of multiple castings of this spell are cumulative. Unwilling creatures can resist with an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level). (*Suppress – Suppress Ability Score.*)

### Suppress Spell Resistance

**Level:** 2 (Suppress 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature or object.

With this spell, the targeted creature or object suffers a DM –1 penalty on all ability checks to resist the effects of magic for the duration of the spell. Unwilling creatures can resist with an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level). (*Suppress – Suppress Spell Resistance.*)

### Suppress Strength

**Level:** 1 (Suppress 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the targeted creature suffers a DM –1 penalty to their Strength for the duration of the spell.



The effects of multiple castings of this spell are cumulative. Unwilling creatures can resist with an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level). *(Suppress – Suppress Ability Score.)*

### **Swim**

**Level:** 2 (Move 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the magus grants the target the ability to swim at a speed equal to its base speed; it gains a +4 bonus to Athletics (swim) checks. In addition, the target gains the ability to breathe, speak, and otherwise respire normally in any sort of non-toxic liquid. Unwilling targets receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell. Affected creatures, however, are under control of their own movement, so a creature that does not want to move does not have to. *(Move – Swim.)*

### **Telekinesis, Major**

**Level:** 1 (Move 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature or object.

For the duration of the spell the magus can concentrate as a significant action to direct a telekinetic force. This force can lift, move, and manipulate objects weighing up to 1000 kilograms. Otherwise, this spell functions like Telekinesis. *(Move – Telekinetic movement.)*

### **Telekinesis**

**Level:** 3 (Move 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature or object.

For the duration of the spell the magus can concentrate as a significant action to direct a telekinetic force. This force can lift, move, and manipulate objects weighing up to 100 kilograms. It can even attack with objects it carries, inflicting 1d6 damage on a successful attack, although the force cannot attack on its own. The magus cannot move their targets or use targets to attack beyond the range of the spell. A creature targeted by this effect must make a Melee (unarmed) check in an opposed skill check against the magus's spellcasting check to avoid being moved by the spell.

To direct the spell the magus must concentrate as a significant action. He can move the spell and any objects it carries up to 9 meters per round while concentrating. If he ceases concentration the spell will continue to hold its current burden, and will either stay still, or maintain the same position relative to the magus, moving as fast as 9 meters per round to keep

up. The magus can also concentrate on multiple items at once, though generally he must move those objects as a group. *(Move – Telekinetic movement.)*

### **Telekinesis, Minor**

**Level:** 5 (Move 5)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature or object.

For the duration of the spell the magus can concentrate as a significant action to direct a telekinetic force. This force can lift, move, and manipulate objects weighing up to 10 kilograms. Otherwise, this spell functions like Telekinesis. *(Move – Telekinetic movement.)*

### **Teleport, Major**

**Level:** 6 (Move 6)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

Once during the spell, as a minor action, affected creatures can teleport (travel instantaneously) to another place within Regional range. Otherwise, this spell functions like the Teleport spell. *(Move – Teleport.)*

### **Teleport**

**Level:** 4 (Move 4)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

Once during the spell, as a minor action, affected creatures can teleport (travel instantaneously) to another place within Very Long range. Unwilling targets receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell. Affected creatures, however, are under control of their own actions, so a creature that does not want to teleport does not have to. If the creature teleports to somewhere out of their line of sight, they must make an Intelligence check, with a difficulty based on their familiarity with the destination. For more details, see the Location Familiarity table under the Move section under Spellcasting. *(Move – Teleport.)*

### **Teleport, Minor**

**Level:** 2 (Move 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

Once during the spell, as a minor action, affected creatures can teleport (travel instantaneously) to another place within Medium range. Otherwise, this spell functions like the Teleport spell. *(Move – Teleport.)*

## **Tongues, Lesser**

**Level:** 2 (Divine 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

This spell grants the target the ability to speak one language known to another person whom he touches over the duration of the spell. *(Divine – Translate.)*

## **Tongues**

**Level:** 3 (Divine 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

This spell grants the target the ability to speak all languages known to another person whom he touches over the duration of the spell. *(Divine – Translate.)*

## **Transmogrification**

**Level:** 5 (Transform 5)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

The magus can transform their target into any creature with physical characteristics totaling 26 or less. Unwilling creatures may be targeted, but are allowed to attempt an Endurance check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell's effect. *(Transform – Creature Form, Force Change.)*

## **Uncontrollable Laughter**

**Level:** 2 (Charm 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Personal; **Tgt:** A creature.

By the power of this spell, the target creature begins laughing uncontrollably. The creature is filled with great humor, and cannot take any aggressive action. The target of this spell may attempt an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to negate the spell's effect. Even if a creature fails its initial Intelligence check, each round thereafter it is allowed a new check to break free and end the spell's effect. *(Charm - Emotion, Moderate (laughing).)*

## **Vibration Sense**

**Level:** 3 (Divine 3)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

This spell grants the target the ability to sense the location of anything in contact with the ground and within range, as per the vibration sense alien trait. *(Divine – Special Senses (vibration sense).)*

## **Water Breathing**

**Level:** 3 (Create 2/General 1)

**CT:** Significant action; **Dur:** One hour (D); **Rng:** Personal; **Tgt:** One creature.

Through this spell, the magus can provide a target creature with fresh air for the duration of the spell. *(Create – Create Air (fresh air); General - Duration, Medium.)*

## **Water Walk**

**Level:** 2 (Move 2)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature.

With this spell, the magus grants the target the ability stride over water, moving as freely across the surface as it could on normal, solid ground. Unwilling targets receive an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level) to resist this spell. Affected creatures, however, are under control of their own movement, so a creature that does not want to move does not have to. *(Move – Water Walk.)*

## **Weaken Attack**

**Level:** 1 (Suppress 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature or object.

For the duration of this spell, attacks made by the targeted creature or object suffer a DM –1 penalty to their attack rolls. Unwilling creatures can resist with an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level). *(Suppress – Weaken Attack.)*

## **Weaken Damage**

**Level:** 1 (Suppress 1)

**CT:** Significant action; **Dur:** One minute (D); **Rng:** Close; **Tgt:** One creature or object.

For the duration of this spell, attacks made by the targeted creature or object suffer a DM –1 penalty to their damage rolls. Unwilling creatures can resist with an Intelligence check (Routine task (DM +2), with a penalty equal to the spell's level). *(Suppress – Weaken Damage.)*

# CAREER PATH: THE MAGE

Called wizards, sorcerers, shaman and priests, the mage's ability to bend magic to his will gives him both purpose and power.

**Qualification:** Edu 7+

Every previous career: DM -1

**Assignments:** Choose one of the following:

- **Knight-Magus:** Eldritch warriors, the Knight-Magus seek to perfect both their martial and mystical prowess.
- **Priest-Magus:** Divine theurgists, the Priest-Magus practice holy rituals and miraculous acts of faith.
- **Scholar-Magus:** Sagely wizards, the Scholar-Magus seek exotic arcane lore through ancient texts and secret sorcerous studies.

## Career Progress

Career Path	Survival	Advancement
<b>Knight-Magus</b>	Int 7+	Soc 5+
<b>Priest-Magus</b>	Int 6+	Soc 6+
<b>Scholar-Magus</b>	Int 5+	Edu 7+

## Mustering Out Benefits

Roll	Cash	Other Benefits
1	250 silver	Contact
2	500 silver	+1 Int
3	1000 silver	+1 Edu
4	2000 silver	Weapon
5	2000 silver	+1 Soc
6	4000 silver	Single-Use Item (Level 4 or less)
7	8000 silver	Wizard's Tower (Four floors)

**Basic Training:** Unlike other careers, the Mage gains level 0 skills from the appropriate Specialist table instead of the Service Skills table in basic training.

## Skill and Training

Roll	Personal Development	Service Skills	Advanced Education (Minimum Edu 8)
1	+1 Dex	Magic (any)	Medic
2	+1 End	Philosophy (Arcana)	Art (any)
3	+1 Int	Language (any)	Diplomat
4	+1 Edu	Investigate	Philosophy (any)
5	+1 Edu	Ranged (any)	Magic (any)
6	Melee (any)	Trade (Artificer)	Jack of all Trades

Roll	Specialist: Knight-Magus	Specialist: Priest-Magus	Specialist: Scholar-Magus
1	Philosophy (Arcana)	Philosophy (Arcana)	Philosophy (Arcana)
2	Melee (any)	Medic	Investigate
3	Ranged (any)	Melee (any)	Language (any)
4	Leadership	Persuade	Philosophy (any)
5	Recon	Magic (any)	Magic (any)
6	Magic (any)	Magic (any)	Magic (any)

## Ranks and Skills

Rank	Title	Skill or Benefit
0	Apprentice	Philosophy (Arcana) 1
1	Journeyman	
2	Magus	Magic (any) 1
3	Master Magus	
4	High Magus	Magic (any) 1
5	Grand Magus	
6	Archmagus	Magic (any) 1

## Mishaps

2d6	Mishap
2	Psychologically damaged by dark magical arts that "mortals were not meant to know". Reduce your Intelligence or Social Standing by 1.
3	You were implicated in a noble court scandal, and now have a bad reputation after a long and drawn out litigation attempting to clear your name. Gain 1d6 Contacts and 1d3 Enemies.
4	You inadvertently cause a conflict between two different Mage Guilds, magical organizations or magical traditions. Gain a Rival and Diplomat 1.
5	You have no idea what happened to you – they found your body unconscious in the wilderness, miles from your laboratory.
6	Severely injured during a magic duel. (This is the same as a result of 2 on the Injury table.) Alternatively, roll twice on the Injury table and take the lower result.
7	A fellow magus is slaughtered in a disastrous battle with a summoned creature, for which you blame the Mage Guildmaster. Gain him as an Enemy as he has you removed from your current position.
8	Injured. Roll on the Injury table.
9	You are sent to a very unpleasant region (jungle, swamp, desert, icecap, urban) to recover long lost lore. You are discharged because of stress, injury or because a superior magus wishes to bury the whole incident. Increase Recon or Survival by one level but also gain the magus as an Enemy.
10	You discover that an influential noble is engaged in some illegal activity, such as artifact smuggling. You can join his ring and gain him as an Ally before the inevitable investigation catches up with you, or you can co-operate with the royal guard – the official whitewash gets you discharged anyway but you may keep your Benefit roll from this term of service.
11	You are tormented by, or quarrel with, another magus. Gain that magus as a Rival as he drives you out of the service.
12	You have a strong relationship with a member of the Rogue's Guild which is deemed to be too close by your superiors and you are 'requested' to resign. Gain the rogue as a Contact.

## Events

d66	Events
11	Disaster! Roll on the mishap table, but you are not ejected from this career.
12	You become involved in a region torn by war. Gain one of Stealth 1, Streetwise 1, Persuade 1 or Recon 1.
13	You stand out from your peers, and are groomed for advancement by a superior. Either gain Leadership, or take a +4 DM to your next Advancement roll (in any Mage career).
14	You spend some time on the kingdom's border, living on the frontier wilderness. Gain one of Philosophy (Nature) 1, Animals (riding or training) 1, Recon 1 or Survival 1.
14	You are given a special assignment or duty by your superiors. Gain a +1 DM to any one Benefit roll.
15	You are thrown into a brutal war. Throw Endurance 8+ to avoid injury; if you succeed, you gain one level in Ranged (any) or Leadership.
16	You are given advanced training in a specialist field. Throw Education 8+ to increase any one skill you already have by one level.
21	You may report a fellow magus for behavior inappropriate for someone of his station. If you do report him, you gain a +2 DM to your next advancement roll and a Rival. If you fail to do so, the magus is thankful and becomes an Ally.
22	You are assigned to a peacekeeping or diplomatic role. Gain one of Admin 1, Investigate 1, Deception 1 or Recon 1.
23	You become involved with gambling for a time. Gain Gambler 1 or Deception 1. If you wish, throw Gambler 8+. If you succeed, gain an extra Benefit roll from this career; if you fail, you lose one Benefit roll from this career.
24	You are chosen for cross training in a different service. Roll for a skill in a Specialist assignment other than your own.
25	You have a chance to save a fellow magus. If you wish to make the attempt, roll Endurance 8+. If you fail, you are injured. If you succeed, gain a Contact.
26	You are named by a traitor before the King, alleging affiliations with the dark arts. You gain 1d3 Enemies despite your proclamations of innocence (whether they are true or not).
31-36	Life Event. Roll on the Life Events table.
41-46	Special Event. Roll on the Special Events table.
51	You are recognized for your dedicated service. You are automatically advanced to the next rank.
52	You are attacked by a hostile creature during a quest. Roll Animal (training) 8+. If you succeed, you befriend the animal and can keep it as a pet. If you fail roll on the Injury table.
53	You are given additional combat training. Gain one of Melee (any) 1, Ranged (any) 1, Recon 1, Survival 1 or Tactics (military) 1.
53	You are assigned to a teaching position at a mage's academy. Throw Instruction 8+. Success increases your Instruction skill by one level.

54	Your work far from any conflict in an idyllic township leaves you with plenty of downtime. Gain one of Gambling 1, Carouse 1 or Streetwise 1.
55	You are assigned to administrative tasks for the Mage's Guild, helping with legal paperwork. Gain one of Admin 1, Advocate 1, Investigate 1 or Deception 1.
56	You are engaged in diplomatic contact with an uncivilized tribe of humanoids. Roll Diplomacy 8+; if you fail roll on the Injury table. Succeed and you gain one of Diplomacy or Carouse.
61	You are attacked and overrun by humanoids during a quest. One of your party falls behind. You must make a Athletics 8+ check to escape; if you stop to pick up the fallen party member, you have a –2 DM to your roll. If you escape and rescue the crewman, gain an Ally. If you fail, roll twice on the Injury table and take the lowest result.
62	You participate in a magic duel. Throw Magic (defend) or Philosophy (arcana) 8+ to avoid injury; if you succeed, you gain one level in Magic (any) or Philosophy (arcana).
63	Your ability at the card table makes you a legend amongst your peers, however not everyone is a good loser. Gain one rank in either Gambling or Carouse, but gain 1d3 Enemies.
64	A revolution attempts to overthrow the local rulership of the region. You back the legitimate rulers as they attempt to regain power, throw Tactics or Magic (any) to avoid injury. You gain both an Ally and an Enemy as a result of the fighting.
65	Your immediate superior is a drunkard and incompetent. If you report him then you gain a +2 DM to your next advancement roll. If you say nothing and protect him, gain him as an Ally.
66	You display heroism in battle. You may gain an advancement automatically.

## Special Events

2d6	Event
2	Just a Flesh Wound: You are grazed by a bolt or quarrel. Roll two dice on the Injury table, choosing the higher result.
3	Special Mission: The character is assigned a secret mission by the King. The mission goes off without a hitch, but something from the mission may show up during the campaign. Discuss the exact nature of the mission with your Referee.
4	New Rival: Someone in your guild or tradition, or encountered during your service, takes a strong dislike to you, and becomes a Rival.
5	Random Encounter: During a period of rest between adventures, you have a curious and memorable encounter with a civilian. Roll 1d6: 1–2: Romantic, 3: Unusual Race, 4: Criminal, 5: Conspiracy, 6: New Contact.
6	New Contact: You pick up a new contact. Roll 1d6: 1–3: Magical, 4–5: Military, 6: Unusual.
7	Cross Training: You receive training in a different branch of service. Roll on any Service Skill table besides your own. You can join this branch if you meet its requirements next term with a +4 DM to enlistment.
8	Extra Training: You are given extra training. Roll Education 8+ to gain any one skill.
9	Lifesaver: You save the life of a fellow magus who becomes a lifelong friend. Gain a new Ally.
10	Defending The Kingdom: You are part of a military action that holds off a vastly superior hostile force for a prolonged period of time before relief arrives. This action results in all the participants being considered heroes both by the nobility and amongst the wider population. Increase Social Standing by one or gain a +1 DM to your next Benefits roll.
11	Medal: Roll over (10 – the number of terms since you last won a medal) to win a medal. If you roll the indicated number or higher, you are awarded a citation for Meritorious Performance of Duties. If you roll three or more higher than the indicated number, you are awarded the equivalent of a Medal for Conspicuous Gallantry.
12	Unusual Event: Something odd has occurred. Roll 1d6: 1: One of your crewmates is a secret cabalist, who offers to train you in the dark arts. If you accept, you gain Magic (attack) 1, and may choose death magic as one of your attack types. If you decline, you can turn him in to gain a +2 DM on your next advancement for turning him in, but you gain him as an Enemy as well. 2: You are framed for a crime, and imprisoned for the remainder of this term. You are then ejected from this career. 3: A powerful magical mishap teleports you hundreds of miles away, and you have to make a long voyage home. Increase your age by 1d6 years and gain half as many skills, rounding up. 4: You uncover evidence of a conspiracy against the Crown. Either join them, or reveal their existence and gain 1d3 Enemies. 5: You are captured and interrogated by agents of a foreign power. You manage to escape or be rescued (or did they let you go...?). 6: Your experimentation creates a magical accident, possibly related to other dimensions.

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# ***Flynn's Guide To Magic In Traveller***

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