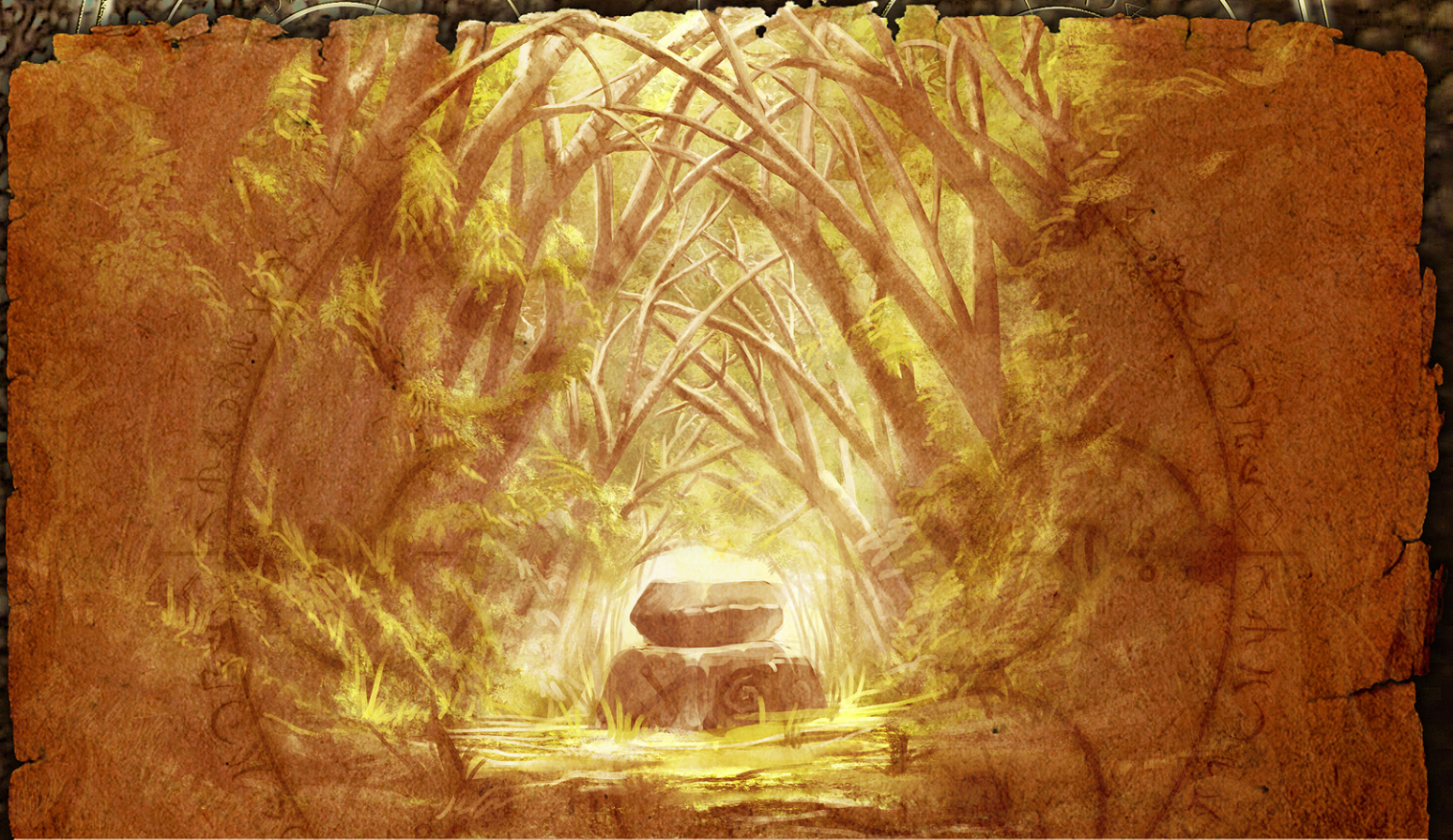# Elements of Magic

W.O.I.N.
ROLEPLAYING GAME SYSTEM

Requires the Use of a What's O.L.D. Is N.E.W. Core Rulebook

Elements of Magic

by Russ Morrissey

One of the aims of WHAT'S O.L.D. IS N.E.W. *is not just to allow fans and third party publishers to create and/or sell content for the games, but to encourage and actively support it. Third-party publishers and fans are free to create and sell compatible content for* WHAT'S O.L.D. IS N.E.W. *You can create sourcebooks, adventures, resources, expansions, and so on, and indicate compatibility. You can also make or sell electronic applications. The license is free, and you do not need to ask permission or submit an application to use it—just head to* woinrpg.com *for more information, and start publishing!*

Introduction

MAGIC DEFINES FANTASY. WHETHER IT is the timeless narrative magic of unlikely heroes defeating fiendish plots, or the more tangible magic of sorcery and charms, it is the magical that makes a normal story into a fantasy that delights listeners, readers, and gamers by making all the impossibilities we can imagine become real. Dreams of magic can make even the most mundane day something to cherish, like a poem evoking the charm of the everyday world.

This book allows you to create almost any type of magic-user you'd like. Magic is an art form, like poetry, and any good poet is never content to merely recite the works of others.

Magic is rooted in the deepest secrets of the fabric of the world. Practitioners use spells, prayers, formulas, incantations, and rituals to unlock hidden powers, gain protection and strength, to heal wounds or throw fire, or to transmute objects into others. Many careers exist—the ancient druids, the reverent priests or the scholarly mages—each of them tapping into that otherworldly power in their own way. Magic can be a gift from the gods, the ancient lingering spirit-energies of dead dragons, the essence of the fey realm, or a power innate in the world. But while careers, trappings, and secrets may vary, there is only one magic. And, like a poet, a wielder of magic is an artist.

A Quick Summary

Magic in the WOIN RPG uses a "verb-noun" system that allows magic-users to devise and cast spells on the fly. For example, a spellcaster might use *evoke* (verb) *fire* (noun) to throw a bolt of fire at a foe. The verbs are known as *skills*, and the nouns are known as *secrets*. The spellcaster can combine any skills and secrets she knows to cast a spell—*enchant beast*, *move metal*, *create water*, *abjure undead*, and so on. There are, of course, rules which govern exactly how that spell can manifest itself in terms of range, duration, targets, and other rule mechanics; but the spellcasting system as a whole is incredibly flexible and allows for a vast range of combinations and possibilities limited only by the magic-user's imagination.

Magical Careers

Fantasy Careers introduces a number of magical careers, including the mage, the cleric, the druid, the diabolist, the necromancer, and the inquisitor. A career is not required to access magic, of course; anybody with a score of 1 or more in their MAGIC attribute can wield magic to some degree with a little tutelage, but those careers focus, teach, and enhance a magic-user's potential. In game terms, they offer greater MAGIC attribute increases, and enable members to learn secrets that might otherwise be unavailable to them. Careers also, of course, teach a range of valuable skills associated with magic use, and grant unique abilities.

Just as different cultures and religions have different world views, so too do different groups of spellcasters have different views of magic. These magical traditions, in the form of careers, help shape characters just as much as their religions and homelands do, and they give spellcasters a clear direction to take as they develop their magical powers.

Most (but not all) magic-users embrace a magical career of some sort, and members of the same magical career are unified by the types of magic they learn and the habits they maintain. Magical careers are not a necessary part of the game, but they provide an easy way to help make characters distinct and adventures unique. The possible range and variety of magical careers is infinite, although *Fantasy Careers* introduces only a handful. Every setting, every world will have its own careers; some may be common careers like the mage or the druid; others may be more esoteric or unusual, specific to certain game worlds or settings, such the godhand, the taskmage, or the spellweaver.

Every major fantasy setting has many different groups of spellcasters with their own peculiar brand of magic. Since the WOIN spellcasting system allows for great flexibility when designing spellcasting characters, it is important to have clear archetypes to which PCs can compare themselves, to prevent every spellcasting character from being a muddle of unrelated spells and powers. Though PCs will likely dabble in multiple types of magic as they adventure, choosing a magical career is a good way to start when you're first becoming familiar with these rules.

A Magical Glossary

The language you use to talk about and define magic is a powerful influence over its flavor in your game. Whether magic is referred to by its practitioners as "Wizardry" or their "Art," or whether Magic Points are known as *mana, energy, faith,* or *stamina,* this terminology helps form our image of how magic is seen and how it works in the world.

Below you will find WOIN's default terminology.

Art. This is the practice of magic. It is always referred to with an upper-case "A."

Career. Magical careers are areas of study or domain; while WOIN's core assumption is that there is but one Art, it can be accessed in different ways by different careers.

Magic Points. Magic points, or MP, are the expendable reservoir from which a magic-user draws magical power. A magic-user's total MP is equal to three times her MAGIC attribute.

Magic Skills. Magic skills include types of magic such as *abjuration, summoning, healing,* and so on. Not only do these skills grant access to specific forms of magic, but higher ranks in those skills grant access to more complex and powerful enhancements.

Magic-User. This is a practitioner of magic, whether a studious mage, a devout cleric, a foul necromancer, or a nature-loving druid.

Secrets. Secrets are the keys to "things" in the world. The *secret of fire,* for example, gives you access to fire magic. Careers grant specific secrets. Secrets are like true names, and are sometimes referred to as such; once you know the true name, or secret, of an element or creature, you gain power over it.

Spellcraft. Spellcraft is the academic understanding of magic. It is not the use of magic itself; it is knowledge *about* magic, its history, its signs, and so on. Spellcraft is a category including a number of magic skills (see above).

Anybody Can Cast Spells

Magic use isn't limited solely to specialized spellcasters. While someone who devotes their life to the mage, druid, or other magical careers will undoubtedly far outweigh others in terms of ability, a farmhand can mutter an incantation to help with the crops, a knight can whisper a prayer asking for his god's guidance, and a woodsman may know a minor healing spell.

Anybody with the appropriate skill or secret can use a cantrip (a spell with a cost of 0 MP) even if they have no Magic attribute; and anybody can have a Magic attribute even if they have never taken a magical career. Finally, through the use of alchemy and spell components, anybody—even without any MAGIC attribute or MP—can cast a spell using the right materials.

Spellcraft

The word "spellcraft" is a broad term that refers to an academic understanding of magic. A character can know a lot about magic without actually having any magical ability himself—he is still able to identify the tell-tale traces of magic, work out what items do, know about the history of great mages and recognize their handiwork, and so on. These actions are not spells; they are simply applications of intelligence, perception, and knowledge, and as such they require Intuition or Logic attribute checks.

Spellcraft has two common applications: detecting magic and identifying magical effects or items. Detecting magic requires an INT check, while identifying magic requires a LOG check. Both applications benefit greatly from the *spellcraft* skill.

Flavoring Your Magic

When you have mastered the basic rules of magic in WOIN, you may wish to try out some of the following optional rules to flavor your magic a little differently.

Fatigue. Instead of using MP (which, as a default, are three times a character's Magic attribute), magic can be fueled using Health. This means that magic-users become physically weaker as they cast more spells. If you use this rule magical healing spells cost—at a minimum—the amount of Health they restore.

If you use fatigue as your casting mechanism, magic-users will be much weaker in your setting. A magic-user will need to diversify, train in other skills, and use magic carefully and rarely.

Subtle Magic. WOIN allows you to make magic more subtle than the default. In this way, you can match the feel of different novels or movies. In particular, subtle magic more accurately emulates J. R. R. Tolkien's Middle-Earth.

If you prefer subtle magic (where the use of magic is rarer and the effects less blatant and powerful), simply double the MP cost of every spell. This doesn't formally "cap" the power level of magic, but it greatly reduces its efficacy by reducing both the amount of magic that a caster will use in a given day and the power level of that magic.

It's important that a GM tells his players that the setting uses subtle magic before they create their characters. In a world with subtle magic, many characters will opt not to focus entirely on magic, and ensure competency in other areas. Magic will likely become one of a character's skills rather than the focus.

Rituals. With this option, spells are complex, recorded magical formulae: casters cannot create spells on the fly or modify spells spontaneously. They must research and devise them, write them down, and memorize them. To devise a new spell, the caster must spend one day per MP cost of the spell. Any change in a spell, however small, requires a new spell to be devised.

Flexible Rituals. As Rituals, but casters can modify spells to an extent. They may alter range, area, duration, and casting time by simply adjusting the MP spent at the time of casting.

High Magic. High magic resembles the flashy and omnipresent magic of settings such as Wizards of the Coast's Forgotten Realms. Magic is common, easy to access, and permeates the world in many ways. In a high magic setting, magic-users gain double MP. To even more closely emulate this style of magic, also use the Rituals option above.

Spellcraft & Skills

In addition to *spellcraft* itself, the following skills can also be very useful when making attribute checks related to spellcraft.

History can help with identifying artifacts and recalling ancient lore.

Blacksmith, *armorer*, and *weaponsmith* can help with identifying magical weapons and armor.

Herbalism and *alchemy* can help with the preparation and use of potions and concoctions.

Magical skills like *abjuration*, *evocation*, *compulsion*, etc. relate to broad types of magic. These help when casting spells.

Detecting Magic

There are, of course, supernatural ways to detect magic: some races (Grand Elves in particular) are able to intuitively feel the presence of magic and can sense magic within 30' instantly with no attribute check. Additionally, divination magic can be much more efficient at locating or identifying magical effects, spells, and devices.

Other characters can detect the presence of magic within 10' with a *Difficult [16]* INT check by inspecting the surroundings and identifying subtle but telltale signs. Each attempt to detect magic in this manner takes one minute and requires active examination. If you succeed with the check, you know whether there is any magic within 10', but not its level of power or type, or the number of effects. You can also tell whether any given creature in the area has magical or spellcasting abilities.

With a *Demanding [21]* check, you can determine the approximate power level of the most powerful effect in the area from ambient (up to 1 MP), faint (up to 5 MP), moderate (up to 10 MP), strong (up to 20 MP), and overwhelming (over 20 MP).

If you beat a *Strenuous [25]* INT check you know roughly how many different magical effects there are, and what their general power levels are, but if there are more than spells in the area of effect than the value of your INT score, it is too difficult to untangle the specific spell powers.

Detecting Magic

Task	Difficulty
Detect the presence of magic within 10'	*Difficult [16]*
Determine the approximate power level of the most powerful effect in the area	*Demanding [21]*
Know roughly how many different magical effects there are, and what their general power levels are	*Strenuous [25]*

Magic Power Levels

Effect Cost	Power Level
Up to 1 MP	Ambient
2–5 MP	Faint
6–10 MP	Moderate
11–20 MP	Strong
21+ MP	Overwhelming

Identifying Magic

A magic item or effect can be identified with a *Difficult [16]* LOG check. Each attempt to identify magic requires one hour. If you succeed with the check, you can identify a single spell effect, and what it does.
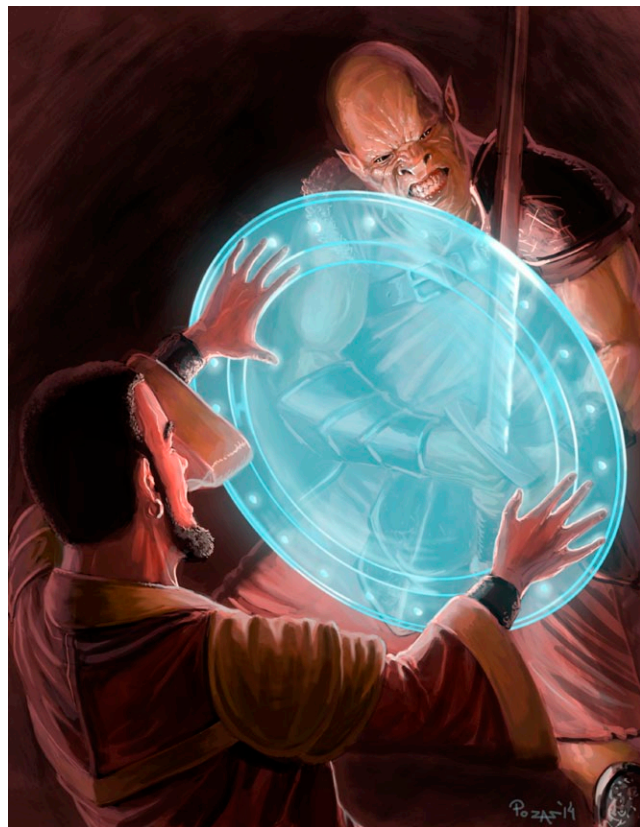
On a magical item, you can identify one spell that is bound to the item.

If you beat a *Strenuous [21]* LOG check, you can even identify the hallmarks of the caster of that spell and recall other information about him. For example, you might recognize that a ring bears the markings of Ragnar the Munificient, renowned for his love of illusions, and that this is one of his collection of invisibility rings.

Retries. You cannot normally retry the check if you fail. You simply don't have that information. You can retry if your chance of success improves—perhaps you use a library, or a high quality magnifying glass, which gives you a +1d6 equipment bonus to the check.

Magical Implements

Magic-users can use implements to enhance or aid their spellcasting. These implements are the basic equipment for a magic-user in the same way that a sword is the basic equipment of a knight. The magical implement forms the "equipment" part of a spellcaster's dice pool.

These implements typically come in the form of staves, orbs, wands, and holy symbols, and apply to either a skill (as with a *wand of summoning*) or a secret (say, a *staff of fire*). The bonuses the implement grants apply only to use of the appropriate skill or secret, and bonus MP provided by the implement can only be spent on that skill or secret.

IMPLEMENTS

Implement	Cost (gc)	MP
Holy symbol	200	12
Orb	2,500	24
Staff	5,000	36
Wand	500	12

Holy symbols (200 gc) store 12 MP and are used for a secret or secrets related to a deity's portfolio.

Orbs (2,500 gc) store 24 MP and are used for divination, enchantment, and compulsion magic.

Staves (5,000 gc) store 36 MP.

Wands (500 gc) store 12 MP and allow spells using the stored MP to be cast as a single action.

Note that a caster still cannot cast a spell that costs more MP than her MAGIC attribute.

Implements function as equipment as normal, granting dice to a dice pool based on quality, on any spells using the appropriate skill or secret (not just those which use the item's MP reservoir).

The cost of an implement is affected by quality level as normal.

Recharging Implements

Implements recharge at a rate of 1d6 MP per day.

Attunement

A creature can be attuned to only one implement at a time. It takes one hour to attune to an implement.

Spellcasting Basics

All magic-users, whether practitioners of divine, natural, or arcane careers, use the same broad, flexible system. Whatever their source or focus of power, they're all accessing the same magic, albeit in different ways. A user of magic is referred to herein as a *magic-user*; this refers to any character or creature using magic, whatever career they possess, if any.

Magic-users use *Magic Points* to cast their spells. Different careers may refer to this reservoir of magical potential as spirit, energy, mana, faith, or any number of other names.

Magic Attribute

The MAGIC attribute determines how many Magic Points (MP) a magic-user has available, and also forms part of the dice pool used when casting a spell. A character's MAGIC attribute can be increased in various ways. Spellcasting ability improves incrementally as magic-users improve their MAGIC attribute, granting access to more powerful spells, knowledge of more diverse spells, and a greater pool of MP to cast spells with. This can also allow a magic-user to study multiple magical careers and still be able to cast powerful spells.

Magic Points. A magic-user's total MP is equal to three times his MAGIC attribute (unless a career or ability says otherwise).

Maximum spell MP. A magic-user can spend no more MP on a single spell than the value of her MAGIC attribute. Thus, a character with a MAGIC attribute of 5 could spend no more than 5 MP on each spell. The MAGIC attribute presents the top level of a magic-user's power.

Magic Points

Magic points (MP) are the reservoir of power magic-users expend in order to cast spells. When a magic-user runs out of MP she cannot cast any more spells until she rests and regains her MP. The amount of MP that a caster has depends on her MAGIC attribute (three times her MAGIC attribute).

Different careers may refer to Magic Points in different ways, whether that is *mana*, *faith*, *energy*, *power*, *spirit*, *juju*, *mojo*, or something else. Players should note their character's name for Magic Points on their character sheet.

A magic-user recovers MP by resting. Once per day, a magic-user may spend an hour to regain MP. During this hour she might pray, meditate, study notes she has written about her spells, or take any other sort of focused, non-stressful action. A magic-user can only spend time to regain MP if she is relatively well rested—usually this means after 8 hours of sleep. After resting, she fully regains all of her MP.

Casting a spell costs from 0 to 20 or more MP. You can pay no more MP for a single spell than your MAGIC attribute.

Secrets

The world is governed by uncountable secrets. Everything has a secret—every element, every material, every creature. Some secrets are broad, and some are more specific. Some are common, and others are rare. These secrets can be discovered by magic-users, and hold the key to their use of magic.

There is no finite list of secrets. However, some common examples include *good*, *evil*, *fire*, *air*, *earth*, *water*, *demons*, *beasts*, *fey*, *plants*, *shadow*, *metal*, *undead*, *life*, *death*, and *weather*. A secret gives a magic-user the key to a "thing" in the world. Secrets are words of power—the true names of things in the world, whether those things be elements, objects, or creatures.

Characters learn secrets by selecting the Arcane Secret exploit. The GM should determine which secrets are available; for example, the PCs could engage

on a quest to find the *secret of dragons*. Like skills, secrets operate in a keyword-based manner, and are divided into elements, creatures, and virtues.

Virtues are present only in certain beings who personify or exemplify that virtue; most creatures are free-willed. There is no set limit to the number of secrets—technically, there is a *secret of curtains* and a *secret of shoes*—but those in the table below are common secrets.

An additional secret, *self*, is automatically known by all creatures. This ensures that a caster can always affect himself, and also serves as an "all" secret for some specific enhancements.

Some of the common secrets listed in the table at right are occasionally referred to in different ways.

> **Person.** Person is equivalent to humanoid.
> **Good & Evil.** Good and evil damage is often referred to as holy and unholy damage.
> **Life & Death.** Death damage is often referred to as necrotic damage. The life element cannot cause damage.

Common Secrets

Special Secrets	Example Elements
Self	Acid
	Air
Example Creatures	Death
Aquan	Earth
Automaton	Fire
Avian	Ice
Beast	Lava
Demon	Life
Fey	Light
Goblinoid	Lightning
Insect	Magic
Person	Metal
Plant	Mist
Reptile	Ooze
Spirit	Shadow
Undead	Sound
	Space
Example Virtues	Void
Evil	Water
Good	Wood

Skills

Skills, such as *abjuration*, *evocation*, *creation*, and *divination*, are areas of study. While a secret holds the "magic" part of spell, the skill holds the "technical" part—the practice of spellcasting. Non-casters can have ranks in magical skills, representing their knowledge of that subject, but when the skill is combined with a secret a spell is formed.

Magical skills represent areas of arcane expertise. Magical skills also serve as prerequisites for many magical exploits.

Magical Skills

Skill	Form
Abjuration	*Abjure [element], [creature], or [virtue]*
Affliction	*Inflict [element]*
Compulsion	*Compel [creature] or [virtue]*
Creation	*Create [element]*
Displacement	*Displace [element] or [creature]*
Divination	*See [element], [creature,] or [virtue]*
Enchantment	*Enchant [creature]*
Evocation	*Evoke [element]*
Healing/Mending	*Heal/mend [element] or [creature]*
Hexes	*Hex [creature]*
Illusion	*Illude**
Infusion	*Infuse [element] or [virtue]*
Movement	*Move [creature] or [element]*
Summoning	*Summon [creature]*
Transformation	*Transform [element] or [creature]*

* Does not require a secret

List of Magical Skills

The following are the default magical skills in the WOIN RPG. Words in parentheses following the skill name indicate the spellcasting verb associated with the skill.

Abjuration (Abjure). Abjuration spells can provide numerous types of defenses. Most abjuration spells defend individual creatures or objects, but you can create a spell that limits the movements of creatures into or out of an area, enhance Defense, grant damage resistance, or restrict the movements of certain creatures. Abjuration also includes the suppression or dispelling of magical effects.

Affliction (Inflict). Affliction spells are the reverse of infusion spells. An affliction spell saps a creature, reducing its attributes or other aspects, or causes diseases. Afflictions inflict END-based conditions on a creature.

Compulsion (Compel). Compulsion spells force creatures to act certain ways. Weaker compulsions let you set a specific task for the character to perform, while more powerful compulsions give you ongoing control of the creature's actions.

Creation (Create). Creation spells let you make objects or energy out of nothing. You cannot create creatures, and any energy you create is no more damaging than the weakest evocation, but many other effects are possible.

Displacement (Displace). Displacement is the manipulation of time and space. Through its use, time can be sped up, slowed, or even stopped, and different dimensions and planes can be accessed. This includes teleportation, phasing, and dimensional travel.
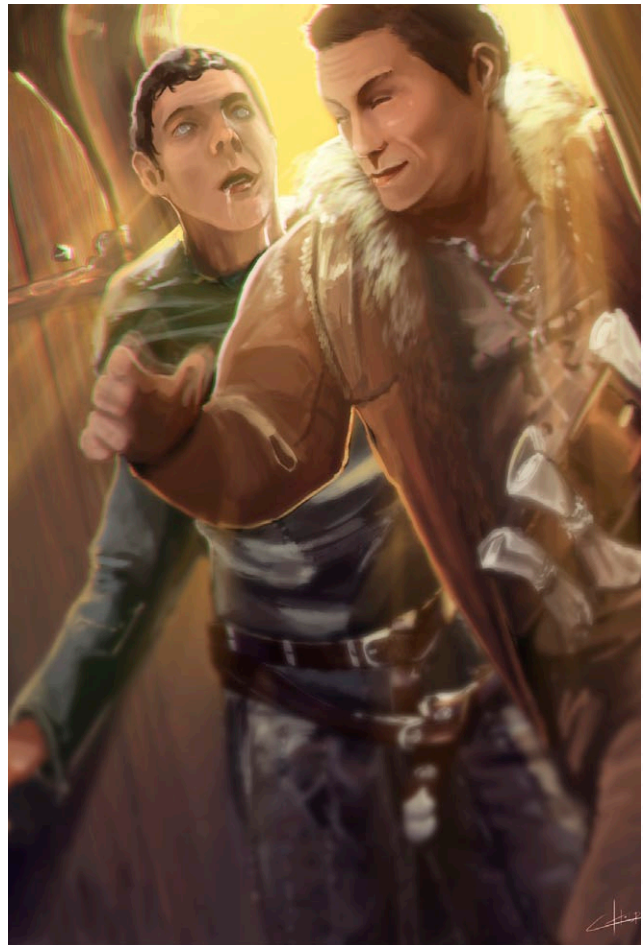
Divination (See). Divinations allow the magic-user to discover information, view distant locations, to see things normally unseen, and to let her spells reach extreme distances.

Enchantment (Enchant). Enchantment spells alter the moods and emotions of creatures, making them more likely to perform certain actions. Unlike compulsions, enchantments cannot force a character to perform more than the most primitive actions; at best, an enchantment might put a creature to sleep or make it attack in a frenzied anger. Enchantments inflict WIL-based conditions on a creature.

Evocation (Evoke). Evocations are the flashiest, most impressive end of spellcasting, and the most directly applicable to combat. Evocations are what a caster uses to throw fire and lightning, blast her enemies, or wield ice and lightning as weapons.

Healing/Mending (Heal/Mend). Healing spells cure or mend damage and other afflictions to creatures, or to objects with the appropriate element type. Healing spells affecting objects are called mending spells.

Hexes (Hex). A hex is the opposite of an abjuration—instead of providing defense, it instead weakens a target's defenses.

Illusion (Illude). Illusions are sounds, images, and other sensory deceptions.

Infusion (Infuse). Infusion spells fill creatures with spiritual or elemental energy, enhancing attributes that are related to the chosen element, or making the target detect as the chosen virtue or element.

Movement (Move). Movement spells enhance movement abilities, allowing creatures to swim, burrow, fly, and travel at great speeds. They also enable you to move other objects using telekinesis-like spells.

Summoning (Summon). Summoning spells can bring creatures to you from elsewhere (such as the classic demon summoning), create a creature out of existing material (like turning bones into a skeletal warrior), or can create a creature whole cloth (like making a construct out of ectoplasm).

Transformation (Transform). Transformation spells can physically transmogrify your target into a particular type of creature or a particular substance you choose.

Casting a Spell

To cast a spell, you must know the secret and the skill associated with the spell, you must have enough Magic Points available to cast it, and your MAGIC attribute must be at least equal to the MP cost of the spell.

Casting a spell costs two actions. Spells take place automatically with no attribute check required unless they are targeting another creature, in which case a MAGIC attack vs. the creature's DEFENSE (for physical effects) or MENTAL DEFENSE (for mental effects) must be made, or unless they are performing an action for which an attribute check would normally be required (such as picking a lock).

For example, a spell which simply creates a wall of stone across a passageway requires no attribute check. The magic-user simply deducts the cost of the spell from his current MP pool, and the spell is cast. However, firing a bolt of fire at a goblin requires the magic-user to make a ranged MAGIC attack at the goblin, and unlocking a locked door requires a check vs. the difficulty to pick the door's lock.

Spells which directly affect other creatures *always* require a MAGIC attack roll, unless the creature is a willing recipient of the spell.

Components. Spells require verbal and somatic components, meaning the caster must be able to move and speak freely. Certain exploits can eliminate the need for these components. Material components are optional, and are discussed in the *Alchemy* section of this book.

Designing a Spell

Magic-users can create spells on the fly using the verb-noun (skill-secret) system.

Skills (see the list above) are combined with secrets (*fire*, *air*, *blood*, *demon*, *undead*, *ice*, *plant*, *beast*, etc.) to create a spell. A caster must know both the skill and the secret. A magic-user with *compulsion* and *undead* can compel undead, but cannot compel animals or summon undead.

For example, a spell might use the skill *abjuration* and the *secret of undead* (*abjure undead*) to create an effect which protects the caster from the undead. Similarly, he might use *create fire* to light a candle.

Basic Spell (Cantrip)

Choose a skill and a secret which you know and combine them to form an action. The action might be something like lighting a candle (*create fire*), cleaning a garment (*transform cloth*), or closing an iron door (*move metal*), and is subject to attribute checks as normal (although MAG is always used as the attribute) unless it is an action you could normally perform without an attribute check (opening a door would not require a check, but picking a lock would). For example, if the spell unlocks a door, it may require a check vs. the lock's difficulty to pick it, which is normally made with an AGI check. The action can cause a maximum of 1 point of damage; additional damage must be purchased separately.

Each spell has a duration, range, and target (the target is either an area, a creature, or a point in space), plus a magical action which meets those criteria.

A basic spell (cantrip), which costs 0 MP, is as follows. You may purchase increases to these stats. You cannot spend more MP on one spell than your MAGIC attribute. Note that anybody with the skill and secret combination can cast a 0 MP spell, even if they have no MAGIC attribute. This represents the fact that magic permeates the world and can be manipulated by techniques, prayers, and rituals commonly know.

Basic Spells

Statistic	Value at 0 MP
Casting Time	2 actions
Duration	Instant or concentration
Range	Touch or self
Target or Area	One creature or object, a point in space, or one 5' square
Effect	One action (e.g. open a door, light a candle, deal 1 point of damage, move 1 lb.)

Unwilling creatures require an attack roll using the caster's MAG attribute

A basic spell uses the above statistics and costs 0 MP. It can be enhanced with additional MP. Choose a range, duration, and target from the Improving a Spell table, below, and add on the MP cost for each.
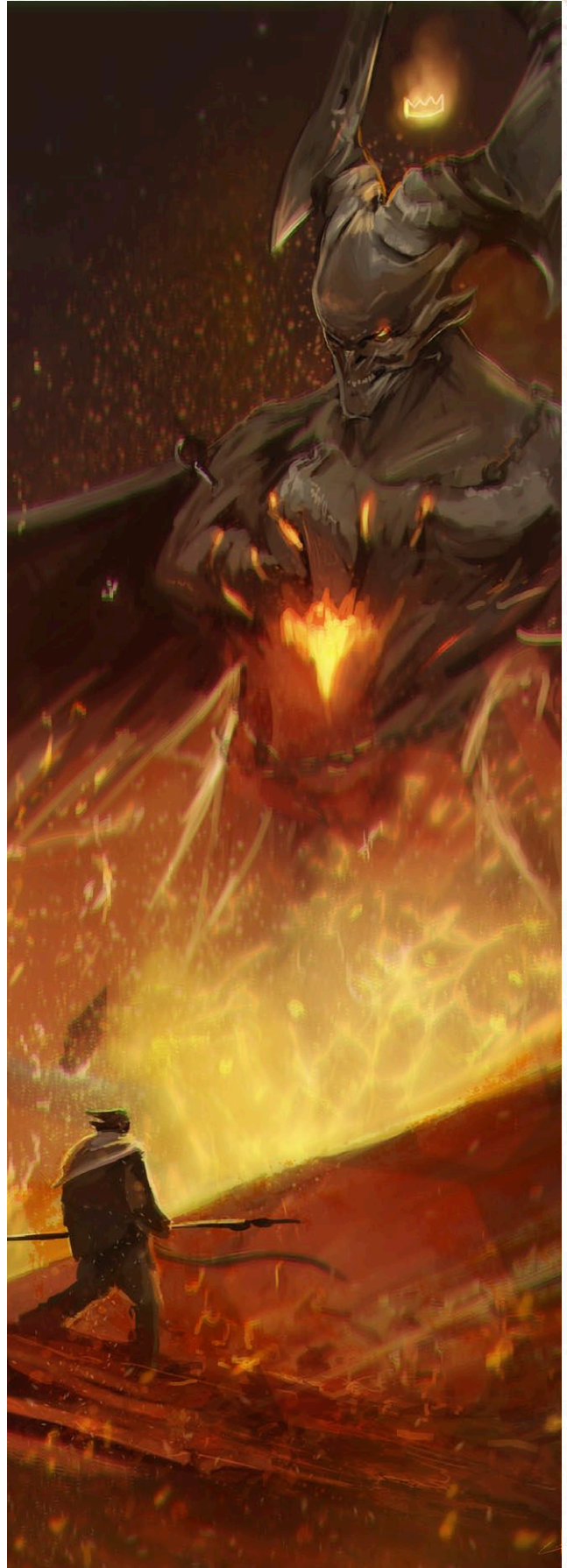
Improving a Spell

MP	Duration	Range	Target/Area (Diameter)	Casting Time (MP Reduction)
0	up to one minute/ concentration	touch (5') or self	5' or one creature or object	2 actions (default)
1	5 minutes	10'	10'	2 rounds
2	10 minutes	30'	20'	1 minute
3	1 hour	50'	30'	1 hour
4	4 hours	100'	50'	8 hours
5	8 hours	150'	75'	1 day
6	1 day	200'	100'	1 week
7	2 days	300'	150'	1 month
8	3 days	400'	200'	—
9	4 days	500'	250'	—
10	5 days	600'	300'	—
11	6 days	700'	350'	—
12	1 week	800'	400'	—
13	2 weeks	900'	500'	—
14	3 weeks	1,000'	600'	—
15	1 month	1,200'	700'	—
16	2 months	1,300' (approx. ¼ mile)	800'	—
17	3 months	1,500'	900'	—
18	4 months	2,000'	1,000'	—
19	6 months	2,500' (approx. ½ mile)	1,300' (approx. ¼ mile)	—
20	1 year	3,000'	1,600'	—
21	Permanent	3,500'	2,000'	—
22	—	4,000'	2,500' (approx. ½ mile)	—
23	—	4,500'	3,000'	—
24	—	5,000' (approx 1 mile)	3,500'	—
25	—	6,000'	4,000'	—
26	—	7'000'	4,500'	—
27	—	8,000'	5,000' (approx. 1 mile)	—

Gameplay Example

GM: You come to the end of the passageway with the goblins in hot pursuit. They're a couple of rounds behind you, but they'll be upon you soon.

Player: Yikes. Is the door locked?

GM: Yes. It's a big, solid, wooden door with a metal lock.

Player: I use *transform metal* to unlock the door. I'm adjacent to it, so I touch the lock with my staff.

GM: OK, you have the skill *transform* and you know the *secret of metal*. It's a minor 1 MP spell; you could do it from 10 feet away if you wanted. The lock is well made; it's a *Difficult [16]* check to unlock it.

Player: 3d6 from MAG, plus 1d6 from *transform*, and my staff adds +1d6, that's 5d6. I roll … 19!

GM: The lock snaps open, and you hurriedly usher your companions through the door.

For example, using *move wood* to hold a wooden door 30' away closed for 1 minute would cost 2 MP. Lighting a candle 100' away using *create fire* would cost 4 MP. *Abjure water* for an hour to keep the rain off would cost 3 MP, or to keep the rain off a campfire within 30' for the same time would cost 5 MP.

Spell Aesthetics

It is up to the caster to decide what sensory form the spell takes. As long as your Game Master approves, your *abjure evil* spell might look like a shimmering suit of angelic armor, a faint holy glow, a wispy guardian spirit, or even be completely discreet. Also, you can add mild enhancements to your spells, such as faint glowing lights, eerie hissing noises, or a faint sense of dread felt by those in the area of effect. These enhancements have no statistical game effect, though they can add a lot of flavor, and make your spells more unique.

Spell Statistics

Magic-users can spent MP to improve any of the following statistics of their spells, according to the Improving a Spell table.

Duration. Duration also applies to delayed effects; the delay is counted as part of the duration.

Duration, abjuration. As a special exception to the costs for duration enhancements, if you cast an Abjure spell with only Soak 1 (and range or target), and no other secrets or skills, you can purchase a one hour duration for 1 MP, and a one day duration for 2 MP. This can be used for longer term environmental protection.

Duration and conditions. Conditions can be shaken off as normal with an opposed attribute check. The duration of a condition puts an upper time limit on the condition. The condition ends when the duration expires, or when it is shaken off, whichever comes first.

Duration, concentration. The spell's duration is only as long as you maintain concentration. Concentrating takes one action per round, and you can only concentrate on one spell at a time. If the caster takes damage, a WIL check vs. the damage amount is required to maintain concentration.

Spellbooks

Magic-users should create their own spellbooks in which they record the statistics of all the spells which they devise using these rules. That spellbook can be referred to by the player when casting spells. This helps ensure that the game is not slowed down by players devising spells during their turn, and adds a sense of immersiveness as players thumb through spellbooks which they themselves have written. The spells in a player's spellbook will likely be unique. The spells should include all the necessary statistics and descriptions needed for use.

A magic-user's spellbook is a very personal and precious item, and should be guarded with jealousy and care. Much like a master chef's recipe book, it contains a caster's own creations and ideas.

Duration, spread. Effects can be spread over a period of time rather than happening instantly. For example 10d6 damage could be 10d6 damage in one round, or 1d6 damage per round for 10 rounds. You may divide these damage dice (or ability drain, aging, and other effects) however you choose across the spell's duration. If you divide the effect *evenly* across the duration of a spell, you gain a −1 MP discount on the spell cost for every 3 rounds of duration (note that 10 rounds or less is equal to one minute and has no duration cost itself, so this is a pure saving). You cannot reduce the cost of the damage or effect to less than half its normal cost, however.

Target/Area. The effect must fit inside this area, which is noted as a diameter. Alternatively, double the value for a single line (5' wide, 5' high), or halve it for a cone. For spells with both range and target area, the range represents the center of the target area.

Charging objects. You can charge an object (such as an arrow or a sword) with a spell effect and use it as a ranged delivery mechanism. The duration begins when the spell is cast. You may choose a trigger (continuous, when the arrow hits, if the door is walked through by a goblin, etc.)

Casting Time (Reduction). Spells normally take 2 actions to cast. By increasing the casting time, you can exceed your normal maximum MP limit—you can reduce the effective MP cost of the spell for the purposes of determining the maximum MP you can use on one spell, but you still need to actually spend the original MP cost. You cannot reduce a spell's effective MP by more than 50% by increasing the casting time; neither can you reduce it to 0 MP. If interrupted during casting, the spell fails, the time spent is wasted, and the full MP is still expended. To cast a spell faster than 2 actions, you need to take certain exploits, such as Signature Spell.

General Enhancements

You can apply other enhancements to the spell. This increases the MP cost.

Additional skills or secrets. You can use more than one skill or secret in a spell beyond the two in a basic cantrip. This does not cost anything extra.

Discerning (1 MP). The spell only affects creatures of your choice within the target area. You may apply your own criteria—all enemies, all goblins, etc. If your spell has more than one effect and you wish to apply different effects to different groups, you need to include discerning for each effect.

Contingency (varies). A contingency is a set of criteria which triggers the spell. Contingencies cost half the usual cost for the spell's duration. For example, casting a spell on yourself which lasts 1 day would normally attract a duration cost of 6 MP. If it held a contingency trigger (e.g. a teleport which whisks you to safety if you fall below half HEALTH), that duration would cost 3 MP instead. Contingencies are often used for alarms and similar spells. The contingency must be precisely specified and cannot require knowledge that would not be available. Setting a contingency requires the *divination* skill with a number of ranks equal to the cost of the contingency's duration.
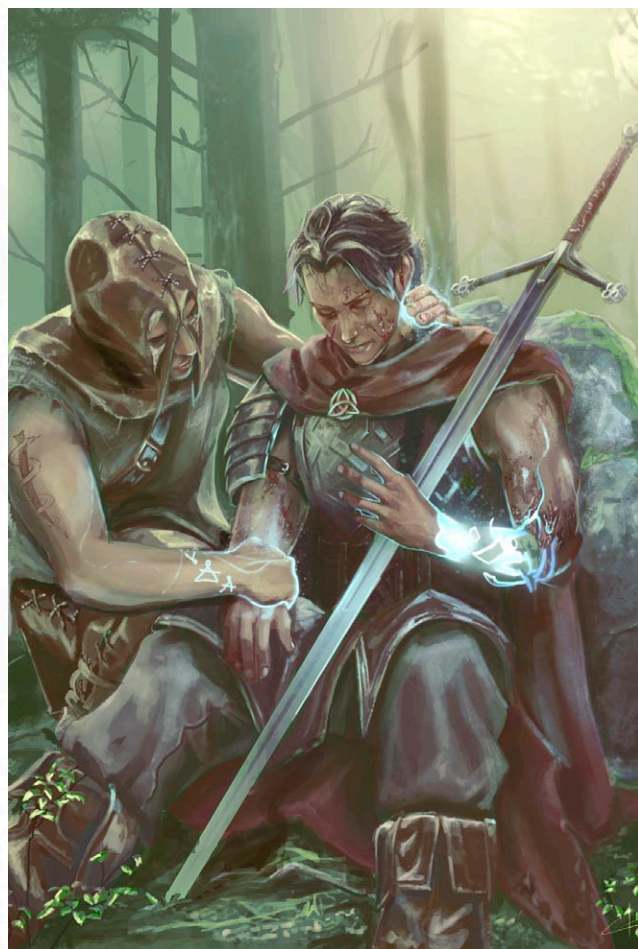
Skills & Cantrips

Listed below are example uses of 0 MP cantrips for each skill in order to give a sense of what is appropriate for a minor effect associated with such a spell.

❱ An *abjuration* cantrip can grant a simple 1 point of SOAK against a specific damage type for up to one minute. This is enough to provide basic environmental protection against non-extreme conditions.

❱ A *compulsion* cantrip can allow you to issue a simple one-word command to a target or send a one-word telepathic message to an ally.

❱ A *creation* cantrip can create a tiny object worth no more than 5 gc which lasts for up to one minute.

❱ A *divination* cantrip can read tea leaves, throw bones, do a tarot reading, or other divination implements, to answer a single yes/no question, but this can only be done once per day. Alternatively, it can be used to detect the presence of (but not the exact location or details of) a creature, element, or virtue within 5'.

❱ An *enchantment* cantrip can make a target feel a very weak emotion for up to one minute.

❱ An *evocation* cantrip can do 1 point of damage.

❱ A *healing* cantrip can heal one point of HEALTH; a given target can benefit from this once per day.

❱ A *hex* cantrip can inflict a −1 penalty to all DEFENSE attributes for up to one minute.

❱ An *illusion* cantrip can create a small, clearly illusory effect for up to one minute.

❱ An *infusion* cantrip can cause a creature to detect as the appropriate alignment or element for up to one minute.

❱ An *affliction* cantrip can cause a feeling of slight nausea for up to one minute.

❱ A *movement* cantrip can move a 1-pound object within a 5' area.

❱ A *displacement* cantrip can cause a slight blurring effect, granting +1 to DEFENSE for up to one minute.

❱ A *summoning* cantrip can summon a tiny, harmless creature like a mouse or rat for up to one minute; it has no special intelligence or abilities.

❱ A *transformation* cantrip can change the color of an object or target or other minor cosmetic changes for up to one minute.

Magical Enhancements

This section covers the common magical skills. You can select enhancements from this chapter to add to your spells if you require effects more complex than those allowed in the basic spell creation section.

The section is divided into broad skill-based spell types (*abjuration*, *evocation*, etc.) to aid navigation, but you can choose any enhancement for which you have enough Magic Points and skill ranks and apply it to your spell. You should view this section as a smorgasbord of enhancements from which you may select as you wish. However, note the following:

MAGIC POINTS

Each enhancement requires the expenditure of additional MP when it is used. You can stack as many enhancements as you can afford onto a basic spell, but you cannot spend more MP on a single spell than your MAGIC attribute.

SKILL PREREQUISITES

Every enhancement requires a certain level of mastery of a relevant skill. The skill rank required is equal to the MP cost of the individual enhancement (to a minimum of 1 skill rank). For example, the Antimagic enhancement of the *abjure* skill costs 5 MP, so it requires a caster with 5 ranks in *abjuration*. Note that you refer to the MP cost of each enhancement, not to the final MP cost of the spell.

TARGETING CREATURES

As always, any spell which affects an unwilling target *always* requires a melee, ranged, or mental MAG attack roll, even if it is not specifically mentioned in the description.

CONDITIONS

When a condition is inflicted, the MAG check used to inflict it is used as the opposed roll when the target attempts to shake it off. All conditions can be shaken off: the spell's duration is an upper bound, and the condition ends when the duration expires whether or not it has been shaken off.

Elements of Magic

Quick Common Enhancement Reference

MP	Soak/Defense*	Damage/Healing	Attribute	Size	Summon
1	2	1	—		1d6
2	4	1d6	—	Tiny (mouse, cat)	2d6
3	6	1d6	—		3d6 (skeleton, zombie)
4	8	2d6	+1d6		4d6 (wolf)
5	10	2d6	+1d6	Small (dog, halfling)	5d6 (headless)
6	12	3d6	+1d6		6d6 (bear)
7	14	3d6	+1d6		7d6 (mountain troll)
8	16	4d6	+2d6	Medium (human)	8d6 (velociraptor)
9	18	4d6	+2d6		9d6 (raskillon demon)
10	20	5d6	+2d6		10d6 (hill giant)
11	22	5d6	+2d6	Large (tiger, ogre, cart)	11d6 (tyrannosaurus)
12	24	6d6	+3d6		12d6 (hydra)
13	26	6d6	+3d6	Enormous	13d6 (swamp dragon)
14	28	7d6	+3d6	(elephant, giant,	14d6 (greater fire demon)
15	30	7d6	+3d6	tree, carriage)	15d6 (fire dragon)
16	32	8d6	+4d6	Gigantic (whale,	16d6
17	34	8d6	+4d6	small dragon, building,	17d6
18	36	9d6	+4d6	small ship)	18d6
19	38	9d6	+4d6	Colossal (kaiju,	19d6
20	40	10d6	+5d6	large dragon, large ship)	20d6
Spell	*Abjure (element, creature, virtue, self)*	*Evoke (element) or heal (creature, self)*	*Infuse (element)*	*Move (element, creature, self)*	*Summon (creature)*

For a specific damage/creature type. Half this amount for all damage types/creatures using the "self" secret.

Abjure

[SELF], [CREATURE], [ELEMENT], OR [VIRTUE]

Abjuration spells can provide numerous types of protection and defenses. Most abjuration spells defend individual creatures or objects, but you can create a spell that limits the movements of creatures into or out of an area, enhance DEFENSE, grant damage resistance, or restrict the movements of certain creatures.

Abjuration also includes the suppression or dispelling of magical effects.

An *abjure* cantrip can grant 1 point of SOAK against a specific damage type for up to one minute. This is enough to provide basic environmental protection against non-extreme conditions.

Breaching. *Cost 2 MP per 1d6.* This gives the target a +1d6 die bonus per 2 MP to attribute checks made to resist or breach a spell effect of the specified type.

Dispel Magic. *Cost varies.* You can only dispel an effect if its area of effect is within range. You must devote the same amount of MP to the Dispel Magic effect, in addition to MP paid for range, area of effect, duration, etc, as the caster of the spell you are trying to dispel. The more MP you spend, the more powerful effects you can dispel. The check is a MAGIC check directly opposed by the caster's MAGIC check. In many cases, the caster's MAGIC check may have been made previously, and should be recorded as the difficulty of the effect.

Antimagic. *Cost 5 MP.* You can create an antimagic area, making it difficult or impossible for all magic to work within. You must spend a minimum of 5 MP to create antimagic, in addition to area of effect, range, and duration. You make a MAGIC check as normal, and any spells or effects cast within that area must exceed that check as a difficulty value or have that magic countered. Whenever any spell or effect enters the area, or its area of effect intersects the antimagic area, its controller makes the check against this effective difficulty benchmark. Obviously, an antimagic area will not suppress itself.

Targeted Antimagic. *Cost 1 MP.* As Antimagic, except that you choose a single magical skill and the antimagic effect only applies to spells which use that skill. You can therefore create a cheaper anti-scrying area or other specific defense.

Hedging. *Cost 1 MP.* You must declare a creature type (fey, goblinoid, beast, etc.) or virtue (*good* or *evil*). Creatures with the declared type or virtue who try to enter the area of effect or try to target MENTAL DEFENSE of creatures within the area are subject to a MAG vs. MENTAL DEFENSE attack; if it succeeds, the hedged creature cannot enter the protected area for one minute. Every minute it can make one attempt; if the creature fails, it is stuck outside for at least the next minute. This effect prevents the creature from making melee attacks into the area, but it can still use ranged attacks and spells which don't target MENTAL DEFENSE.

Hedging, All. *Cost 2 MP.* As Hedging, but it applies to all creatures. This uses *abjure self*.

Hedging, Enduring. *Cost 3 MP.* You can only use this option in combination with Hedging or Hedging, All. Affected creatures only get one chance every day to enter the area, rather than once per minute. Of course, if the duration is less than a day, this benefit is slightly reduced.

Hedging, Greater. *Cost 2 MP.* You can only use this option in combination with Hedging or Hedging, All. None of the hedged creature's attacks, spells, or abilities can cross into the area of effect.

Shielding. *Cost 1 MP per +2 Defense.* This a deflection ability; attacks of the secret's type are diverted away from the target. Affected creatures gain a bonus to their DEFENSE against any selected creature type equal to the MP spent. To gain DEFENSE against all creature types, the cost is 1 MP/+1 DEFENSE and uses *abjure self*.

Withstanding. *Cost 1 MP per +2 SOAK.* This enables the target to withstand the damage type of the secret; it does not deflect it away. Affected creatures gain a bonus to their SOAK score vs. any selected damage type equal to the MP spent. To gain SOAK against all damage types, the cost is 1 MP per +1 SOAK instead, and the spell uses *abjure self*.

Compel

[CREATURE] OR [VIRTUE]

Compulsion spells reflect classic "telepathy": mind-reading, control, and thought-sending. Compel spells force creatures to act certain ways. Weaker compulsions let you set a specific task for the character to perform, while more powerful compulsions give you ongoing control of the creature's actions.

If a creature is successfully affected by a compel spell, it obeys your commands to the best of its ability. Low-MP compel spells are language dependent, and thus creatures are allowed to obey the letter of your commands, rather than the spirit. The more powerful the spell, the more control you have, and the more complicated actions you can command.

Each round, creatures can try to shake a compulsion off. Obviously suicidal commands are ignored, and dangerous acts grant a +1d6 bonus to the check.

A *compel* cantrip can allow you to issue a simple one-word command to a target or send a one-word telepathic message to an ally.

Compulsion. *Cost varies.* You inflict a condition on the Autonomy status track. A mild condition (agreeable) costs 2 MP, a moderate condition (suggestible) costs 3 MP, a severe condition (dominated) costs 4 MP, and an extreme condition (controlled) costs 5 MP.

Subtle Compulsion. *Cost 3 MP.* The creature is unaware that it has been controlled, and cannot shake off the effect, which lasts for a set duration (which must be purchased). If the spell also contains charm enhancements, this enhancement also functions as the Subtle Charm enhancement. You only need to buy one. Without this enhancement, creatures will be aware that they are being affected.

Erase. *Cost varies.* You inflict a condition on the Memory status track. A mild condition (distracted) costs 1 MP, a moderate condition (absent-minded) costs 2 MP, a severe condition (forgetful) costs 3 MP, and an extreme condition (amnesic) costs 4 MP.

Message. *Cost 1 MP.* As Send Emotion, but with speech; however, this does not allow you or the target creature to understand additional languages.

Communicate. *Cost 4 MP.* As Message, but you can communicate clearly regardless of language.

Send Emotion. *Cost 0 MP.* You can communicate simple concepts to creatures in the area of effect, like friendship or emotion, but you cannot communicate actual language. You can only communicate as long as the creature is within range. The creature can choose to reply in kind, but this gives you no power to know what it doesn't want to tell you. You can use this on willing targets to allow easy communication, but unwilling creatures require an attack roll as normal.

Senselink. *Cost 1 MP.* As Send Emotion, but you can sense whatever the creature is sensing, and you can impart your senses to it. Pain can be understood, but damage does not cross over this link.

Mind Modify. *Cost 4 MP.* By concentrating, you can rewrite the creature's memory or knowledge. The knowledge or modification only lasts as long as the spell's duration, and you must about one round concentrating to change the creature's memory. You can choose to rewrite several pieces of simple information (password, the location he's currently at, which way the prisoners went), or rewrite a complex piece of information (making a guard think he's an escapee, imparting knowledge equal to a skill rank or one spell, or changing his memory of the lyrics of a song), or modify the memory of a single event. What constitutes an event varies, but can include several related small events covering no more than a month.

Mind Read. *Cost 4 MP.* 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 browsing 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. 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. *Cost 1 MP.* By concentrating, you can "overhear" the thoughts of the 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. The affected creature can attempt to shake this off each round.

Mindwipe. *Cost 6 MP.* You completely erase all the creature's memories and knowledge. You must concentrate for a full minute to accomplish this. The target must be within range for the entire modification. This only lasts for the duration of the spell.

Shared Perception. *Cost 3 MP + 1 MP per additional sense.* You can use the senses of a creature within the area of effect. The duration of the spell must be concentration, and you gain access to one of the creature's senses: sight, hearing, smell, taste, and/or touch. For each additional MP you spend, you gain access to one more sense, for a maximum of 7 MP for all five senses. However, any such sense you access replaces your own equivalent sense for the duration;

this can render you effectively blind or deaf (as per the conditions). You also gain access to the creature's Perception score (and, if you have the appropriate sense linked, any additional specific Perception scores such as scent or hearing).

Telepathic Command. *Cost 1 MP.* More powerful than a verbal command, you can instruct another creature using only your mind. You must use this exploit to modify a verbal command exploit.

Verbal Command. *Cost varies.* The target must be able to hear and understand you. For 0 MP you can give the target a one or two word command, which it obeys, though it may distort your intent. For 2 MP your command can be one or two sentences long, detailing a single slightly complex task. Once you finish casting the spell, the command doesn't take effect until you finish telling the target, so you might need to rush if the target is threatening you. For 5 MP 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 the spell lasts. Commands can only be instantaneous spells. For longer periods of control, use the Compulsion enhancement.

Create
[ELEMENT]

Creation spells let you make objects or energy out of nothing. You cannot create creatures, and any energy you create is no more damaging than the weakest evocation, but many other effects are possible.

The specifics of your creation spell is up to you and your Game Master to decide. Does a creation spell summon objects from other dimensions, or does it create objects whole cloth? When the spell ends, does the object just vanish, or dissolve into mist, or perhaps burst into hundreds of skittering insects that disappear into the nearest nooks and crannies?

When you create weapons or clothes, you can create them in the hands or on the bodies of willing subjects; you cannot force them to appear on the unwilling.

At the end of the spell's duration, the object you created goes away entirely. If you make nails and use

them to hold up a painting, the nails will vanish when the spell ends, and the painting will fall. Created dirt and mud that soils clothing will leave the clothes clean when the spell ends. If you create water and boil pasta in it, when the spell ends the water will disappear from the pasta and leave it dry.

Created materials always have some special "air" about them that make them seem unnatural. This is not enough to make people or animals uneasy, but an experienced person can easily determine that an item is magically created.

As a restriction of the rules, you cannot use a creation spell as a directly offensive spell that is unavoidable: you cannot create a metal block over a creature that will unavoidably crush it—the creature will be granted at least a roll to get out of the way.

A *create* cantrip can create a tiny object worth no more than 5 gc which lasts for up to one minute.

Also as a general guideline, you can never create something (like lava) inside a creature, nor can you create something if it would displace solid matter; you can only create objects in air, water, or other fluids. If you want a spell that injures by creating things inside a creature, choose an evocation effect.

It is still possible to create hazardous things, like flames, lava, or a vacuum, but usually creatures can escape such substances quickly. Higher level spells can trap creatures in a hazardous area.

Regardless of what specific enhancements you get for a creation spell, the total MP spent on a creation spell also determines the maximum monetary value of item you can create—300 gc per MP spent (round up). This monetary value refers to both craftsmanship and materials. For example, a suit of armor that costs 2,000 gc normally would need at least 7 MP.

Create Object. *Cost varies.* You can create almost any object. The basic cost of a creation depends on its size, determined by the area of effect of the spell, and the value (in other words, you just pay for the area; you don't need to pay for the object itself). If you don't buy any area of effect, you can create objects no larger than a human-sized longsword or a set of clothes. While the majority of the object much match the secret (*create stone*, *create wood*, etc.), minor elements (about 10%) can be of materials to which you do not possess the secret. Thus a set of clothing can have metal buttons, or a stone building can have wooden doors.

Elemental Object. *Cost varies.* You can create an object out of elemental force rather than actual matter. This enhancement simply doubles the basic cost of the creation's area. The object is solid, but can take any form you want. If used to create a weapon, the weapon does elemental damage of the appropriate type (fire, cold, etc.) If used to create some other type of object, there may be other effects, detailed in the entry for each element. You can always safely handle objects you create yourself, but others can be harmed if they try to walk on a bridge made of fire. Elemental objects are considered to be steel for the purposes of determining their statistics, but they weigh one-hundredth of the weight an equivalent steel object would weigh.

Elemental Damage. *Cost 1 MP.* For elements which cause damage (acid, fire, ice, lava, lightning) you can increase the normal 1 damage to 1d6 for 1 MP. For more damage, you need to use evocation enhancements. Choose an element for which you know the secret.

Acid. Elemental objects created of acid are mild, and deal 1 point of acid damage per round to anyone who touches them. Stronger acid is not available as a creation. If you want to hurt things with acid, see the section on evocations.

Air. When you create air, you can choose its temperature, between extremes of −40 and 150 degrees Fahrenheit (−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 a while to die of exposure. The air in the area can be breathed for the duration; if a creature is the target, the spell enables them to breathe fresh air for the duration. For an additional 1 MP, a moderate wind of up to 20 mph can be created. For 2 MP, the wind is strong (up to 50 mph), and for 5 MP it is a hurricane of over 100 mph. For 8 MP a tornado with winds of up to 300 mph can be created.

This exploit can also be used to create a type of weather within the area of effect natural to the local climate and season which takes 10 minutes to develop, and fades when the spell's duration ends. The duration must be at least 10 minutes to use it in this manner, but the area cost is one-quarter normal (round down).

Fire. Elemental objects created of fire deal 1 point of damage per round to anyone who touches them (normal fire deals 1d6 damage per round).

Force **(6 MP).** Force objects exist both materially and ethereally, affecting incorporeal creatures. They count as forcefields for determining stats.

Ice. Elemental objects created of ice deal 1 point of damage per round to anyone who touches them (normal ice deals 1d6 damage per round).

Lava. Elemental objects created of lava deal 1 point of damage per round to anyone who touches them (normal lava deals a base of 1d6 damage per round of exposure). You can't create lava that surrounds and engulfs a creature, but it's certainly possible to create enough lava to push creatures into.

Life. You can create any sort of object of once-living matter, such as clothes, wooden desks, food, or boats. You could even create a corpse. The market price of a corpse varies wildly depending on its nature. Life is not actually created; "life" in this context means "organic matter." This includes food.

Light. Light creates bright illumination in the spell's area of effect, and dim light for a further distance equal to half the spell's radius. For an additional 3 MP, the light can be made so bright that no shadows are cast, and any who see it are subject to a MAG vs. Defense check or becoming inflicted with the half-blind condition.

Lightning. Elemental objects created of lightning deal 1 point of damage per round to anyone who touches them (normal lightning deals 1d6 damage per round).

Mist. A fog cloud obscures vision beyond 5'. A creature within 5' has concealment (−2d6 die penalty to hit it). Fog and mist can be dispersed by a moderate wind (11+ mph) in 4 rounds, or by a strong wind (21+ mph) in 1 round.

Ooze (3 MP). Ooze objects are semi-solid, and can only be moved through at a rate of 5' per round. Melee attacks made in the area suffer a −1d6 die penalty to attack and damage rolls. Ranged attacks are impossible. The created object looks normal.

Shadow. Shadow creates darkness in the spell's area of effect, and dim light for a further distance equal to half the spell's radius. Creatures with darksight can see through this area normally. For an additional 1 MP, the darkness becomes impenetrable even to those with darksight, but does not have an additional dim light perimeter.

Sound. The spell creates actual, not illusory, sound somewhere within the spell's range that dissipates normally with distance. The sound is simple and repetitive, and is roughly as loud as four men talking. For an additional 1 MP, the sound can be as complex as a conversation, or simple musical quartet, and as loud as a crowd of shouting men. For 5 MP, the sound can be deafening, attacking all who hear it with a MAG vs. Defense check or becoming inflicted with the addled condition (severe concussion).

Void. You can create a vacuum, emptying an area of liquids and gasses. You can use this to snuff flames or suffocate creatures.

Pocket Dimension. *Cost varies.* You can use *create space* to create a pocket dimension, with an entrance big enough for you to walk through (though you may choose to make it smaller). You create the entrance anywhere within range. If you are inside, you can close or reopen the entrance with two actions. The area of effect you choose is the size of the pocket dimension, and also defines the cost in MP of the dimension—the MP cost of the pocket dimension is equal to twice the normal area of effect cost. Anything in the area of effect is effectively removed from the rest of the world. The interior of the pocket dimension you create is bare, and it ends without any apparent solid walls. Temperature and air within are the same as those without when the dimension is created. If the spell's duration ends, anything in the area of effect is expelled. The pocket dimension expires when the duration of the spell expires. You can include for free items using creation spells up to half the MP cost of the dimension itself (so if you created an 18 MP pocket dimension, it can include up to 9 MP worth of free creations).

Displace

[ELEMENT], [CREATURE], OR [SELF]

Displacement is the manipulation of time, space, and spirit. Through its use, creatures can teleport, time can be sped up, slowed, or even stopped, and different dimensions and planes can be accessed.

A *displacement* cantrip can cause a slight blurring effect, granting +1 to DEFENSE for up to one minute.

Accelerate. *Cost 5 MP.* Time for a specific creature is altered to accelerate its thoughts and actions. Each turn, affected creatures can take an extra action.

Preternatural Celerity. *Cost 10 MP.* Each round for the duration, affected creatures can take two full rounds worth of actions.

Speed Flurry. *Cost 4 MP.* Once per turn, affected creatures can attack twice as a single action.

Chronomancy (cost varies). These enhancements affect time.

Burst of Time. *Cost 15 MP.* At any time during the spell's duration, an affected creature may gain one free bonus round to act outside the normal flow of time. Only affected creatures can take actions in this free round. You cannot harm creatures, and spells you cast simply tick down their duration with no effect. You can move unattended objects, run away, or cast spells to affect yourself which will function normally. For each additional 2 MP you spend, affected creatures each gain another one round, which can be used at any time.

Dilated Time. *Cost 3 MP.* All creatures, objects, and spell effects in the area age one round. Their effects still occur, so an ongoing spell deals damage for the round, a fire burns one round worth of fuel, and poison runs its course one round faster. Likewise, a spell will end one round sooner. For spells that grant an attribute check to resist on a round by round basis, use the result of the last-made check to determine effects. Things within the area of effect cannot influence those outside, so if a dilated fuse sets off a bomb in the area, the explosion will be limited to the area of effect. Unwilling creatures in the area of effect must be subject to an attack vs. MENTAL DEFENSE or they are unaffected. For 6 MP, things age 5 rounds; for 10 MP they age 5 minutes; and for 15 MP they age half a day.

Grow Plant. *Cost 1 MP.* Non-sentient plants in the area of effect age one day. You can purchase this enhancement multiple times. 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.

Pocket of Time. *Cost 15 MP.* The area of effect and everything inside it gain extra time, equal to the spell's duration. The outside world stands still while the area of effect speeds along. Anything leaving the area of effect loses the effect of this extra time, and returns to the normal flow of time just slightly outside the area. Spell effects created

during this time pocket do not continue after this spell ends, so it is useful for resting and healing, but not for actual offense or defense. Unwilling creatures in the area of effect must be subject to an attack vs. MENTAL DEFENSE. If unsuccessful, they are shunted to outside the area of effect.

Slow Time. *Cost 5 MP.* For the duration of the spell, affected creatures can only take one action per round.

Time Hop. *Cost 4 MP per round.* The Time Hop enhancement lets you skip forward in time 1 round per 4 MP spent. Traveling backward in time is impossible by default; meddling with history is only available in campaigns where the GM wants to introduce the possibility. One time during the spell's duration, affected creatures can time hop once, using two actions to do so. When a creature time hops, it vanishes, then reappears in the same place after the allotted time passes. For the creature, the transition is instantaneous. If the creature would reappear in a solid object, it instead is shunted to the nearest suitably large open space and takes 2d6 blunt damage.

Timeless. *Cost 15 MP.* The area of effect is removed from time for the spell's duration. Nothing inside the area of effect changes or can be affected.

Ghost Touch. *Cost 1 MP.* The attack can harm incorporeal creatures as easily as corporeal ones. If used on a creature, the creature gains the benefits to natural attacks and attacks made without weapons, including spell attacks. If used on an object or weapon, the object grants the benefit to all attacks made with it.

Phasing Attack. *Cost 3 MP.* The attack selectively passes through certain types of matter harmlessly, and it only hurts those you want to strike. It ignores armor and shield SOAK values, and deals damage normally. If used on a creature, the creature gains the benefits to natural attacks and attacks made without weapons, including spell attacks. If used on an object or weapon, the object grants the benefit to all attacks made with it.

Phasing Movement. *Cost 9 MP.* This allows you to move through any sort of solid objects as easily as through air, but you are not ethereal and can still be harmed by attacks normally. While traveling through these materials, you can choose to move across any part of the material as if it were solid, allowing you to walk across mud, or climb upward or downward through stone at up to 45 degree angles. You can move at up to half your base speed through solid objects. You still cannot breathe while inside a solid object.

Spirit Wander. *Cost 1 MP.* Spirit Wander simply lets the creature release its spirit from its body. The spirit can travel at the creature's base speed, vaguely observing the world around it as if through a thin curtain. It can sense the presence, number, and general size of all creatures present, but it can only see clearly or communicate with other spirit wanderers and can in no way influence the real world. The distance the spirit can travel from its body is the same as the normal range of the spell. The creature is aware vaguely of the state of its real body, and can return at any time by using two actions.

Possession. *Cost 5 MP.* The Possession enhancement allows you (or the affected creature) to move its soul into the body of another. First, your (or the creature's) spirit must leave its own body. You may then choose to enter some sort of receptacle, generally called a "magic jar." With two actions you can try to possess any living creature your spirit touches, or that is within range of the magic jar. You make a MAG vs. MENTAL DEFENSE attack, and if you fail, your spirit stays out of its body, and each successive attempt to enter that creature takes a −1d6 die penalty. If the attack succeeds, your spirit enters its body. If you used a magic jar, the creature's soul is trapped in the jar, but otherwise, its spirit automatically enters your own body. A magic jar costs at least 100 gc to purchase or make. Alternatively, your own body can be the magic jar, in which case your spirits switch places.

While in the body of another, you can freely move beyond the normal range of the spell.

When the spell ends, your spirit leaves the host and tries to return to its own body, and the host's soul returns to its body. However, you cannot leave the host if neither your original body nor the magic
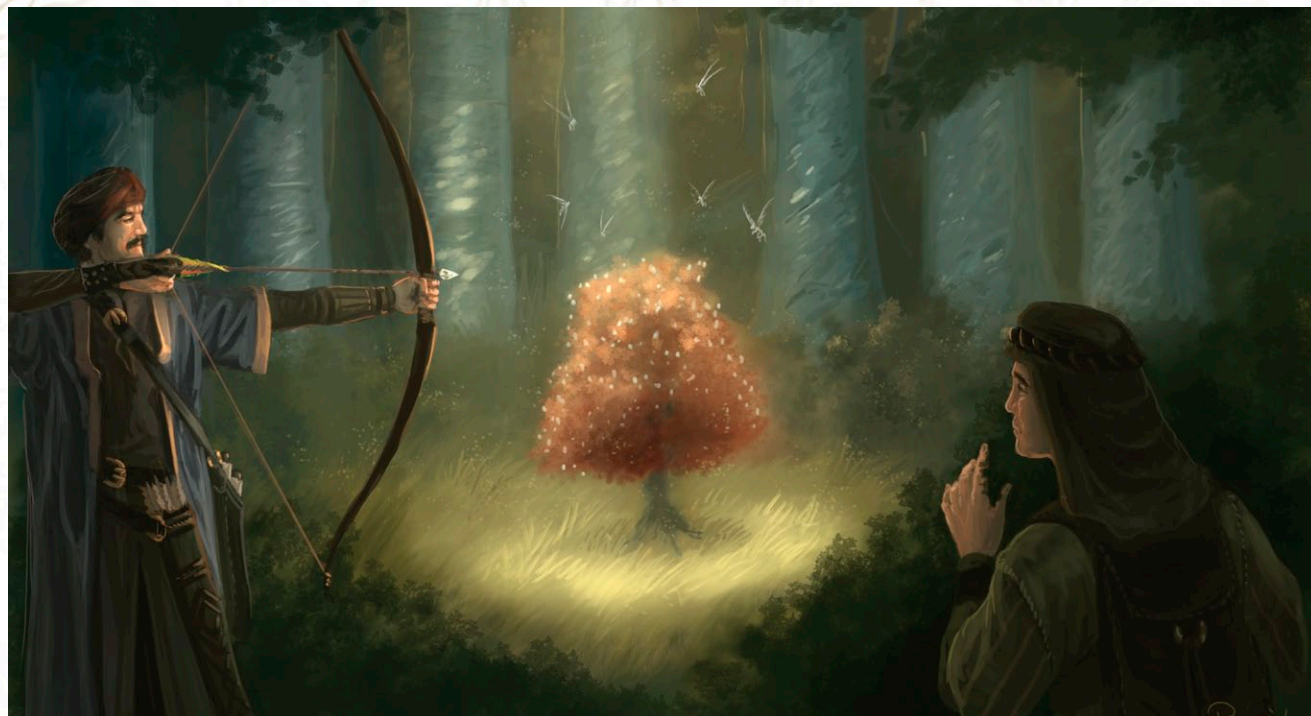
jar is within range. If the spell ends and you cannot reach your original body, you die. This likewise happens to the soul of the host if its body is out of range when the spell ends.

If either body dies during the spell, both souls must make a *Difficult [16]* WIL check or die. If both succeed, whoever rolled highest gains permanent possession of the remaining body. If one fails, the other gains possession. If both fail, the remaining body simply dies.

If the spell is made permanent before its duration ends, however, the souls become comfortable residents of their current locations.

Projection. *Cost 3 MP.* The Projection enhancement allows you to send your soul out of your body yet still influence the real world. Your spirit is visible and has all the same qualities as your real body, except that by spending two actions you can return to simply a spirit state, unseen and intangible. Also with two actions you can return to your body. You still cannot move beyond the spell's normal range. If your spirit body is slain, your spirit returns to your body and are reduced to 0 HEALTH. If this spell is combined with a teleport spell, the range you can roam is determined from the point you teleport to.

Teleport. *Cost 5 MP.* One time in the spell's duration, the affected creature can teleport up to anywhere within spell's area. This requires two actions. A creature that teleports can bring along any objects it carries.

If you teleport to somewhere out of your line of sight, you must make a LOG check (see the table below). If you fail, you end up off course by d66% of the distance traveled.

At-Will Teleport. *Cost 9 MP.* For an extra 9 MP on top of your Teleport effect, you can get the At Will enhancement. This gives you the ability to activate the teleport as many times as you want during the spell's duration. If you individually target this spell, the affected creature or creatures can teleport independently. Each teleportation takes just a single action.

TELEPORT DIFFICULTY

Familiarity with Destination	Check Difficulty
Familiar	*Routine [10]*
Seen	*Difficult [16]*
Description Only	*Strenuous [21]*

Divine

[ELEMENT], [CREATURE], OR [VIRTUE]

Divinations allow the magic-user to discover information, detect objects, view distant locations, to see things normally unseen, and to let her spells reach extreme distances. When you successfully divine something, a vision of the location appears in the mind of the target or targets of the spell (usually just you). You might see the image appear in a pool of water or a crystal ball, but only those affected by this spell can see the image. If you fail the MAG check, you see nothing.

Normally, since you receive the visions directly, you do not need to buy range or area of effect enhancements for divinations. If you do, however, any creature in the area of effect sees the same vision that you would. If you are not in the area of effect of your own spell, you yourself do not see anything from the divination. Duration functions normally.

You can attach a "rider" spell to a scrying attempt, effectively sending a spell at long distance. The rider spell costs double the amount it normally would.

To make an area rather than a specific creature or object the target of your scrying, you need to use the *secret of space*.

Clairvoyance. *Cost 5 MP.* The most common use of a divination is to spy on a distant creature, object, or location. To spy on a creature, you make a MAGIC check, opposed by the target's MENTAL DEFENSE. You must have seen the target before. If your MAG check is successful, you can see the immediate surroundings of your target, about a 20' radius (so gigantic creatures may take up all of your view). Your target gets an INT check (opposed by your casting check) to notice that he is being scried upon.

To be able to hear or use other senses through the divination, or to expand the field of view, requires extra enhancements. To spy on an area or object, make a *Challenging [13]* MAG check. If you have special vision (darksight, truesight, omnisight), these work normally. This can be combined with Clairaudience.

You can also move your viewpoint with telekinesis; the "sensor" counts as a tiny object (1 MP, SPEED 5) and requires the *movement* skill.

A *divination* cantrip can read tea leaves, throw bones, do a tarot reading, or other divination implements, to answer a single yes/no question, but this can only be done once per day. Alternatively, it can be used to detect the presence of (but not the exact location or details of) a creature, element, or virtue within 5'.

Clairaudience. *Cost 2 MP.* As Clairvoyance, but you hear sounds instead of seeing the target. Sounds from beyond the 20' radius are muffled and unclear. This can be combined with Clairvoyance.

Discreet View. *Cost 2 MP per die.* You can make your scrying harder to notice. You gain +1d6 per 2 MP to the second roll when remote viewing.

Expanded View. *Cost 1 MP per 10' radius.* Increase the radius of a Clairvoyance field of view by 10'. You can choose this enhancement multiple times.

Comprehension. *Cost 1 MP.* Choose one language. Affected creatures understand and can read that language. This can also enable semi-sentient creatures to understand a language in order to convey simple commands. For an additional 1 MP, affected creatures can write in the chosen languages.

Comprehension, Full. *Cost 3 MP.* Affected creatures understand and can read any language. For an additional 1 MP, affected creatures can write in any language.

Decode. *Cost 5 MP.* Affected creatures can decipher encrypted text or speech in code.

Darksight. *Cost 1 MP.* You or the target gains darksight to the spell's range for the duration of the spell.

Truesight. *Cost 2 MP.* You or the target gains truesight to the spell's range for the duration of the spell, enabling the creature to see invisible creatures, through illusions, and through disguises.

X-ray Sight. *Cost 5 MP.* Affected creatures can see through solid objects within the selected range. Darkness still provides concealment, but objects, fog, etc. do not. The creature can choose which objects it wants to see through, such as if it wants to be able to shield itself from a medusa hiding behind a rock.
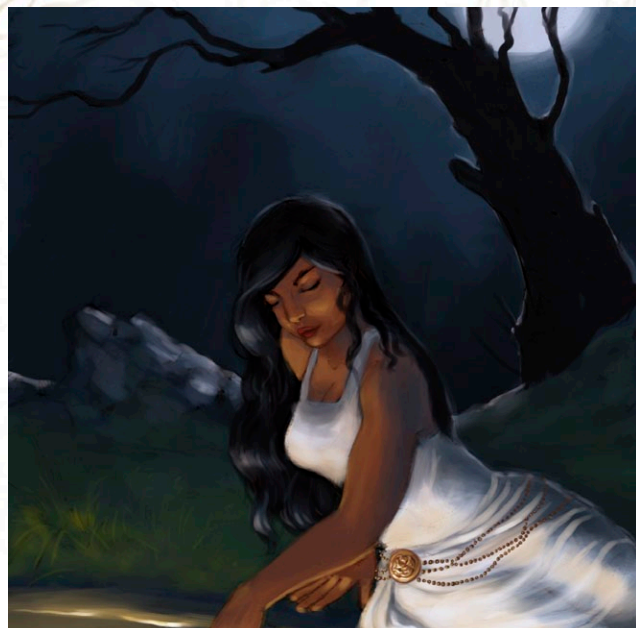
Dowsing. *Cost 1 MP.* Dowsing is basic detection and location: you determine the direction to the nearest significant quantity of the selected secret. If there are several different things of the chosen type within the area of effect, you are aware of roughly how many there are, and can concentrate on each one by one to determine its location.

Dowsing, Specific. *Cost 3 MP.* As Dowsing, except you choose a specific object or creature you would be able to identify if you saw it, and you sense the direction to it.

History Reading. *Cost 5 MP.* If you have a creature or object available, you can use this ability to see an overview of the history of the subject. When you make this divination, choose a span of time in history you want to read through. The shorter the span of time, the more specific the details are, and the longer the span, the more general. If you do a reading for a sword's history in the past week, you will see what battles it has been used in, and who it has killed, but if you try to read the past hundred years on it, you will likely just learn the vague identities of its owners. Using the *secret of magic*, this enhancement can be used to identify a magical item: name, effects, and methods of activation.

Oracle. *Cost 2 MP.* Questions are asked of an entity, whether local or extraplanar. You can ask a nearby tree or a bird, or you can try to contact distant planar entities. You cannot ask the same question through a divination in the same 24 hour period. You receive a short answer to your question. If the question is direct, you will likely receive a simple "yes," "no," or "neither" answer. If the question is complex, the answer will be cryptic. The question must relate to the present (within a minute); to ask questions about the past or the future, an additional 2 MP must be spent, and to ask questions about the distant past or future, an additional 5 MP must be spent.

Enchant

[CREATURE]

Enchantment spells alter the moods and emotions of creatures, making them more likely to perform certain actions. Unlike compulsions, enchantments cannot force a character to perform more than primitive actions; at best, an enchantment might put a creature to sleep or make it attack in a frenzied anger.

The affected creatures' minds are altered slightly. They are influenced by the spell you cast, but generally they are still free to act as appropriate to their (now slightly altered) nature. You have no actual control over enchanted creatures; however, if you instill in them friendly or helpful attitudes, you can influence them much more easily.

An *enchantment* cantrip can make a target feel a very weak emotion for up to one minute.

Enchantment spells manipulate certain status tracks, increasing or decreasing the target's position on the track. Each round, creatures affected by condition shake it off as normal for a condition. However, if you choose the Subtle Enchantment enhancement, creatures cannot try to shake it off each round because they do not realize they have been enchanted.

Enchantment spells affect the following status tracks: Anger, Charm, Cheer, Cognizance, Courage, Drowsiness, Fear.

Charm. *Cost varies.* You inflict a condition on one of the allowed status tracks. A mild condition costs 1 MP, a moderate condition costs 2 MP, a severe condition costs 3 MP, and an extreme condition costs 4 MP.

Subtle Enchantment. *Cost 3 MP.* The creature is unaware that it has been enchanted, and cannot shake off the charm, which lasts for a set duration (which must be purchased). The target's allies may still attempt to remove the condition. If the spell also contains compulsion enhancements, this enhancement also functions as the Subtle Compulsion enhancement. You only need to buy one. Without this enhancement, creatures will be aware that they are being affected.

Targeted Enchantment. *Cost 1 MP.* You may designate the focus of an enchanted creature's emotions as another creature within range. For example, a love spell would normally make the target love the caster; instead you can make the target love a third party. This also goes for anger, fear, and so on.

Evoke

[ELEMENT]

Evocations are the flashiest, most impressive end of spellcasting, and the most directly applicable to combat. Evocations are what a caster uses to throw fire, blast her enemies, or wield ice and lightning as weapons. For this reason, evocations are popular amongst many mages.

Note that in terms of damage types, Good damage is usually referred to as holy damage, and evil damage is normally referred to as unholy damage. Death damage is usually referred to as necrotic damage.

An *evocation* cantrip can do 1 point of damage.

Elemental Damage. *Cost 2 MP per 1d6 damage.* All Evoke spells deal a base of 1 point of damage of the secret's type to all in the spell's area for 0 MP. This damage is increased by 1d6 for every 2 MP spent. In addition, some elements have an additional environmental bonus effect as long as 2 or more MP is spent:

Acid. Acid coats affected creatures and objects, continuing to deal 1 point of acid damage per round. The acid eventually becomes inert after a number of rounds equal to the MP spent, but it can also be washed off with about one gallon of water for every 5' square of area. A creature can scrape or wipe acid off itself or a comparably-sized object with two actions, though this usually ruins the scraping implement.

Air. Intense winds can knock affected creatures across the battlefield. All creatures affected by a single spell are knocked in the same direction, though if the spell has an area of effect you may knock creatures away from a chosen central point. Creatures in the area of effect successfully hit by the spell are blown back 5'. Swarms of tiny flying creatures are dispersed. Clouds of non-magical mist and smoke are dispersed automatically. Larger creatures are unaffected.

Fire. The spell's flames ignite flammable material. The area is illuminated with firelight each round. Only highly flammable materials, such as exposed oil or sheets of paper, catch fire, but for an additional +3 MP materials that can burn but need to be coaxed, such as logs, catch fire, and the flames to 1d6 damage to those who enter or start their turn in the area. Note that to make a living creature catch fire, a critical hit is needed as normal.

Force. Force damage cannot affect inanimate objects. However, it harms incorporeal or intangible creatures normally. Force damage has no other side effects.

Ice. The spell can freeze affected creatures and objects. Frozen objects become brittle, becoming vulnerable (1d6) to blunt damage. The freezing effect ends at the end of the spell's duration. Normally only tiny creatures and objects are affected in this manner, but for 2 extra MP it affects small objects and creatures, for 4 extra MP it affects medium objects and creatures, for 6 MP it affects large objects and creatures, and so on (2 MP per size category). The area within an area affected by an ice evocation becomes slippery.

Lava. Affected objects become dangerously hot (baking) for the spell's duration. Creatures are not

burned in this way, but if they bear metal armor or weapons, they suffer 1d6 fire damage per round until the spell ends or they drop the metallic objects. This applies both to lava effects, and to general heating which does not involve actual fire or flames.

Light. For an extra 3 MP, you can create bright light that will blind those within the area on a successful attack roll. For 5 MP, the bright light will stun them. For 7 MP it will do both.

Lightning. Electrical shocks pass through water, attacking anybody in contact with the water but outside the spell's area of effect, although this damage dissipates by 1d6 damage for every 10' from the point of origin.

Mist. Fog flows around barriers and through narrow cracks. Creatures behind cover do not gain cover bonuses against mist spells, and the spell's area of effect will even bypass barriers if there is a path for the fog to flow.

Ooze. Affected areas are coated in slime, which makes it difficult terrain.

Sound. The sound can shatter glass and similar materials.

Water. Affected creatures and objects in the area are drenched with liquid water. This water can do such things as put out exposed flames in the area, wash away acid and ooze, and cool objects baking because of exposure to lava.

Heal/Mend

[ELEMENT], [CREATURE], OR [SELF]

Healing spells cure or mend damage and other afflictions to creatures, or to objects with the appropriate element type. Healing spells affecting objects are called mending spells. Depending on what enhancements you purchase, a healing spell can cure damage, repair injuries such as blindness or lost limbs, or restore life energy by allaying exhaustion and other conditions.

A *healing* cantrip can heal one point of HEALTH, but a given target can only benefit from this once per day.

Cure Wounds. *Cost 2 MP per 1d6 HEALTH.* The spell cures HEALTH damage in creatures at a rate of 1d6 HEALTH for each 2 MP spent.

Regenerate. *Cost 12 MP.* The spell regenerates lost body parts no larger than a limb. This is proportional to the creature being healed, and can heal a giant as easily as a pixie.

Resurrection. *Cost 18 MP.* The spell restores to life a creature that has died in the past day. The creature returns with 0 HEALTH, but stabilized. For 25 MP, there is no time limit on how long ago the creature died, as long as it did not die of old age.

Mend Objects. *Cost 1 MP per 2 HEALTH.* The spell mends HEALTH damage in objects at a rate of 2 HEALTH for each MP spent.

Purify Food. *Cost 1 MP.* You can make up to four pounds of food and drink safe to ingest. It removes poison from the food, but cannot be used to neutralize poison in creatures or on weapons.

Remove Condition. *Cost 1 MP per step.* You decrease a target's position on a specified status track by one, two, or three steps.

Slow Disease. *Cost 5 MP.* You add one countdown dice to the target's disease countdown pool. A patient can only benefit from this once per day.

Cure Disease. *Cost 9 MP.* You completely cure one disease, removing it entirely from your target.

Slow Poison. *Cost 2 MP.* For the spell's duration, poison in the area of effect has no effect. Once the spell elapses, poison takes its usual course.

Negate Poison. *Cost 5 MP.* The spell neutralizes poison in the area. Any poison that enters the area during the spell's duration is permanently neutralized. Creatures with natural poison abilities are subject to an attack which neutralizes their venom for the duration if successful.

Dex

[CREATURE]

A hex, or curse, is the opposite of an abjuration—instead of providing defense, it instead weakens a target's defenses. A hex is essentially a curse.

A *hex* cantrip can inflict a −1 penalty to all Defense scores for up to one minute.

Attracting. *Cost 2 MP per 1 Defense.* The target attracts attacks, which are diverted towards the target. Affected creatures take a penalty to their Defense equal to half the MP spent.

Binding. *Cost 3 MP.* The opposite of Hedging is called Binding. It traps creatures within a given area, following the same rules as hedging. The binding also includes dimensional movement, so the creature cannot teleport out. 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 the caster attacks the bound creature, it is freed entirely from the binding.

Binding, Enduring. *Cost 6 MP.* As Binding, but affected creatures get only one chance per day to bypass the barrier. Of course, if the duration is less than a day, this benefit is slightly reduced.

Binding, Greater. *Cost 5 MP.* As Binding, but none of the bound creature's attacks, spells, or abilities can cross the area of effect.

Curse. *Cost 1 MP per 1d6 Luck.* You curse the target, diminishing its LUC pool for the duration by 1d6 per MP spent. For 4 MP, you can completely suppress a LUC pool of any size.

Vulnerability. *Cost 4 MP per 1d6 vulnerability.* The target becomes vulnerable to one damage type. For every 4 MP spent, the target's vulnerability increases by 1d6. The caster may choose any single damage type.

Illude

Illusion magic is a little different from other magical skills. Unlike those, illusion magic requires no secret—it is the art of deception and fakery. It may mimic a secret, but it is not real. For this reason, these spells are cast without an associated secret, and are available to any with the *illusion* skill.

You create some sort of sensory illusion, which can be any size up to the size of the area of effect. An illusion can create an image or hide something (invisibility). Invisibility is basically a visual illusion of nothingness.

Once you set the illusion, it remains the same. If you are within range, you can spend an action concentrating to make slight changes to the illusion or move it, but the general theme must remain the same, and the illusion cannot move beyond the area of effect. You can automatically disbelieve this illusion if you want.

The basic cost of an illusion is determined by its size (the area of effect that comprises the illusion) plus a modifier for its quality. You can build the illusion out of various sensory components.

Disbelief

Illusions do not require an attack roll against creatures, but a Magic check should be rolled to determine the quality of the illusion. If a creature has reason to suspect an illusion is not real, it can make an opposed INT check vs. the pre-rolled Magic check to discern its true nature. If a creature receives actual proof that an illusion is not real (an ally falls through an illusory wall, for example, or an invisible creature attacks the observer), it automatically disbelieves it. Disbelieving an illusion does not remove it; disbelief merely makes its illusory nature apparent to the viewer.

Bundled Senses

When combining multiple illusion types (visual, olfactory, audio, etc.) you can "bundle" the effects to save some MP, as each reinforces the others and helps mask imperfections. Each sense beyond the first is discounted by 1 MP, to a minimum of 1 MP.

Notes on Invisibility

Invisibility is a complex visual illusion. Camouflage can be achieved with a simple illusion (+1d6 to attempts at stealth), and a weak invisibility effect which has a visible distortion effect is an average illusion (+2d6 attempts at stealth). Full invisibility as a complex illusion gives +3d6 to stealth attempts and, of course, renders the target completely invisible (a failed stealth attempt or a disbelieved invisibility illusion—such as if the invisible creature attacks the observer—means that the viewer knows where the invisible creature is due to other clues—sound, moving items, tracks, being stabbed in the face, etc. but can't actually see it).

Other illusions which mask various senses contribute to invisibility. An illusion that masks all five senses makes the target completely undetectable by normal means: a creature so well concealed doesn't need to roll stealth checks.

An *illusion* cantrip can create a small, clearly illusory effect for up to one minute.

Audio Illusion, Average. *Cost 3 MP.* Creating an average sound can make noise as loud as a small crowd of shouting men, with one or two articulate sounds. Thus, you could have a simple song with a few instruments, or a conversation. Hiding an average sound can make a roar sound like a soft quack, make one conversation sound like a different one, or reduce the volume by a substantial amount (granting +1d6 to stealth attempts).

Audio Illusion, Complex. *Cost 5 MP.* A complex sound can be as loud as a dragon's roar or an entire parade cheering, and all of it can be as articulate as you want, complete with subtle sounds like kids in the crowd whining to their moms, and the dragon's roar echoing properly in an opera house. Hiding a complex sound lets you turn any noise into practically anything else of the same volume or quieter. Complete silence is a complex audio illusion which grants +2d6 to stealth attempts.

Audio Illusion, Simple. *Cost 1 MP.* Creating a simple sound could create any simple repeating sound, like a growl, laughter, or moan of wind, but nothing articulate. The volume can be no louder than four men talking. Hiding a simple sound could make speech sound like an indistinct murmur, or reduce the volume of a sound slightly.

Aura Illusion. *Cost 3 MP.* An aura illusion enables you to create a fake magical aura, or to mask an existing aura.

Olfactory Illusion, Average. *Cost 3 MP.* An average olfactory illusion could make the air smell like warm root beer, or make an illusory steak taste real. Hiding an average olfactory sensation would let you fool the scent and taste buds of any human except the finest connoisseurs, and could throw animals off your trail.

Olfactory Illusion, Complex. *Cost 6 MP.* A complex olfactory illusion can be whatever you want, as complicated and subtle as you like. Similarly, hiding a complex olfactory sensation would let you turn any taste or smell into anything else that isn't very much more or less strong.

Olfactory Illusion, Simple. *Cost 1 MP.* Creating a simple olfactory sensation can fake intense smells, like blood, sour milk, or ammonia. Hiding a simple olfactory sensation lets you conceal the distinct stench of rotting zombies, or hide your own body odor, but the new smell would be bland.

Reactive Illusion. *Cost 4 MP.* You can make your illusion react on its own. For example, normally, you could have an illusion of a guard standing watch, shifting occasionally in his stance and appearing to breathe, but not reacting to anyone else. With a simple reactive illusion, the guard would look at and glower slightly at anyone who came by. A standard reactive illusion would let the guard respond to questions with disinterest. A complex reactive illusion would let the guard act exactly as you would want it to if you were there to direct it consciously.

Tactile Illusion, Average. *Cost 4 MP.* An average tactile sensation could make someone feel they're being jostled by invisible people, or give a visual illusion of a cat a real texture. Hiding an average tactile sensation would let you make blood gushing from a wound feel like worms crawling across you, and could make a suit of armor feel like a fine royal robe.

Tactile Illusion, Complex. *Cost 8 MP.* Creating a complex tactile sensation would let you make a person feel like he's on fire, and would put the finishing touches on an illusion of a beautiful nymph: warm, wet, and covered in fine sand particles from the bank of a stream. Hiding a complex tactile sensation would let you make a real object feel like it is intangible, and could turn a lover's embrace into the segmented coils of a demon leech.

Tactile Illusion, Simple. *Cost 2 MP.* Creating a simple tactile sensation could make the air feel moist and heavy, or make you feel wet. Hiding a simple tactile sensation could make glass feel like sandpaper, give metal a wood grain, or make a fire feel cold. Hiding a tactile sensation won't stop a person from feeling pain, but it might confuse him as to how to avoid the injury.

Visual Illusion, Average. *Cost 3 MP.* Creating an average visual would let you create a bookshelf with a lot of books that look generally the same, make a ghostly glowing word appear in the air, or create a convincing orc warrior (though if you made several orc warriors, they'd all look alike). Hiding an average visual would allow you to blur your own image as you move, change the appearance of one person to resemble another person, or make an immobile object invisible.

Visual Illusion, Complex. *Cost 5 MP.* Creating a complex visual would let you make any sort of visual image, no matter how fine the details are. You could make the illusion of a full person, complete with distinctive markings, unique pieces of clothing, and an expressive demeanor. Hiding a complex visual can make things invisible even while moving, make a group of sneaking goblins look like harmless ducks, or make a worthless rock look like an ornate bejeweled porcelain egg. Attacks against a blurred creature have a −1d6 die penalty. Attacks against an invisible creature have a −2d6 die penalty.

Visual Illusion, Simple. *Cost 1 MP.* Creating a simple visual would let you make a fairly drab set of clothes, a wall with a repeating pattern of tiles, or a very rough approximation of a living creature. Hiding a simple visual would let you replace a complicated image with a simple one, like hiding a scar with smooth skin, hiding a secret door with flat stone, or turning an elaborate tapestry into a mono-color rug.

Infuse

[ELEMENT] OR [VIRTUE]

Infusions infuse creatures or objects with the qualities of an element or virtue, enhancing attributes related to the chosen element or making the target detect as the chosen virtue. These spells are used to grant strength, resilience, or even charisma to the target. The recipient of an infusion spell detects the appropriate element or virtue for purposes of divination and is affected as though it were of that element or virtue (for example, when affected by abjuration or healing spells).

An *infuse* cantrip can cause a creature to detect as the appropriate virtue or element for up to one minute.

Enhance Attribute. *Cost 4 MP per 1d6.* For every 4 MP spent, the recipient gains +1d6 bonus to attribute checks of the specified type for the duration of the spell. The attribute affected depends on the element used.

ELEMENTS BY ATTRIBUTE

Attribute	Element
STRENGTH	Metal
AGILITY	Fire
ENDURANCE	Earth
INTUITION	Air
LOGIC	Ice
WILLPOWER	Water
CHARISMA	Lightning

Elemental Touch. *Cost 2 MP.* For the duration, the recipient's natural attacks, or a weapon's attacks, do damage of the selected element or virtue type. Their very touch gives this nature away—a creature infused with cold will feel icy to the touch.

Youth. *Cost 1 MP per 5 years.* You must use the *secret of life* to de-age a target. You decrease the recipient creature's age. The effect lasts for the duration of the spell. This enhancement does not affect objects or creatures that don't age, like undead or constructs. This cannot be used to kill a target.

Inflict

[ELEMENT]

Infliction spells are the reverse of *infuse* spells. An infliction spell saps a creature, reducing its attributes or other aspects or causing disease.

Inflict spells can also can increase or decrease a target's position on a status track. Each round, creatures affected by condition shake it off as normal for a condition. Inflict spells can affect the following status tracks: Hearing, Mobility, Sight, Nausea, Tiredness.

An *inflict* cantrip can cause a feeling of slight nausea for up to one minute.

Affliction. *Cost varies.* You inflict a condition on the one of the allowed status tracks. A mild condition costs 2 MP, moderate costs 3 MP, severe costs 4 MP, and extreme costs 5 MP. The secret needed for the spell depends on the associated element (see the Elements by Attribute table, above, and the Status Tracks table in *Fantasy Core*).

Age. *Cost 1 MP per 5 years.* You must use the *secret of death* to age a victim. You increase the recipient creature's age. The effect lasts for the duration of the spell, but should it cause death, the death is permanent. This enhancement does not affect creatures that don't age, like undead or constructs. This cannot affect objects.

Cause Disease. *Cost varies.* You must use the *secret of death* to inflict disease upon a target. Diseases can be inflicted upon victims. Select one disease. The MP cost of the spell is equal to half the difficulty value of the disease itself. Recovering from a disease requires use of the countdown rules. Diseases do not need a duration component; the disease is inflicted, and is removed using the normal rules for diseases.

Drain Attribute. *Cost 4 MP per die.* For every 4 MP spent, the recipient suffers −1d6 penalty to attribute checks of the specified type for the duration of the spell. The attribute affected depends on the element used (see the Elements by Attribute table, above).

Move
[CREATURE], [ELEMENT], OR [SELF]

Movement spells enhance movement abilities, allowing creatures to swim, burrow, fly, and travel at great speeds, or allow the caster to move inanimate objects, and sometimes creatures. For many movement spells, the duration of the spell will be an important cost.

A *move* cantrip can grant +1 to one character's SPEED for up to one minute.

Fly. *Cost 8 MP.* Fly gives the creature a FLY speed equal to its base SPEED for the duration of the spell.

Airwalk. *Cost 5 MP.* The creature can walk or stand on clouds as though they were solid ground.

Featherfall. *Cost 1 MP.* Featherfall makes the target fall at a maximum of 60'/round, which is slow enough that it will not take impact damage. Note that this does not reduce the creature's weight; it simply falls slower.

Hover. *Cost 2 MP.* Hover allows the creature to travel in a straight horizontal line in mid-air, and downward at any angle, but not upward.

Levitate. *Cost 4 MP.* Levitate allows a creature to move up or down 20' as a single action; only one action per round can be used for this movement.

Jump. *Cost 1 MP per +5'.* Increase your jump distance by 5' horizontally or vertically for each 1 MP spent.

Free Movement. *Cost 6 MP.* Free 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, or paralytic compulsion effects. The subject cannot be grappled, held, restrained, grabbed, or pinned. The spell also allows the subject to move and attack normally underwater, but not to breathe water.

Movement Modes (cost varies). These enhancements grant a creature new movement modes. The movement mode the spell grants becomes one of the creature's natural movement mode for the duration (thus not requiring checks).

Burrow. *Cost varies.* You can burrow through any material at half your SPEED, as long as you pay the MP cost. The MP cost is equal to the SOAK score of the material being burrowed through.

Snowstep. *Cost 1 MP.* The creature can walk across snow or ice as though they were solid ground, suffering no movement or balance penalties.

Swim. *Cost 1 MP.* The Swim effect gives the creature a SWIM speed equal to its base SPEED.

Waterwalk. *Cost 2 MP.* The creature can walk across liquids as though they were solid ground.

Slow. *Cost 1 MP per −1 SPEED.* Slowing spells actually slow creatures, reducing their base movement speeds
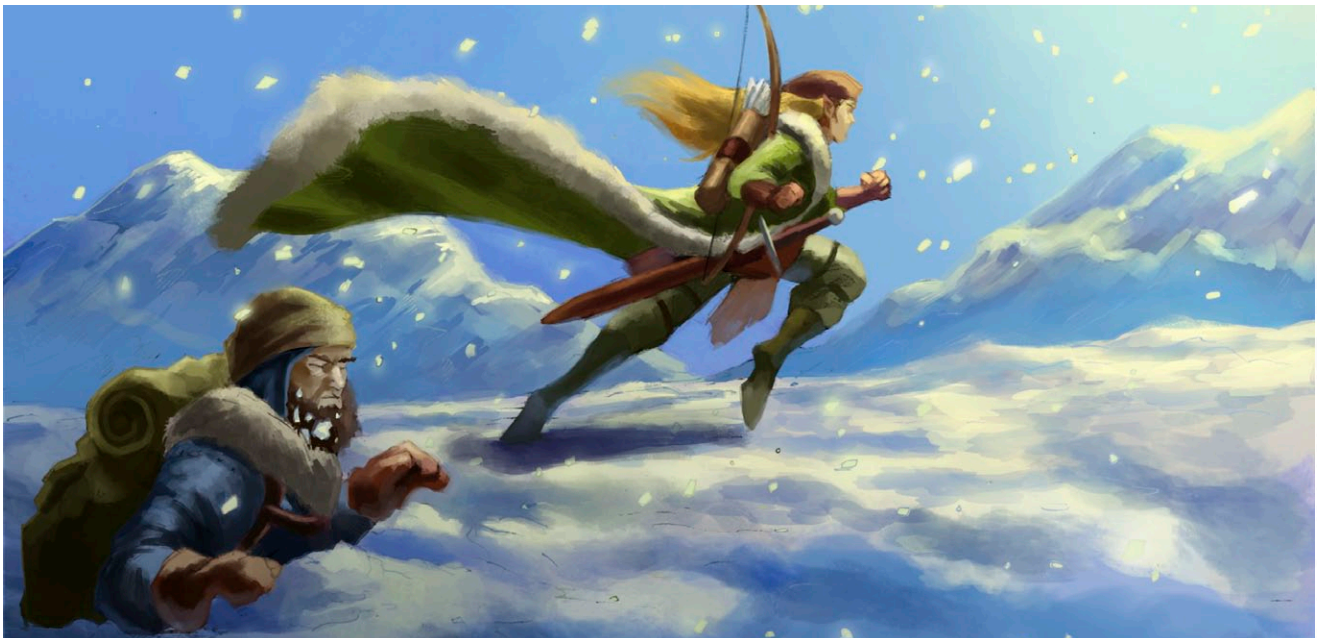
for all forms of movement. Except when using the Immobilize or Anchor option, a creature's base movement cannot be reduced below 1.

Anchor. *Cost 8 MP.* If a creature or object is anchored, it cannot move, or be moved from its position at all, even by external forces. This does not paralyze the creature, however, so it can still take actions and defend itself normally. Anchor can be cast on the caster himself to make himself immovable.

Immobilize. *Cost 5 MP.* If a creature or object is immobilized (a severe condition on the Mobility status track), it cannot move on its own power from its current spot (this includes magical means of transport, like teleportation or flight). This does not paralyze the creature, however, so it can still take actions and defend itself normally.

Speed. *Cost 1 MP per +1 Speed.* Speed spells increases the speed at which a creature can move for the duration of the spell.

Telekinesis. *Cost varies.* Telekinesis can be used to move objects or creatures at a Speed of 5. You could

cause a wagon to roll forward on its wheels, make a taxidermied bird fly around, or make a chair skitter across the floor. You can also use it for simple manual tasks, such as untying knots or opening doors. You can only control the creature or object while it's within range. If the creature or object moves beyond the spell's range, the spell does not end, but you cannot control it until it enters range again. The size of the object you can move is given in the Common Enhancements table, above. Telekinesis requires concentration, and must have a duration of "concentration" selected.

Telekinetic Thrust. *Cost 2 MP per 5'.* This is a focused application of telekinesis. You make a ranged attack using your MAG attribute against a target creature as normal, and shove it 5' for each 2 MP you spend. It is an instantaneous effect, and cannot have a duration attached. If you want to do damage, you need to add the appropriate evoke effect. This applies to creatures of size Large or smaller; the cost doubles for size Enormous (4 MP for 5'), double again for Gigantic (8 MP for 5'), and so on.

Tremor. *Cost 5 MP.* The area shakes, and small objects fall off shelves. The entire area is considered difficult terrain for the duration of the spell.

Earthquake. *Cost 10 MP.* The area shakes violently. Cracks appear, and some weak structures tumble. Creatures in the area are subject to an attack vs. Defense or they fall prone. The entire area is considered difficult terrain.

Summon
[Creature]

Summoning spells can bring creatures to you from elsewhere (such as the classic demon summoning), create a creature out of existing material (like turning bones into a skeletal warrior), or can create a creature whole cloth (like making a construct out of ectoplasm). How the creature ends up in front of you doesn't matter except for flavor reasons. The more MP you spend, the more powerful a creature you can create, build, or summon. High-MP Summon spells can also create multiple weaker creatures.

You cannot use a Summon spell to bring a specific individual to you, unless the creature is extraplanar.

Thus, you could summon Bharat, Warrior of the Heaven of Snows, but you cannot summon Hrothgar the baker from your home town (unless you're in another dimension). If a creature is semi-sentient, you cannot choose to summon it specifically; you simply get a random creature of the appropriate type.

You have no special control over the summoned creature. Other skills allow you to bind, anchor, or compel creatures. However, you do have enough of a connection to the summoned creature that it can understand you to the extent of its intelligence (a LOG 2 animal can understand simple commands, and a LOG 3 creature can understand more complex commands).

When the spell ends, extraplanar summoned creatures return whence they came, taking with them any items or injuries they received. The same creature cannot be summoned again the same day. Creatures you simply created or cobbled together from local material vanish or revert to their original form, and if you try to summon them again, you will simply create a new creature very similar to the last.

A *summon* cantrip can summon a tiny, harmless creature such as a mouse or rat, for up to one minute, although it has no special intelligence or abilities.

Summoning. *Cost 1 MP per die.* The primary enhancement for *summoning* spells is to buy the power level of creatures you can summon. Note that this does not compel or bind the creature—it is free to act as it wishes upon arrival unless other enhancements are used! Summoning requires an attack roll against the creature's highest DEFENSE. The cost is 1 MP for each die in the creature's maximum dice pool.

Religion, Tradition, & Magic

The WOIN Elements of Magic spell system operates independently of the source of magic. Whether your magic springs from an internal source of power or is granted by a distant omnipotent entity, the rules work the same way.

However, when designing religions and deities for a game setting, it is important to define exactly what secrets a given deity has power over, and can grant to its followers. A follower of an evil god might not be able to access the secret of light, for example. A "deity" in this context means any external power which is able to grant miracles to its followers—a god, a devil, a spirit, a distant cosmic horror.

The GM may have a predefined list of deities and religions, or the player may wish to define his own. In either case, the religion should be accompanied by a list of secrets. A follower of that religion may only use those secrets.

A character or creature can only follow one religion at a time. While following that religion, he may use the listed secrets (as long as he has learned them!) and no others. If he switches to another religion, the list of secrets he may use changes. It's important to note that a character may well end up having learned secrets, but be unable to use them; or be permitted secrets, but not have learned them.

The GM may, optionally, choose to restrict a PC's spellcasting abilities if the tenets of the religion are not followed.

A religion can often be represented by its own custom career, although the cleric career in Fantasy Careers serves well as a generic religion.

Of course, not every follower of a religion is a spellcaster.

Non-religious traditions can be designed in the same way, at the GM's discretion.

Transform

[ELEMENT], [CREATURE], OR [SELF]

Transform spells can turn your target into a particular type of creature or substance. When the spell ends, the target reverts to its original form, though damage taken while transformed endures. You must use the secret of the new form.

Items and creatures transformed into larger objects or creatures must fit within the area of effect in their new form. You cannot use a transform spell as a directly offensive spell that is unavoidable: you cannot turn the air over a creature into a metal block to crush it, nor can you turn the air around it into stone.

When transformed into a creature, the target gains the new form's physical attributes, but not its mental attributes. Creatures keep their original mind, personality, and memories. If you transform a creature into another creature, its gear adapts to an appropriate form if there is one. Other items are subsumed into the new form, such as weapons if the form has no hands with which to wield them.

For objects, the total MP you spend determines the maximum gold coin value of items you can produce at a rate of 300 gc per MP.

A *transform* cantrip can change the color of an object or target, or make other minor cosmetic changes, for up to one minute.

Remember that the "secret" part of a transformation spell is the resultant form, not the starting form. Transforming a floor from stone to ice is *transform ice*, not *transform stone*.

Animate. *Cost 2 MP per die.* Transform an object into a creature. The object gains a mind and intelligence appropriate to its new form, although the highest LOG, WIL, or CHA attribute it can gain is 3. The cost is 1 MP for each die in the creature's maximum dice pool.

De-Animate. *Cost 8 MP.* Transform a creature into an object. To transform an unwilling subject, you must spend an additional 6 MP. This includes the ability to turn creatures to stone (petrification).

Difficult Terrain. *Cost 0 MP.* Most terrain transformations are able to create difficult terrain. Difficult terrain halves a creature's SPEED unless it has an ability which allows it to move normally in such terrain. Difficult terrain can be caused by snow (*ice*), mud (*ooze* or *earth*), rubble (*earth*), swamp (*water*), deep undergrowth (*plant*), and more.

Elemental Damage. *Cost 0 or 1 MP.* Damage caused by transformed terrain can do up to 1 point of damage for free. By spending 1 MP, the damage can be increased to 1d6 damage of the appropriate type. This damage is automatic, and requires no attack roll. For more damage, evocation spells must be used instead. Elements useful for damaging effects include *lava*, *acid*, *plants* (thorns), *earth* (jagged ground), and so on.
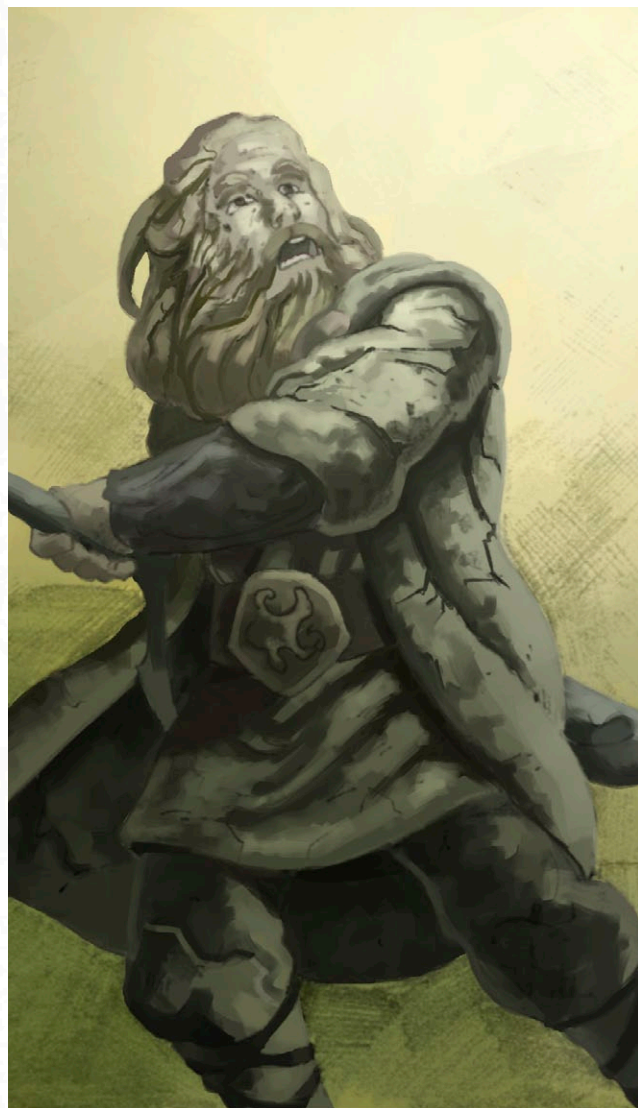
Enlarge/Shrink. *Cost 4 MP per size category.* You can enlarge or shrink an object or creature.

Immobilize. *Cost 5 MP.* An immobilized creature suffers the severe Mobility status when it enters or starts its turn in the area. It can shake this off as normal. An immobilized creature cannot move from its spot on its own power (including flight) but is not paralyzed and can take actions normally. A creature might be immobilized by sticky mud (*earth*), *ooze*, grasping *plants* or even freezing *ice*.

Slick. *Cost 2 MP.* Slick areas are more slippery even than slippery areas. While a slippery area is merely difficult terrain (half SPEED), a slick area is also almost impossible to stand on. Creatures can move safely across slick terrain at a SPEED of 1. If they move faster than this, they must make a *Difficult [16]* AGI check or fall prone, ending their movement for that action. Note that slick areas are difficult terrain, too.

Split. *Cost varies.* You can split the target into multiple entities (1 MP for each). If transforming a target into multiple creatures, the total cost is that used for the Transform Creature enhancement. They all recombine when the spell ends as long as at least one is left.

Transform Creature. *Cost 2 MP per die.* Transform a creature into another creature. The target is transformed into a creature of the specified type. To transform an unwilling subject, you must spend an additional 6 MP. The cost is 2 MP for each die in the new creature's maximum dice pool (minimum 2 MP).

Transform Element. *Cost 1 MP per 300 gc value or by size.* Transform an object into another object of similar size. This enables the object's new form to be of a different material. Use the value or the size of the object, whichever is larger.

Note that the maximum depth/height of a *transform* effect that alters terrain is 5'. Deeper or taller effects can be achieved by layering effects one atop (or underneath) the other until the desired depth/height is achieved.

Creation & Summoning

Certain *transform* effects can also be replicated using *creation* spells. See the *creation* enhancements for the side effects of creating different elements.

In particular, the *secret of plants* can be used to *create plant* (non-sentient plants can be created; sentient or semi-sentient creatures must be summoned, not created).

Affecting Creatures

Terrain effects affect creatures as soon as they enter the area, or at the start of their turn if they begin their turn within the area.

Difficult terrain affects creatures automatically. Unless the effect says otherwise (such as Elemental Damage, which is inflicted automatically), conditions like Immobilize require an attack roll as normal. The attack roll for a terrain effect is a melee attack roll, not a ranged one.

Remember that a spell's duration is the maximum amount of time an effect can be inflicted on a creature. Creatures can shake conditions off earlier.
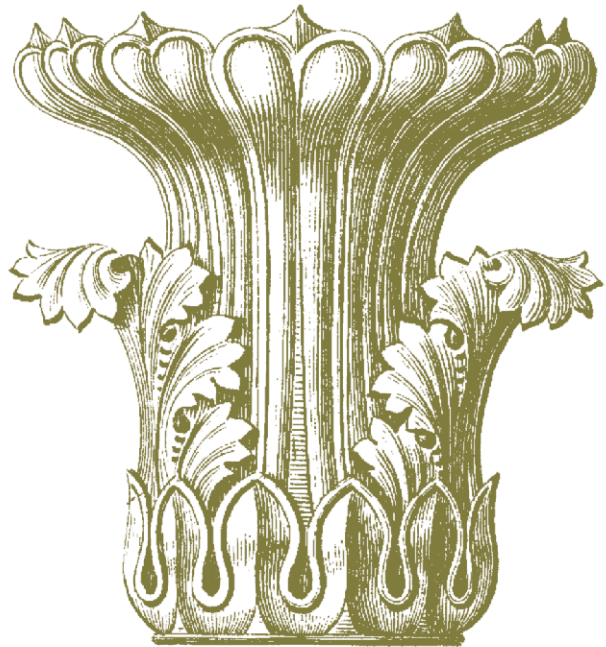
Spell Components

Many spell casters choose to use spell components to bolster or enhance their spells. Whether this component is a lump of bat guano, a vial of troll's blood, or a valuable gemstone, different components have different effects. In this book, we introduce some introductory spell components - a selection of creature parts, some metals, and a variety of gemstones - but components can take many forms. Bestiaries may contain more information on specific creature parts, for example.

Of the components described in this chapter, creature parts and metals have specific effects (the feather of a giant eagle makes it easier to cast flight spells, copper is associated with lightning, and so on), and gemstones can be used to power spells, providing much-needed MP.

Spell components are not required, but they can make spells more powerful or assist the magic-user in the casting of them. For that reason, many spellcasters have a collection of spell components, and gather them where possible.

Additional component types, not included in these pages, might include certain flowers, minerals, or additional metals. Sand or rose petals might assist in a sleeping drought, for example. There is no limit to the potential number of components and their possible effects, and some can be very specific—a tin model of a bird, or a necklace of wooden beads. Another type of component is a ritual—an act or process such as a sacrifice.

Note that spell components are consumed in the casting of a spell.

Alchemists & Ritualists

An alchemist (or ritualist—the terms are interchangeable) is somebody who casts a spell without the use of a MAGIC attribute. To an alchemist, spellcasting is a science; to a ritualist it might a plea to higher powers or an ancient recipe invoking world magics. The thing which sets them apart from true mages and clerics is that they do not draw on inner power from within themselves, but from the innate power of acts and ingredients.
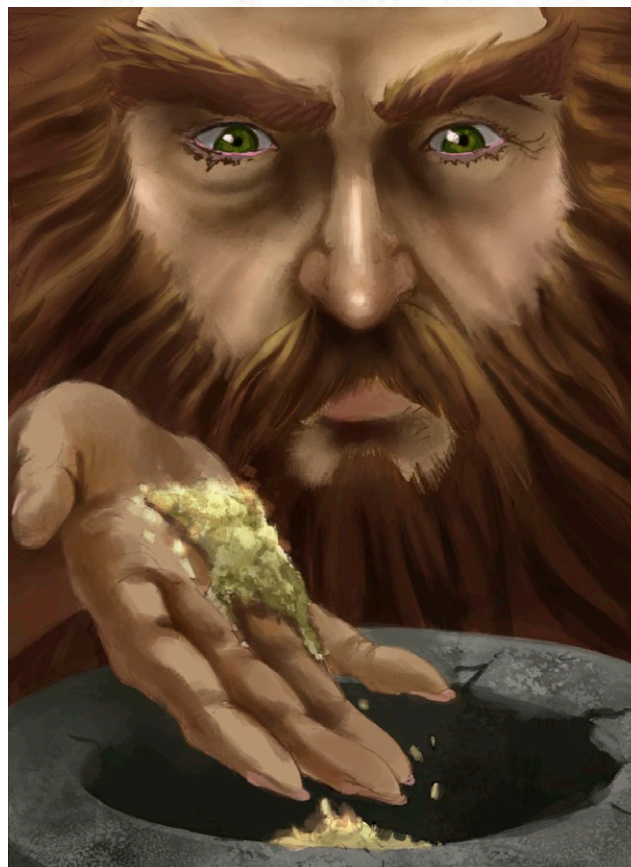
An alchemist (or ritualist)—defined as somebody not using a MAGIC attribute or any of her own MP—uses her LOGIC attribute and the *alchemy* skill to cast spells. Anybody can do this. All you need is the ability to form a LOG dice pool, although skill ranks in *alchemy* certainly help with that pool. This means that everybody is an alchemist of sorts—anybody can pick up the right components and make a LOG check to cast a spell.

The MP for the spell comes from gemstones. A spellcaster uses gemstones to boost spells and provide additional MP; however, the gemstone can provide *all* of the MP if required. To some, the gemstone might be viewed as "fuel" for the spell; to others, it is a valuable offering.

The alchemist still needs to know a secret (remember that everybody knows the *secret of self*), but does not need any MP (or even a MAGIC attribute) to cast a spell, and uses the *alchemy* skill instead of any magical skills. However, if even 1 MP is used from the caster's own power, then it is no longer an alchemical process, and the normal magic skills come into play.

Metallic Efficiency

The form of a metal used in alchemy is not usually important; its value determines how effective it is. However, the form the metal is in affects its value.

Raw metal. In its raw, unrefined form (a gold bar or a lump of copper) metal is at its least efficient. In raw form, metal has 50% of its normal alchemical value.

Coins. Coins are more useful than raw metal, but are still somewhat inefficient. In coin form, a metal has 75% of its normal alchemical value. However, gold coinage used for *creation* effects has 100% of its value.

Dust/filings. Metallic dust is useful and valuable. Properly refined by an alchemist, this is the "textbook" form of an alchemical metal and in this form the metal maintains 100% of its value. Refining metal from its raw or coin form into a dust requires the correct amount of metal, and an AGI (*alchemy*) check with a difficulty equal to 10 + 1% of the dust's gc value (500 gc of silver dust requires a check of 15).

Art. An object of art representative of the desired spell effect and made of the correct metal is the most efficient and magical of alchemical metal forms. These objects have 150% their normal value. Examples include a little iron lightning bolt for an electricity evocation, or a silver bird for a flight transformation spell. Creating such an object requires the correct amount of metal and an AGI (*crafting*) check with a difficulty equal to 10 + 2% of the art object's gc value (a 500 gc silver bird requires a check of 20). Artistic and crafting skills are very useful in this process.

What Form Does The Result Take?

Generally speaking, a spell cast through alchemical means is functionally no different to one cast without material components. The effect, range, duration, and other aspects of the spell are defined by the spell's statistics. The exact description is up to the character, of course. Whether a ball of fire requires the alchemist to fling a glob of some elemental goo, or drink a concoction which gives him the ability to exhale flames at his foes, doesn't matter.

To store the effect as some form of potion, incendiary, salve, or other alchemical concoction which can be used later, simply use the Charging Objects option for spellcasters. This costs nothing extra; you simply choose a duration for the spell and a trigger for release as normal. The duration gives you the amount of time the concoction lasts until it is spoiled or otherwise becomes useless, and the trigger can be something like when the concoction is drunk, thrown, ignited, and so on. Generally speaking, the trigger will require an action.

A few examples are listed below.

EXAMPLE CONCOCTIONS AND TRIGGERS

Concoctions	Triggers
Potion	Drunk
Salve	Applied to skin
Dust	Sprinkled
Incense	Ignited
Gas	Thrown
Smoke	Inhaled
Powder	Eaten
Ointment	Timed
Goo	Touched

Metals

In alchemical terms, there are seven metals. These are gold, silver, mercury, copper, iron, tin, and lead. Traditional alchemists hold that other metals are simply variations of these seven metals, although other metals certainly have other properties. Each has certain associations.

Different metals (detailed on the Sample Alchemically Significant Metals table, on the next page) reduce the costs of certain magical enhancements. However, the number of MP is linked to the value of the metal (see the Precious Stone and Metal Components table, below, and the Metallic Efficiency sidebar, above). For example, while copper reduces the cost of a blast of lightning, if the caster only has 250 gc worth of copper, it cannot reduce the cost of that lightning spell by more than 2 MP.

Creature Parts

> Eye of newt and toe of frog,
> Wool of bat, and tongue of dog,
> Adder's fork, and blind-worm's sting,
> Lizard's leg, and howlet's wing…

Creature parts are often used in magic. The grisly process of extracting, preparing, and using creature parts is complex and requires great expertise and care. You can't just grab a skeleton's finger bone; to gain any benefit from it you need to remove it in the proper manner, and prepare and store it in prescribed alchemical ways.

Extracting a body part or substance requires a LOGIC *(alchemy)* check as indicated in the Sample Alchemically Significant Creature Parts table, below. This grants you one dose of the substance; a given creature can only provide one dose, whatever its size. If the check is failed, the extraction is spoiled and no further extraction can be made from that creature. The process takes one hour.

The effect that a creature part has when casting a spell varies; each is different. Not all creature parts have special effects, and not all special effects are necessarily documented or known; some of that are known are listed in the Sample Alchemically Significant Creature Parts table.

At the GM's option, some creature parts can be purchased at market. Because of the difficulty involved in harvesting them properly, such items should not be common. The costs of these items are noted in the Sample Alchemically Significant Creature Parts table.

A given seller will typically only have one such item available but may also stock a lot of junk and snake oil—no bins full of proper creature parts (if such a situation is encountered, it's probably a scam and a trap for the unwary). A creature part made available for sale by a reputable dealer is already extracted and has been properly prepared and appropriately stored.

The creature list in the Sample Alchemically Significant Creature Parts table is not exhaustive. Other creatures are linked with the elements *ice* (ice dragons, yeti), *lava* (cherufe, salamander), *lightning* (cyclops, thunderbird, valkyrie, kitsune), *ooze* (swamp creatures such as giant frogs and toads, or the bunyip), or *void* (creatures from other planes, like angels and demons).

Power Components

Power components are those from particularly powerful creatures. Not only do they grant access to secrets and possible additional side-benefits, but they also grant the caster a bonus to checks made to spells cast using them.

A power component is a creature part extracted from a particularly powerful creature such as a fire dragon. The potency of these components is such that they add dice bonuses above and beyond that granted by the caster's maximum dice bonus. The casting bonus granted is shown on the Power Components table, below.

These components are considered equipment—they are essentially implements for casting spells, and form the equipment dice part of a dice pool when casting spells.

POWER COMPONENTS

Creature Max Dice Bonus	Casting Bonus	Difficulty	Cost (gc)
1–5	—	*Routine [10]*	100
6–10	+1d6	*Challenging [13]*	500
11–13	+2d6	*Difficult [16]*	1,000
14–16	+3d6	*Demanding [21]*	2,000
17–20	+4d6	*Strenuous [25]*	3,000
20+	+5d6	*Severe [29]*	5,000

Sample Alchemically Significant Metals

Metal	Effect
Adamantine	This strongest of metals allows the caster to reduce the cost of any Abjure/Withstanding enhancement.
Antimony	Antimony is linked with animals and beasts. It reduces the cost of any spell using the *secret of beasts*.
Arsenic	Used for medicine and alchemical cures, this substance reduces the cost of the Heal/Slow Disease, and Heal/Cure Disease.
Gold	Gold, associated with the sun, allows the caster to reduce the cost of any Create/Elemental Object enhancement when used to create light or fire. Additionally, if the value of the gold is greater than the material value normally allowed by the magical creation of an object, it increases to the value of the gold.
Silver	Silver, associated with the moon, allows the caster to reduce the cost of any Create/Elemental Object enhancement when used to create shadow.
Magnesium	This substance reduces the cost of Displace spells.
Mercury	Mercury, known as quicksilver, allows the caster to reduce the cost of the Move/Speed enhancement. Mercury, along with sulfur and salt, is considered one of the three heavenly materials.
Copper	Copper allows the caster to reduce the cost of Evoke/Elemental Damage spells when used to evoke lightning.
Iron	Iron allows the caster to reduce the cost of Infuse/Enhance Attribute spells to enhance STRENGTH.
Phosphorus	This substance acts similarly to gold with relation to Create/Elemental Object spells to create light.
Platinum	This valuable metal is often used for Abjure/Hedging enchantments, reducing the cost of those spells.
Salt	Salt, along with sulfur and mercury, is considered one of the three heavenly materials. It is the stuff of growth, and relies the cost of Transform/Enlarge and Transform/Shrink enhancements.
Sulfur	Sulfur is associated with fire and evil. Evoke/Elemental Damage enhancements are reduced in cost. Sulfur, along with mercury and salt, is considered one of the three heavenly materials.
Tin	Tin is associated with wisdom and knowledge, and allows the caster reduce the cost of the Divine/Oracle enhancement.
Lead	This metal, associated with death, can be used to reduce the cost of Inflict spells.
Zinc	In the form of philosopher's wool, or "white snow," this metal is used with Transform/Element spells, reduce the cost.

For the amount by which metals reduce spell costs, see the Precious Stones and Metal Components table.

Sample Alchemically Significant Creature Parts

| Creature (Type)	Difficulty	Dice Bonus	Cost (gc)	Effect
Attercop (insect)	*Routine* [10]	—	100	An attercop's poison allows the user to use the Infliction/Drain Attribute enhancement for half the usual cost of 4 MP per 1d6.
Basilisk (fey reptile)	*Challenging* [13]	+1d6	500	A basilisk's eye allows the caster to use the Evocation/Elemental Damage enhancement to inflict death (necrotic) damage for half the normal cost of 2 MP per 1d6 damage.
Carnivorous Plant (plant)	*Challenging* [13]	+1d6	500	The paralysis poison of a carnivorous plant enables the caster to use the Infliction/Affliction enhancement to inflict the Mobility status track for half the usual cost.
Cloaked Rider (evil spirit)	*Challenging* [13]	+1d6	500	A scrap of a cloaked rider's cloak allows the caster to use the Enchantment/Charm enhancement to inflict the Fear status track for half the usual cost.
Ent (fey plant)	*Challenging* [13]	+1d6	500	A scrap of bark from an ent allows the caster to use the Abjure/Withstanding enhancement against metal for half the normal MP cost of 1 MP per 2 Soak.
Fire Dragon (fey reptile)	*Demanding* [21]	+3d6	2,000	A fire dragon's blood allows the caster to use the Abjuration/Withstanding enhancement against fire/heat damage for half the normal MP cost of 1 MP per 2 Soak.
Ghost (evil spirit)	*Challenging* [13]	+1d6	500	An item belonging to a ghost allows the caster to use the Evocation/Elemental Damage enhancement to inflict sonic damage for half the usual cost of 2 MP per 1d6 damage.
Giant Centipede (insect)	*Routine* [10]	—	100	A giant centipede's poison allows the caster to use the Infliction/Affliction enhancement to inflict the Cognizance status track for half the usual cost.
Giant Eagle (avian)	*Challenging* [13]	+1d6	500	The feather of a giant eagle allows the caster to use the Movement/Fly, Airwalk, Featherfall, Hover, and Levitate enhancements for half the usual cost.
Gibbermouth (fey monstrosity)	*Challenging* [13]	+1d6	500	A gibbermouth's acid spit can be used to cast Evocation/Elemental Damage enhancement to inflict acid damage for half the usual cost of 2 MP per 1d6 damage.
Gremlin (fey)	*Challenging* [13]	+1d6	500	The hair of a gremlin allows the caster to use the Hex/Curse enhancement for half the usual cost of 1 MP per 1d6 LUC.
Hill Giant (fey)	*Challenging* [13]	+1d6	500	The hair of a hill giant allows the caster to use the Infuse/Enhance Attribute enhancement to increase a target's STR for half the usual cost of 4 MP per 1d6.
Hydra (fey reptile)	*Difficult* [16]	+2d6	1,000	A hydra's blood allows the caster to use the Healing/Regeneration enhancement for half the normal 12 MP cost.
Iron Golem (automaton)	*Challenging* [13]	+1d6	500	The witchoil from an iron golem allows a caster to use the Transform/Animate enhancement for half the usual cost of 2 MP per die.

Creature (Type)	Difficulty	Dice Bonus	Cost (gc)	Effect
Minotaur (fey)	*Challenging* [13]	+1d6	500	The horn of a minotaur allows the caster to use the Divination/Dowsing enhancement for free.
Mountain Troll (fey goblinoid)	*Challenging* [13]	+1d6	500	Troll's blood allows the caster to use the Healing/Cure Wounds enhancement for half the normal cost of 2 MP per 1d6 HEALTH.
Pixie (evil fey avian)	*Challenging* [13]	+1d6	500	The feather of a pixie's wing allows the caster to use the Illusion/Complex Visual Illusion enhancement to conceal things for half the usual cost of 5 MP.
Satyr (fey)	*Routine* [10]	—	100	A satyr's horn allows the caster to use the Enchantment/Charm enhancement to inflict the Drowsiness status track for half the usual cost.
Siren (aquatic fey)	*Challenging* [13]	+1d6	500	A siren's scale allows the caster to use the Compulsion/Compulsion enhancement to inflict the Autonomy status track for half the usual cost.
Skeleton (evil undead)	*Routine* [10]	—	100	A finger bone from an undead skeleton allows the caster to use the Summoning/Summoning enhancement to summon undead creatures at a discount of 1 MP.
Sphinx (fey)	*Challenging* [13]	+1d6	500	A lock from a sphinx's mane allows the caster to use the Divination/Oracle enhancement for half the usual cost
Swamp Dragon (fey reptile)	*Difficult* [16]	+2d6	1,000	The saliva of a swamp dragon allows the caster to use the Creation/Elemental Object enhancement to create mists.
Vampire (evil undead)	*Challenging* [13]	+1d6	500	The soil from a vampire's grave allows the caster to use the Infuse/Age enhancement to de-age a target for half the normal cost of 1 MP per 5 years.

SAMPLE ALCHEMICALLY SIGNIFICANT GEMSTONES

Color	Examples	Effect
Red	Jasper, ruby, bloodstone, red coral, garnet	Fire (element) spells gain +1 MP
Pink	Rhodonite, chalcedony, rose quartz, tourmaline	Compulsion (skill) spells gain +1 MP
Brown	Tiger eye, aragonite, bronzite	Earth and wood (element) spells gain +1 MP
Orange	Fire opal, sunstone, carnelian	Healing (skill) spells gain +1 MP
Yellow	Amber, citrine, sulphur, imperial topaz	Charm (skill) spells gain +1 MP
Green	Emerald, malachite, aventurine, jade, peridot, moss agate, serpentine	Plant and beast (creature) spells gain +1 MP
Blue	Sodalite, turquoise, aquamarine	Water and mist (element) spells gain +1 MP
Purple	Amethyst, fluorite, sugilite, charoite	Illusion and air (skill) spells gain +1 MP
White	White pearl, opalite, diamond	Light and life (element) spells gain +1 MP
Black	Obsidian, onyx, jet	Death and shadow (element) spells gain +1 MP
Gray	Hematite, galena	Time and space (element) spells gain +1 MP

Precious Stones

Valuable gemstones such as diamonds, rubies, sapphires, and pearls have special properties which make them valuable to alchemists. A gemstone acts as a power source or battery, providing Magic Points to the spellcasting process. Only one gemstone can be used at a time, and it is consumed in the process. You cannot entice more MP out of a gem than the number of your ranks in *alchemy*.
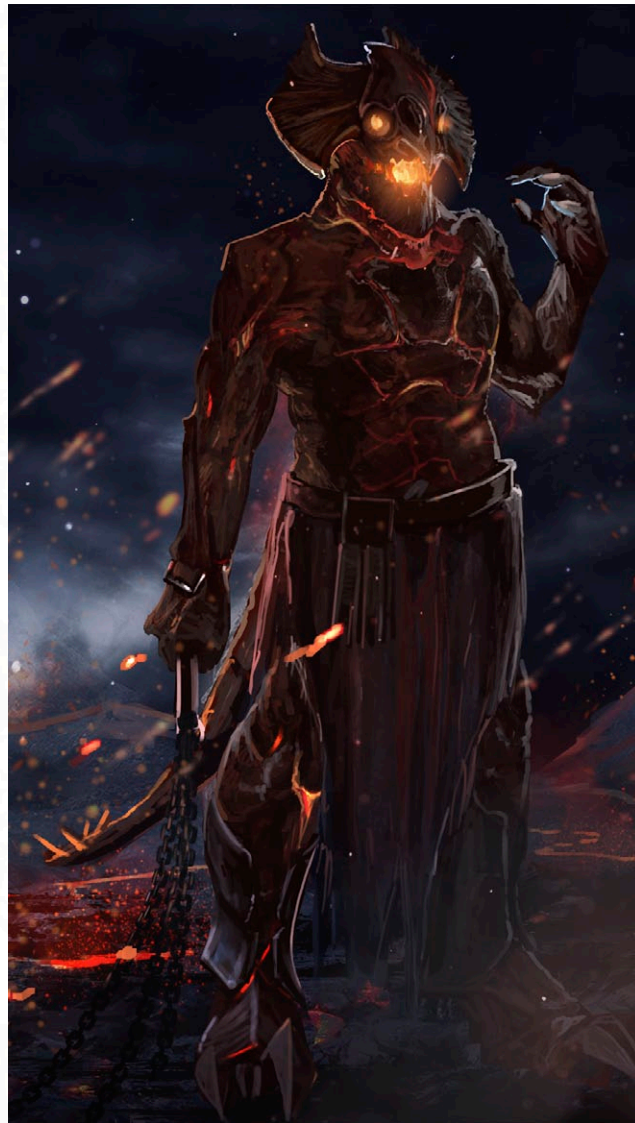
Semi-precious stones grant the number of MP listed in the Precious Stones and Metal Components table, below. Diamonds, rubies, sapphires, and emeralds are considered precious stones; these grant double the MP amount of a semi-precious stone of the same value. There are hundreds of types of gemstone, but the value of the stone, and whether it is a precious stone, determines how many MP it grants.

Specific gemstones can also have certain properties useful to the alchemist/ritualist. While the sheer number of gemstone types is immense, the color of the stone determines when it provides bonus MP. See the Sample Alchemically Significant Gemstones table, above.

Precious Stones and Metal Components

Component Value (gc)	Semi-Precious Stone MP	Precious Stone or Metal MP
100	1	2
250	2	4
500	3	6
1,000	4	8
2,000	5	10
3,000	6	12
5,000	7	14
7,500	8	16
10,000	9	18
15,000	10	20
20,000	11	22
25,000	12	24
30,000	13	26
35,000	14	28
40,000	15	30
50,000	16	32
60,000	17	34
70,000	18	36
80,000	19	38
90,000	20	40

Spell List

The following spells are all made using the *Elements of Magic* spell creation system for the WOIN roleplaying game system. Players are encouraged to maintain their own personal spellbooks as they devise new spells to use.

As always, when an unwilling creature is targeted, a MAGIC attack must be made against an appropriate DEFENSE score.

It's easy to modify a spell on the fly. Elements like range, duration, casting time, and so on can be easily adjusted by simply adding or subtracting MP. In this way, it is a simple task to cast more powerful or lesser versions of specific spells. Equally, the target of a spell can be altered by using a different secret—switching *heal person* to *heal animal*, for example.

Conditions. As always, an inflicted condition can be shaken off. For spells with a duration, the condition ends when the duration expires, or when it is shaken off, whichever is sooner.

Airship

Move Wood

Cost 15 MP; **Skills** *movement* 18

Casting Time 1 hour

Duration concentration

Range touch; **Target** one touched primarily wooden object weighing up to 30 tons

You can move the target object through the air at a SPEED of up to 5, allowing it to travel at a maximum speed of approximately 10 miles per hour as directed by your will. You must remain in physical contact with the object or the spell ends.

Costs 18 MP telekinesis, −3 MP casting time.

Ambush of the Coward

See Person/Evoke Death

Cost 25 MP; **Skills** *divination* 5, *evocation* 10

Casting Time 2 actions

Duration 1 minute, including 1 round of damage

Range unlimited; **Area** 20' diameter

With this powerful spell, an archmage need never leave the safety of his home. If the attack roll is successful, you can scry (visual senses only) on a humanoid target you have seen before, and then cast an evocation dealing 5d6 points of death damage to everything in a 20' radius, centered on the target. Though this is hardly a major threat against powerful enemies, it is often enough to drive off weaker threats without the mage needing to risk his own life.

Costs 5 MP clairvoyance, 20 MP elemental damage.

Antipresence

Abjure Magic

Cost 10 MP; **Skills** *abjuration* 2

Casting Time 2 actions

Duration 1 day

Range self; **Area** 20' diameter, centered on you

You make yourself and the area around you very difficult to detect with divination, and hard to reach with teleportation for a whole day. You make a Magic check, and any divination or phase spells targeted within that area must exceed that check as a difficulty value or have that magic countered.

Costs 2 MP targeted antimagic (1 each against two magic skills), 6 MP duration, 2 MP area.

Arctic Blast

Evoke Ice

Cost 8 MP; **Skills** *evocation* 6

Casting Time 2 actions

Duration instant; freezing lasts one minute

Range 40'; **Area** 5' wide line

You release a mighty spray of ice shards and dense, frigid water, impacting foes and possibly freezing them. Creatures in the area of effect take 3d6 points of elemental ice damage from the cold. The area of the line becomes slippery.

Costs 6 MP ice damage, 2 MP area.

Aspect of Phoenix

Heal Person

Cost 19 MP; **Skills** *healing* 18

Casting Time 1 minute

Duration 1 day

Range touch; **Target** one humanoid creature

Used by mighty clerics to protect their monarchs during times of war, the caster places a delayed ward on a humanoid creature, which lasts one day. If the creature dies during that time, it is immediately restored to life at 0 hit points.

Costs 3 MP duration with contingency, −2 MP casting time, 18 MP resurrection.

Beastform

Transform Animal

Cost 8 MP; **Skills** *transformation* 6

Casting Time 2 actions

Duration 10 minutes

Range self; **Target** self

You turn yourself into any sort of animal with a maximum dice pool of 3d6, such as a woodland creature, as long as the creature fits into the area of effect. After 10 minutes you revert back to your normal shape. You gain the creature's physical attributes, but not its mental attributes, retaining your own mind. Your gear subsumes into the new form and reappears when you transform back.

Costs 6 MP transform creature, 2 MP duration.

Bless Weapon

Infuse Good

Cost 5 MP; **Skills** *infusion* 2

Casting Time two actions

Duration 1 hour

Range touch; **Target** one weapon

One weapon you touch becomes blessed, and does good damage for one hour.

Costs 3 MP duration, 2 MP elemental touch.

Bolster Undead

Heal Undead

Cost 3 MP; **Skills** *healing* 4

Casting Time 2 actions

Duration instant

Range touch; **Area** 30' diameter

Undead creatures in the area of effect heal 2d6 points of damage.

Costs 4 MP healing, 3 MP area.

Burglar's Slip

Displace Person

Cost 6 MP; **Skills** *displacement* 5

Casting Time 2 actions

Duration 1 minute

Range touch; **Area** 10' diameter

One time during the spell's duration, an affected humanoid creature can use two actions to teleport 10', usually enough to pass through a wall. A creature that teleports can bring along any objects it carries.

Costs 5 MP teleport, 1 MP range.

Call for Aid

See Person/Create Sound

Cost 4 MP; **Skills** *divination* 2, *creation* 2

Casting Time 2 actions

Duration 1 minute

Range unlimited; **Target** one humanoid creature

Choose a person you are familiar with. You can communicate audibly with that person, making conversation for one minute. Sounds within 20' of the target person can be heard.

Costs 2 MP clairaudience, 2 MP create sound rider.

Call of Youth

Infuse Life

Cost 15 MP; **Skills** *infuse* 9

Casting Time 2 actions

Duration 1 day

Range touch; **Target** one creature

This spell restores even the oldest person to the vigor of an adult for a day. The target is de-aged by 45 years, but not younger than a young adult.

Costs 9 MP de-age, 6 MP duration.

Chameleon Cloak

Illude

Cost 2 MP; **Skills** *illusion* 1

Casting Time 2 actions

Duration 5 minutes

Range touch; **Target** one creature

The affected creature is concealed by a simple illusion, changing its color to match the surroundings. The target gains +2d6 to attempts at stealth for the duration.

Costs 1 MP simple visual illusion; 1 MP duration.

Concussive Fireblast

Evoke Fire/Evoke Air

Cost 12 MP; **Skills** *evocation* 4

Casting Time 2 actions

Duration instant

Range touch; **Area** 25' cone

An explosion bursts outward from you in a conical shape, knocking creatures away with a concussive blast of flames. Creatures take 2d6 points of fire damage and 2d6 points of air damage. Creatures in the area of effect successfully hit by the spell are blown back 5'. Swarms of tiny flying creatures are dispersed. Clouds of non-magical mist and smoke are dispersed automatically.

Costs 4 MP fire damage, 4 MP air damage, 4 MP area.

COUNTERSCRY

See Person

Cost 8 MP; **Skills** *divination* 5

Casting Time 1 minute

Duration delayed up to 1 day, then 1 minute

Range unlimited; **Target** one humanoid creature

You set a contingent spell to go off whenever you notice you're being scried on. An automatic scrying attempt is activated in response to immediately see and hear the person scrying on you for one minute (this requires an attack as normal).

Costs 5 MP clairvoyance, 2 MP clairaudience, 3 MP 1-day contingency, −2 MP casting time.

CREATE FOOD AND WATER

Create Life

Cost 4 MP; **Skills** *creation* 2

Casting Time 2 actions

Duration persistent

Range touch; **Target** 5' diameter

You create fairly tasty food and fresh water in the area of effect, a 5' square spread being enough to feed about ten people, enough to last a day, if a bit sparely.

Costs 2 MP enduring object (food), 2 MP enduring object (water).

DEMONBIND

Hex Evil

Cost 12 MP; **Skills** *hexes* 3

Casting Time 2 actions

Duration 10 minutes

Range 30'; **Area** 20' diameter

Evil creatures in the area of effect are bound, unable to move outside the area of effect. None of the bound creature's attacks, spells, or abilities can cross the area. If the caster attacks the bound creature, it is freed entirely from the binding. Each minute, the target can make one attempt to cross the boundary.

Costs 3 MP binding, 2 MP greater binding, 2 MP duration, 3 MP range, 2 MP area

DESERT CLOAK

Abjure Fire

Cost 3 MP; **Skills** *abjuration*

Casting Time 2 actions

Duration 1 day

Range touch; **Area** 20' diameter

Creatures in the area of effect gain SOAK 1 (fire) for one day, enough to survive temperatures as high as 300 degrees without negative effect. This spell is useful for small adventuring parties, but creatures have to remain in the area of effect for the protection to apply. This resistance also applies to lava and lightning.

Costs 2 MP discounted duration, 1 MP area, 0 MP free cantrip effect.

DETECT MAGIC

See Magic

Cost 5 MP; **Skills** *divination*

Casting Time 2 actions

Duration 5 minutes

Range touch; **Area** 30' diameter

You determine the direction to the nearest significant quantity of magic within 15'. If there are several different such things within the area, you are aware of roughly how many there are, and you can concentrate on each one by one to determine its location.

Costs 1 MP duration, 3 MP area, 1 MP dowsing.

DIMENSIONAL SANCTUM

Create Space

Cost 16 MP; **Skills** *creation* 12

Casting Time 1 minute

Duration 1 day

Range touch; **Area** 100' diameter

You create a tiny demi-plane, complete with a small stone manor with modest furnishings, interior light, and breathable air of a comfortable temperature. The plane has a door-sized entrance which appears adjacent to the caster, and which can be closed (or opened) with two actions. If the spell expires while people are still inside, they are ejected into the real world, along with anything else they brought into the demi-plane.

Costs 12 MP (100' diameter pocket dimension), 6 MP duration, −2 MP casting time.

Diogenes's Deshackling

Abjure Magic

Cost 3 MP; **Skills** *abjuration* 1+

Casting Time 2 actions

Duration 1 round

Range 30'; **Target** one *compulsion* spell effect

The Great Diogenes, a renowned enchanter, made and sold many copies of this spell to aid people in dispelling compulsion spells. Anyone who casts this spell makes an opposed check vs. a *compulsion* spell effect within 30'. This spell can only be used as a signature spell, as it is specifically targeted against *compulsions*. The cost of the spell is 2 MP for the range, plus half the MP in the target compulsion spell.

Costs 1+ MP dispel magic, 2 MP range.

Dispelling Gaze

Abjure Magic

Cost 6 MP; **Skills** *abjuration* 5

Casting Time 2 actions

Duration instant

Range 10'; **Target** one spell effect

This is the standard dispel learned by all sufficiently experienced Ragesian Inquisitors, and is the default signature spell most rely on for counterspelling. This is mostly only useful against weak spells, but it can be effective in protecting the Inquisitor's warrior allies. It is used against minor spells of 5 MP or less.

Costs 5 MP dispel magic, 1 MP range.

Domineer

Compel Person

Cost 17 MP; **Skills** *compulsion* 5

Casting Time 2 actions

Duration 1 day

Range 30'; **Target** one humanoid creature

The subject becomes controlled (the extreme Autonomy condition) and will follow your commands to the best of its ability; you can also sense whatever the creature senses, even if it goes beyond range. The creature is unaware that it has been controlled, and cannot shake off the effect. The effect ends at the end of its 1-day duration.

Costs 1 MP senselink, 5 MP compulsion (extreme condition), 3 MP subtle compulsion, 6 MP duration, 2 MP range.

Draco Slavu

Enchant Dragon

Cost 12 MP; **Skills** *charm* 3

Casting Time 2 actions

Duration 1 hour

Range 50'; **Target** one dragon

You distort the thoughts of one of the mightiest creatures in the world, a dragon. It becomes enchanted (the severe Charm condition) and helpful to you, acting as a staunch ally, though its alignment doesn't change, and it acts as it would toward any other valued ally. It is not aware that it has been charmed, and thus cannot shake off the condition until the 1-hour duration is up.

Costs 3 MP range, 3 MP duration, 3 MP charm (severe condition), 3 MP subtle charm.

Dry Campsite

Abjure Water

Cost 5 MP; **Skills** *abjuration*

Casting Time 2 actions

Duration 1 day

Range touch; **Area** 30' diameter

This spell keeps a campsite dry and protected from rain for a day.

Costs 3 MP area, 2 MP duration.

Elementalist Spirit

Evoke Fire

Cost 11 MP; **Skills** *evocation* 4, *abjuration* 5

Casting Time 2 actions

Duration 10 minutes

Range self; **Area** 5' diameter

You are surrounded by a fiery nimbus, 5' in diameter, which does 2d6 damage to any who come into contact with you. You also gain Soak 10 (fire).

Costs 2 MP duration, 4 MP fire damage, 5 MP withstanding.

Entangling Vines

Transform Plant

Cost 6 MP; **Skills** *transformation*

Casting Time 2 actions

Duration 1 minute

Range 50'; **Area** 30' diameter

You cause plants to grow from the ground, covering a 30' diameter circle within 50' area in thorny vines and entangling foliage. The area becomes difficult terrain for 1 minute, and causes 1 point of piercing damage to any creature which enters or begins its turn in the area.

   Costs 3 MP range, 3 MP area.

Festival of Dreams

Illude

Cost 17 MP; **Skills** *illusion* 4

Casting Time 2 actions

Duration 1 hour

Range 30'; **Area** 20' diameter

Creatures caught in the area of effect perceive that they have suddenly stumbled upon a beautiful fey festival, complete with gorgeous dancers and tantalizing food and drink. The affected creatures perceive that the illusory partygoers constantly present them with delights: offering them sumptuous wine, bringing them rich foodstuffs, dancing merrily with them, and trying to dazzle and awe them with whatever sorts of fleshly pleasures the affected creatures happen to desire.

Affected creatures who decide to bask in the revels and enjoy the festivities will spend the spell's duration standing in place, caught up in the illusion that they are feasting, drinking, and partying.

Affected creatures perceive the small area of effect as though it were a hundred-foot wide festival area. Though none of the specific senses created by this illusion are complex, their sheer overwhelming number is enough to keep most from seeing through the illusion.

   Costs 3 MP average visual, 3 MP average audio, 4 MP average tactile, 1 MP simple olfactory, 4 MP reactive, 3 MP duration, 2 MP range, 1 MP area, −4 MP bundled illusion senses.

Field of Weakness

Inflict Metal

Cost 8 MP; **Skills** *affliction* 4

Casting Time 1 minute

Duration 10 minutes

Range touch; **Area** 30' diameter

You set a triggered spell so that it takes effect whenever two or more medium-size or larger creatures enter the area of effect. This trigger can lay in wait for up to ten minutes. When the spell triggers, it evokes a field of deathly energy, draining Strength of all creatures in the area by −1d6. This spell is typically used in front of an enemy force as the beginning of an ambush.

Costs 4 MP drain attribute, 3 MP area, 1 MP duration (with contingency).

Firebolt

Evoke Fire

Cost 4 MP; **Skills** *evocation* 2

Casting Time 2 actions

Duration instantaneous

Range 30'; **Target** one creature

A bolt of fire streaks out at the target, inflicting 1d6 fire damage.

Costs 2 MP range, 2 MP damage.

Flaming Barrier

Create Fire

Cost 10 MP; **Skills** *creation* 6

Casting Time 2 actions

Duration 5 minutes

Range 30'; **Area** 30' diameter

You create a solid wall of broiling flames with the hardness of steel, and let dangerous heat fill the rest of the area. The actual wall is solid, and you can choose any simple shape for it, as long as it fits inside the area of effect, from a simple flat pane to a ring of fire. Since these flames are actually solid, the wall must actually be supported by something at each end; it cannot simply float in the air. You can designate the rest of the area of effect to be filled with intense heat. Anyone in the area of heat or who touches the actual solid wall takes 1d6 points of fire damage.

Thus, you could create a solid wall across the center of the area of effect, and have the far side of the area be filled with heat, leaving you safe on the near side. Or you could create a solid ring to trap creatures inside, and have the center be filled with painful flames. The solid part of the wall cannot be created in an area occupied by a creature.

Costs 1 MP duration, 6 MP area with elemental object, 1 MP elemental damage, 2 MP range.

Friendship

Enchant Person

Cost 7 MP; **Skills** *enchantment* 3

Casting Time 2 actions

Duration 1 hour

Range 10'; **Target** one humanoid creature

One humanoid target becomes enchanted (the severe Charm status).

Costs 3 MP severe status, 3 MP duration, 1 MP range.

Greasepatch

Transform Ooze

Cost 5 MP; **Skills** *transformation* 2

Casting Time 2 actions

Duration 1 minute

Range 30'; **Area** 10' diameter

A 10' diameter area within 30' becomes slick with grease. Creatures can move safely across slick terrain at a Speed of 1. If they move faster than this Speed, they must make a Difficult [16] AGI check or fall prone, ending their movement for that action.

Costs 2 MP slick, 2 MP range, 1 MP area.

Healing Burst

Heal Person

Cost 5 MP; **Skills** *healing* 2

Casting Time 2 actions

Duration instantaneous

Range touch; **Area** 30' diameter

This spell heals all humanoid creatures within 15' of the caster by 1d6 Health.

Costs 2 MP curing, 3 MP area.

Healing Dose

Heal Person

Cost 1 MP; **Skills** *healing* 2

Casting Time 2 actions

Duration instant

Range touch; **Target** one humanoid creature

The subject of this spell is healed 1d6 points of Health.

Costs 2 MP cure wounds.

Hey, Look! We're Cats!

Illude

Cost 9 MP; **Skills** *illusion* 3

Casting Time 2 actions

Duration 10 minutes

Range touch; **Area** 20' diameter

All creatures in the area of effect when the spell is cast are disguised as cute little kittens, visually and audibly seeming like cats. This illusion also disguises the actual sounds the group makes, but those who disbelieve it (including those under the spell's effect) can understand each other normally. Others will perceive them simply as meowing and purring, and not as talking. The illusion does not fool tactile or olfactory senses, so people who bend down to pet the kitties and instead bump into a disguised person's leg will be able to disbelieve easily.

Costs 3 MP average visual, 3 MP average audio, −1 MP bundled illusion senses, 2 MP duration, 2 MP area.

Icewall

Create Ice

Cost 9 MP; **Skills** *creation*

Casting Time 2 actions

Duration 1 hour

Range 30'; **Area** 50' line

You create a wall of ice up to 50' in length and 10' in height.

Costs 3 MP duration, 2 MP range, 4 MP area.

Inevitability

Inflict Death

Cost 7 MP; **Skills** *affliction* 10

Casting Time 2 actions

Duration 1 minute

Range touch; **Target** one creature

You infuse the targeted creature with entropic energy, causing it to suffer the debilitating effects of aging. Each round, for ten rounds (one minute), the victim ages 5 years. Often, only quick magical intervention can save the victim's life. The victim's age reverts to normal at the end of the duration.

Costs 10 MP aging, −3 MP duration spread.

Infantry's Boon

Abjure Metal

Cost 4 MP; **Skills** *abjuration* 2

Casting Time 2 actions

Duration 1 minute

Range touch; **Area** 20' diameter

Creatures in the area of effect gain Soak 4 against metal weapons. Enemies and allies alike gain the same benefit, so ingenious battle mages have been known to cast this on dangerous enemy warriors to make them less of a threat (because everyone near them is protected against their attacks), allowing friendly infantry to focus on other targets.

Costs 2 MP area, 2 MP Soak.

Invisibility

Illude

Cost 3 MP; **Skills** *illusion* 3

Casting Time 2 actions

Duration 1 minute

Range touch; **Target** one creature or object

The affected creature is protected by a complex visual illusion, rendering it completely invisible and gaining a +3d6 bonus to stealth attempts. A failed stealth attempt means that the observer knows where the invisible creature is due to other clues—sound, moving items, tracks, etc. but can't actually see it. If no attempt at stealth is made, observers will know where the invisible creature is.

Costs 3 MP complex visual illusion.

Invisibility, Inscrutable

Illude

Cost 5 MP; **Skills** *illusion* 3

Casting Time 2 actions

Duration 1 minute

Range touch; **Target** one creature or object

The target is hidden by a complex visual illusion and an aura of silence. This works in the same way as the *Invisibility* spell, but grants +5d6 to stealth attempts.

Costs 3 MP complex visual illusion, 3 MP complex audio illusion, −1 MP bundled senses.

Lesser Gaze of the Gorgon

Transform Earth

Cost 15 MP; **Skills** *transformation* 14

Casting Time 2 actions

Duration 1 minute

Range 10'; **Target** one creature

If the target is successfully attacked, it is turned to stone for one minute. Unlike the true gorgon, this petrification wears off after the spell ends, but if the creature is disfigured or dismembered when in statue form, it will be similarly injured when the spell ends. Note that if the target is willing (for whatever reason), the cost is only 9 MP.

Costs 14 MP de-animate unwilling creature, 1 MP range.

Lightning Trap

Evoke Lightning

Cost 8 MP; **Skills** *evocation* 6

Casting Time 2 actions

Duration 4 hours with contingency

Range touch; **Area** one 5' square

You touch the ground, a wall, a door, or container, and charge it with electrical energy that discharges on the next creature to touch the surface. That creature is attacked for 3d6 points of lightning damage. If not triggered within the 4-hour duration, the spell dissipates.

Costs 2 MP duration contingency, 6 MP damage.

Lupus Ally

Summon Beast, Compel Beast

Cost 8 MP; **Skills** *summoning* 4, *compulsion* 4

Casting Time one minute

Duration 10 minutes

Range touch; **Target** one creature

You summon a wolf for 10 minutes, which remains dominated (will obey commands which do not overly conflict with its nature) for the duration. You must make a MAG vs. the wolf's MENTAL DEFENSE (14) check. The wolf does not gain any special intelligence, knowledge, or abilities, except for a special ability to understand your language.

Costs 2 MP duration, 4 MP summoning, 4 MP severe condition, −2 MP casting time.

Mage Armor

Abjure Self

Cost 5 MP; **Skills** *abjuration* 4

Casting Time 2 actions

Duration 10 minutes

Range self; **Target** self

You encase yourself in invisible force armor, granting SOAK 4 for 10 minutes.

Costs 4 MP SOAK (half effect for *self* secret), 2 MP duration.

Mage Plate

Abjure Self

Cost 10 MP; **Skills** *abjuration* 8

Casting Time 2 actions

Duration 10 minutes

Range self; **Target** self

You encase yourself in invisible force plate armor, granting SOAK 8 for 10 minutes.

Costs 8 MP SOAK (half effect for self secret), 2 MP duration.

Mage's Thrust

Move Person

Cost 6 MP; **Skills** *movement* 5

Casting Time 2 actions

Duration instant

Range 30'; **Target** one humanoid creature

You throw a Large or smaller person 10' back. This spell is used primarily to knock opponents around, like Saruman did to Gandalf. This is often taken as a signature spell for emergencies.

Costs 4 MP telekinetic thrust, 2 MP range.

Maleficent Misfortune

Hex Person

Cost 6 MP; **Skills** *hexes* 4

Casting Time 2 actions

Duration 1 minute

Range 30'; **Target** one humanoid creature

The affected creature becomes cursed by misfortune, unable to access its LUC pool for one minute.

Costs 2 MP range, 4 MP curse.

Mantle of Antimagic

Abjure Magic

Cost 9 MP; **Skills** *abjuration* 5

Casting Time 2 actions

Duration 1 hour

Range touch; **Area** 20' diameter

Creatures within the area of effect gain an anti-magic effect; make a MAGIC check when casting the spell. Any magical attacks directed at the recipients of the spell must exceed this value as well as the target's DEFENSE scores.

Costs 5 MP antimagic, 3 MP duration, 1 MP area.

Mask of Nothingness

Illude

Cost 11 MP; **Skills** *illusion* 3

Casting Time 2 actions

Duration 10 minutes

Range touch; **Target** one creature or object

This spell makes the subject completely undetectable by sight, sound, scent, or touch. The combination of different illusions is so powerful that it is not possible to detect the affected creature by normal means—no stealth checks are needed.

Costs 3 MP complex visual, 3 MP complex audio, 3 MP complex tactile, 3 MP complex olfactory, 2 MP duration, −3 MP bundled senses.

Mend Gear

Mend Metal

Cost 2 MP; **Skills** *healing* 2

Casting Time 2 actions

Duration instant

Range touch; **Target** one metal object

You repair 1d6 points of damage to a metal object, such as a sword or a suit of armor. Pieces that had broken off are reattached, dents are smoothed out, and so on. Similar spells exist to repair wood and cloth. It often takes several applications to repair a heavily damaged object.

Costs 2 MP healing.

Mind Blast

Enchant Person

Cost 9 MP; **Skills** *charm* 4

Casting Time 2 actions

Duration 1 minute

Range touch; **Area** 25' cone

You mentally overwhelm enemies in the area, stunning them (the extreme Alertness status).

Costs 4 MP area, 1 MP discerning, 4 MP extreme condition.

Mind Wipe

Compel Person

Cost 14 MP; **Skills** *compulsion* 6

Casting Time 1 minute

Duration 1 day

Range touch; **Target** one humanoid creature

You spend a minute modifying the target's mind, erasing the subject's memories and knowledge, leaving him with the mind of an infant. The subject is unaware that his mind has been altered. The subject's memories return at the end of the spell's duration.

Costs 6 MP mindwipe, 3 MP subtle compulsion, 6 MP duration, 1 MP range, −2 MP casting time.

Murder of Crows

Transform Animal

Cost 9 MP; **Skills** *transformation* 6

Casting Time 2 actions

Duration 5 minutes

Range self; **Target** self

You turn yourself into six crows, with a total grade of 1. The crows recombine in five minutes, as long as at least one is left alive.

Costs 2 MP transform creature, 1 MP duration, 6 MP splitting.

Nightmare Beast

Illude

Cost 9 MP; **Skills** *illusion* 3

Casting Time 2 actions

Duration 1 minute

Range 30'; **Area** 20' diameter

This spell creates a horrifying illusory creature of up to Gigantic size, which attacks your enemies. Use the actual stats of whatever creature you choose, but any creature struck by it takes no damage, and automatically disbelieves the illusion.

Costs 3 MP complex visual, 1 MP simple reactive, 1 MP simple audio, 2 MP range, 2 MP area.

Nightmare Incarnate

Illude

**Cost 15 MP**; **Skills** *illusion* 3, *charm* 4

Casting Time 2 actions

Duration 1 minute

R**ange** 30'; **Area** 50' diameter

This spell also creates a horrifying illusory creature of up to Gigantic size, which attacks your enemies. Use the actual stats of whatever creature you choose, but any creature struck by it takes no damage, and automatically disbelieves the illusion. However, this more powerful spell is designed to render victims terrified (the extreme Fear status). For that reason, it has a larger area, and the fear affects all within the area even though the illusory creature is no bigger.

Costs 3 MP complex visual, 1 MP simple reactive, 1 MP simple audio, 2 MP range, 4 MP area, 4 MP extreme condition.
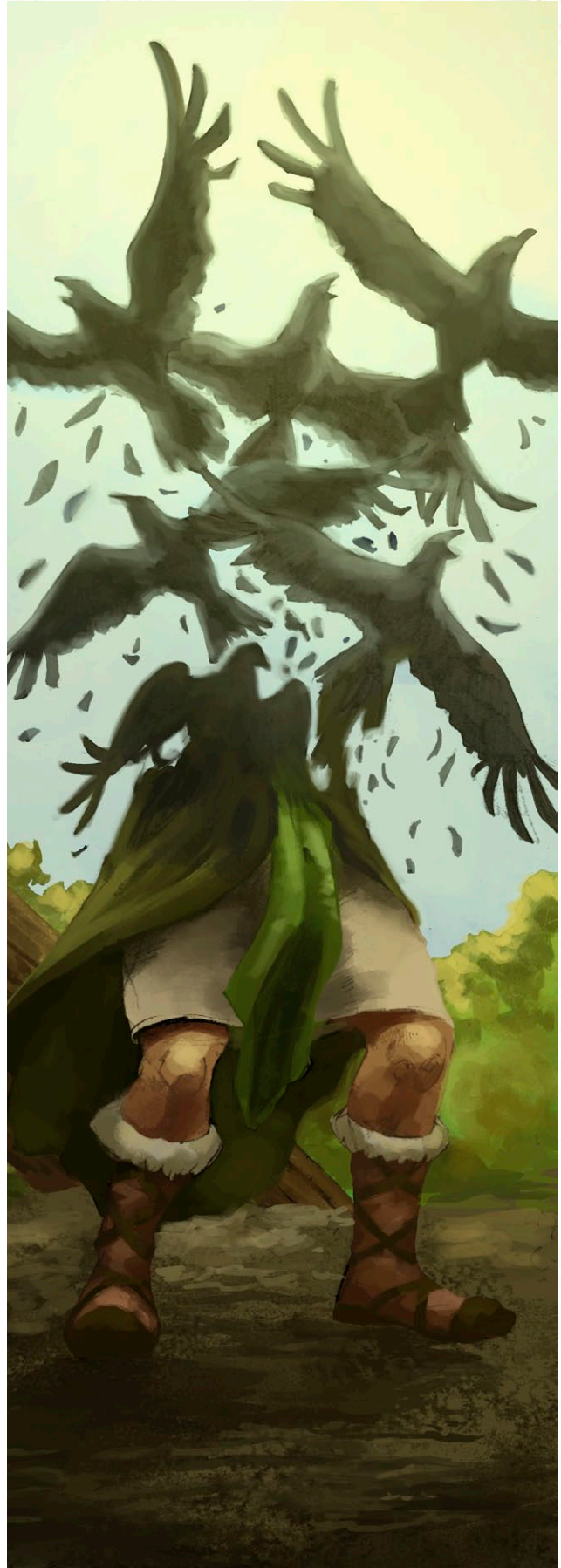
Pocket Armory

Create Metal

Cost 9 MP; **Skills** *creation* 4

Casting Time 2 actions

Duration 1 hour

Range touch; **Area** 20' diameter

You create weapons and armor of your choice worth up to 1,200 gc, in an area 20' in diameter. The items disappear after an hour.

Costs 4 MP create object, 2 MP area, 3 MP duration.

Prince into Toad

Transform Animal

Cost 12 MP; **Skills** *transformation* 6

Casting Time 1 minute

Duration 1 day

Range touch; **Target** one creature

You turn a normal person (or any other creature) into a diminutive toad (1d6) for a day.

Costs 6 MP duration, 6 MP unwilling subject, 2 MP transform creature, −2 MP casting time.

Protection from Evil

Abjure Evil

Cost 1 MP; **Skills** *abjuration* 1

Casting Time 2 actions

Duration 1 minute

Range self; **Target** self

A short prayer provides protection from the touch and corruption of evil creatures. Evil creatures who try to touch the caster or try to target its Mental Defense are subject to a MAG vs. Mental Defense attack; if it succeeds, the creature cannot touch or attack the caster or make a Mental Defense attack against it for one minute. While the hedging effect prevents the evil creature from making melee attacks at the caster, it can still use ranged attacks and spells which do not target Mental Defense.

Costs 1 MP hedging.

Rain Dance

Create Water

Cost 9 MP; **Skills** *creation* 2

Casting Time 1 minute

Duration 1 hour

Range touch; **Area** ¼-mile diameter

You cast this spell and lead your people in a ritualistic dance for ten minutes (technically the spell takes one minute to cast, but the weather appears 10 minutes later; the dance is optional, but it makes the spell more fun.) As the dance ends, rain begins in a quarter-mile diameter area if it is appropriate to the season. The rain lasts until the spell ends, and then normal weather takes its place.

Costs 2 MP create air, 4 MP area, 3 MP duration.

Remedy

Heal Person

Cost 15 MP; **Skills** *healing* 10

Casting Time 2 actions

Duration 1 minute

Range touch; **Target** one humanoid creature

This powerful spell negates any temporary conditions and neutralizes all poison affecting a humanoid creature. As a side effect, any poison that enters the creature's system in the next minute is also neutralized. This spell is often made into potions, albeit expensive ones.

Costs 10 MP remove all conditions, 5 MP negate poison.

Rescue Featherfall

Move Self

Cost 4 MP; **Skills** *movement* 1

Casting Time 2 actions

Duration 1 day with contingency

Range self; **Target** self

This is a contingency spell which activates when you fall. You descend up to 600' at a safe speed of 60' per round, at which speed you take no damage.

Costs 1 MP featherfall, 3 MP duration.

Reshaping

Transform Ooze

Cost 8 MP; **Skills** *transformation* 1
Casting Time 2 actions
Duration 1 minute
Range touch; **Area** 5' diameter

You transform up to a 5' area of nonliving matter so that it can be easily shaped, like clay. You can change the form of the affected material, and when the spell's duration ends, the matter will revert to its original substance, but keep its new shape. Thus, you could take a large chunk of glass, use this spell on it, reshape it into a swan, and the glass will keep the form of a swan. This spell is most commonly used by underground races to carve out tunnels and homes out of stone, though multiple uses are often needed to complete a task.

Costs 1 MP transform element, 7 MP medium size.

Roaming Eye

See Space

Cost 8 MP; **Skills** *divination* 5, *movement* 1
Casting Time 2 actions
Duration 10 minutes
Range unlimited; **Area** 20' diameter

An invisible "eye" is created with a 20' diameter viewing area; you can move the sensor for the duration of the spell at a SPEED of 5, letting you follow interesting leads. The initial location of the eye must be somewhere you have seen before; a common use is to create the eye adjacent to the caster and then have it scout ahead.

Costs 5 MP clairvoyance, 1 MP telekinesis, 2 MP duration.

Scintillating Evening Wear

Create Light

Cost 5 MP; **Skills** *creation* 2
Casting Time 2 actions
Duration 1 hour
Range touch; **Area** 10' diameter

You create a gleaming set of clothing, enough for a single person. The light from the clothes shines out, illuminating an area 10' diameter (and a further 5' of dim light) centered on the wearer, and although the clothes themselves are translucent, the shining light prevents them from revealing anything you don't want them to.

Costs 2 MP elemental object, 3 MP duration, 1 MP area.

Searing Fireball

Evoke Fire

Cost 11 MP; **Skills** *evocation* 6
Casting Time 2 actions
Duration 1 round
Range 50'; **Area** 20' diameter

Searing flames fill the area of effect, dealing 3d6 points of fire damage. Highly flammable materials catch on fire.

Costs 6 MP fire damage, 3 MP range, 2 MP area.

Shield of Glory

Abjure Self

Cost 6 MP; **Skills** *abjuration* 6
Casting Time 2 actions
Duration 10 minutes
Range self; **Target** self

The caster gains a +6 bonus to all its DEFENSES.

Costs 6 MP shielding

Shrieking Wall

Create Sound

**Cost** 5 MP; **Skills** *creation* 1
Casting Time 2 actions
Duration 1 minute
Range 30'; **Area** 40' line

You evoke a wall of hideous, roiling sound, filled with angry spirits. Each round, make a ranged attack against each creature in the area of effect (this represents the spirits aiming their shrieks at interlopers). Creatures struck take 1d6 points of sonic damage.

Costs 1 MP elemental damage, 2 MP range, 2 MP area.
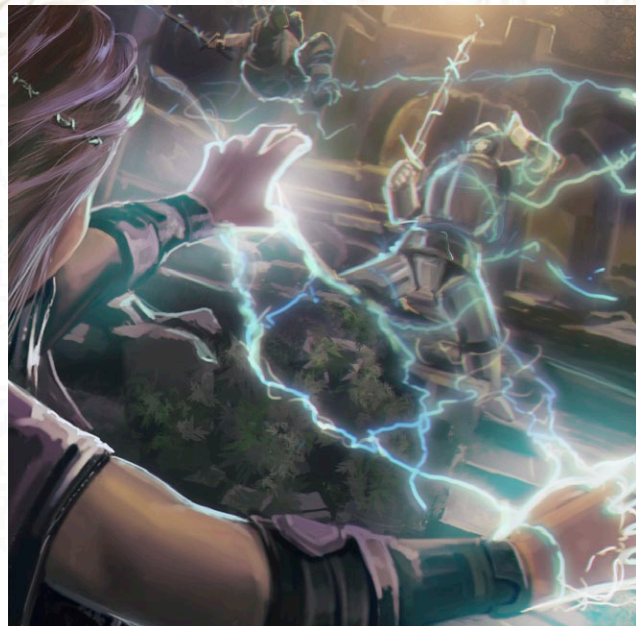
Sic 'Em

Enchant Animal

Cost 6 MP; **Skills** *enchantment* 3
Casting Time 2 actions
Duration 1 minute
Range 30'; **Target** one animal

Choose a target animal and a victim you want it to attack, both of which must be within range. The animal becomes angry (the severe Anger status) more violent toward the victim, its attitude changing as appropriate to its new status. If it is hostile, the animal will attack. Each round, the animal receives a new save to reduce the effect of the spell.

Costs 2 MP range, 3 MP severe condition, 1 MP targeted enchantment.

Spellguard

Abjure Magic

Cost 8 MP; **Skills** *abjuration* 6
Casting Time 2 rounds
Duration 1 hour
Range self; **Target** one creature

This spell was originally designed to counter spells, but it can work on any spell in a pinch. You set this spell upon a creature or object with the contingency trigger, "Counter the first spell cast at this." When a spell targets the affected creature or object, the dispel triggers, making a Dispel Magic check. The shield can lay in wait for up to one hour, but triggers only once. The spell is only effective against spells of up to 6 MP.

Costs 6 MP dispel power, 2 MP contingency duration.

Spookiness

Illude

Cost 7 MP; **Skills** *illusion* 1
Casting Time 2 actions
Duration contingency 1 day, then 1 minute
Range touch; **Area** 20' diameter

Creatures in the area of effect perceive cold, semi-tangible hands touching them, caressing their faces and stroking their hair, trying to press them away. Additionally, the air is filled with a barely-audible murmur of voices, sounding like a crowd on the other side of a wall, from which a listener can occasionally almost make out what sounds like a disturbing statement of pain.

This spell is simply intended to unnerve people. Most untrained animals will flee the area of effect, and superstitious people may think the place is haunted. The spell's area of effect is usually enough to cover the entryway to a house, and the spell has a contingency that can wait up to a day, triggering whenever anyone approaches the area. Mages who value their privacy can cast this spell each day in the morning to ward off the curious.

Costs 1 MP simple audio, 1 MP simple tactile, 3 MP duration contingency, 2 MP area.

Stormbolt

Evoke Lightning

Cost 11 MP; **Skills** *evocation* 6
Casting Time 2 actions
Duration instant
Range 30'; **Area** 20' diameter

Multiple thin bolts of blue lightning cascade from the sky, striking any number of creatures and objects in the area of effect. Those creatures you do not want to hurt are unaffected. Make a ranged attack for each target; any struck take 3d6 points of electricity damage.

Costs 6 MP damage, 2 MP range, 2 MP area, 1 MP discerning.

Soulswitch

Displace Person

Cost 11 MP; **Skills** *phasing* 5

Casting Time 2 actions

Duration 1 day

Range touch; **Target** one humanoid creature

You release your soul from your body and attempt to enter the body of another. The transition is not permanent—when the spell ends, your spirit leaves the host and tries to return to its own body, and the host's soul returns to its body. However, you cannot leave the host if your original body is not within range. If the spell ends and you cannot reach your original body, you die. This likewise happens to the soul of the host if its body is out of range when the spell ends.

Costs 5 MP possession, 6 MP duration.

Telepresence

Create Sound, Illude, See Person

Cost 11 MP; **Skills** *illusion* 3, *divination* 5, *creation* 2

Casting Time 1 minute

Duration concentration

Range unlimited; **Target** special

You send a detailed image of yourself to the location of an ally, to communicate with him almost as if in person, but with very little risk. Through your image you can see and hear normally.

Costs 2 MP elemental object, 1 MP complex sound, 3 MP average visual illusion, 5 MP clairvoyance, 2 MP clairaudience, −2 MP casting time.

Thermonuclear Detonation

Displace Self

Cost 10 MP; **Skills** *displacement* 10

Casting Time 2 actions

Duration 1 minute

Range self; **Target** self

You jump forward up to one minute into the future. When you have allies, this is often enough time for them to finish off any opponents, so to you it seems as if a bunch of enemies suddenly died as a result of you using this spell. This spell is popular among gnomes, and often results in hard feelings.

Costs 10 MP time hop.

Titanic Might

Transform Giant

Cost 20 MP; **Skills** *transformation* 10

Casting Time 2 actions

Duration 5 minutes

Range touch; **Target** one creature

You turn a willing target into a hill giant for up to one minute. The target gains the giant's physical characteristics but maintains its own mental characteristics.

Costs 10 MP transform creature (10d6).

Toast to Unconsciousness

Compel Person

Cost 1 MP; **Skills** *compulsion* 1

Casting Time 2 actions

Duration instant

Range 10', **Target** one humanoid creature

A simple compulsion, often learned by young apprentices with a sense of mischief or a hint of a bully. You hold forth a liquid of some sort and say "Drink this!" If your check is successful, the target creature will drink what you hold forth, unless it recognizes it as poison or some other dangerous substance. The typical drink to use with this spell is strong alcohol with a tranquilizing poison, but you must supply those yourself. If the creature does not finish drinking in the first round, it gets an additional saving throw each round.

Costs 1 MP range, 0 MP simple language command.

Troll's Tenacity

Heal Person

Cost 10 MP; **Skills** *healing* 10

Casting Time 2 actions

Duration 1 minute

Range touch; **Target** one humanoid creature

The person touched heals 1d6 points of damage per round for one minute (10 rounds).

Costs 10 MP enduring curing.

TURNCOAT

Compel Person

Cost 10 MP; **Skills** compulsion 5

Casting Time 2 actions

Duration 1 minute

Range 50'; **Target** one humanoid creature

You telepathically compel the target to fight its allies; the target is controlled (extreme Autonomy status).

Costs 5 MP extreme condition, 1 MP telepathic command, 4 MP range.

TURN UNDEAD

Enchant Undead

Cost 6 MP; **Skills** enchantment 3

Casting Time 2 actions

Duration 1 minute

Range self; **Area** 20' diameter

You channel holy power to awe and intimidate undead creatures within 10' of you, weakening them and driving them away. The undead is rendered afraid (the severe Fear status) and flees as well as it can from you, but once it leaves the area of effect it is free to act normally (though it cannot re-enter the area of effect).

Costs 2 MP area, 1 MP discerning, 3 MP severe condition.

VINE CHAINS

Transform Plant

Cost 11 MP; **Skills** transformation 5

Casting Time 2 actions

Duration 1 minute

Range 50'; **Area** 30' diameter

An area 30' in diameter within 50' is turned into greedy, grasping vines which grab and restrain any creature which enters or begins its turn in the area. Affected creatures are immobilized (the severe Mobility status). They can still take actions and defend themselves, but they may not move.

Costs 5 MP immobilize, 3 MP range, 3 MP area.

WALLBUILDER'S BLESSING

Mend Earth

Cost 6 MP; **Skills** *healing 6*

Casting Time 2 actions

Duration instant

Range touch; **Target** one wall

Your touch mends damaged stone, strengthening the walls of a building, cave, or other structure. This repairs 3d6 points of damage that has been dealt to the wall. Note that you do not need to purchase an area of effect for this spell as long as you affect only one structure, just as you do not need to purchase an area of effect to heal a large creature.

Costs 6 MP curing.

WATERY GRAVE

Transform Water

Cost 8 MP; **Skills** *transformation*

Casting Time 2 actions

Duration 1 minute

Range 100'; **Area** 50' diameter

An area 50' in diameter within 100' is transformed into a lake of water 5' deep. Those within the area must swim or begin drowning.

Costs 4 MP range, 4 MP area.

WINTER'S EMBRACE

Abjure Ice

Cost 14 MP; **Skills** *abjuration 5, hexes 4*

Casting Time 1 minute

Duration 10 minutes

Range self; **Area** 20' diameter

This spell creates an aura around you, benefiting allies and harming enemies. Allies gain SOAK 6 (cold). Enemies gain vulnerability 1d6 (cold). This aura travels with you, affecting all creatures that are close enough.

Costs 6 MP withstanding, 4 MP vulnerability, 2 MP duration, 2 MP discerning, 2 MP area, −2 MP casting time.
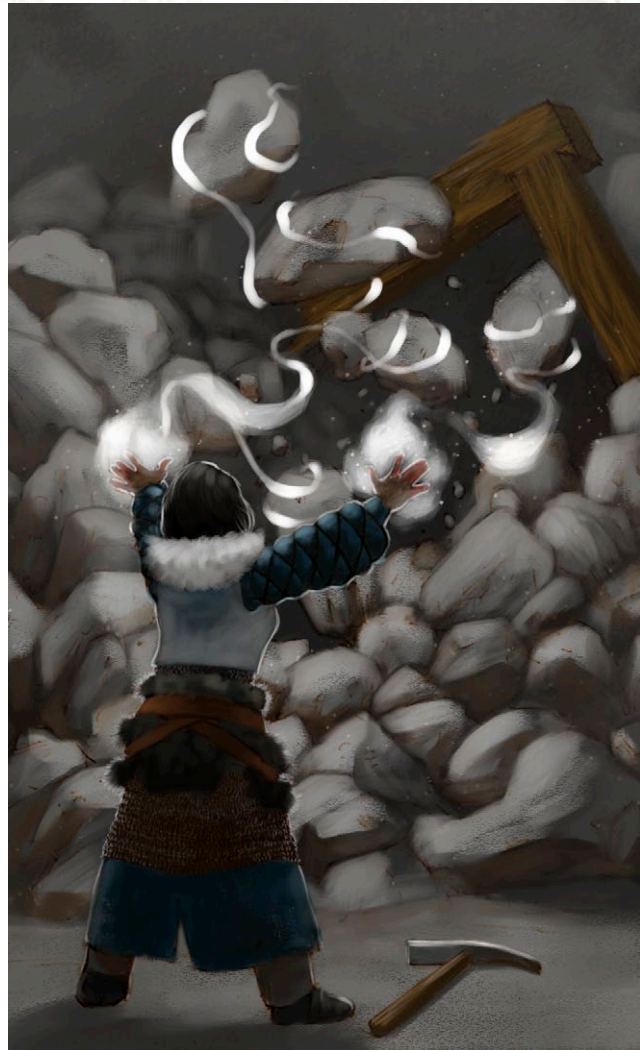
WORD OF SLEEP

Enchant Person

Cost 4 MP; **Skills** *enchantment 2*

Casting Time 2 actions

Duration 1 minute

Range 30'; **Target** one humanoid creature

Though this spell creates just a light sleep from which the target can be easily awoken, it is easy to cast and can affect even the strongest minds as long as the caster is powerful enough. The target gains the snoozing status (the moderate Drowsiness status).

Costs 2 MP range, 2 MP moderate condition.

Magical Exploits

There are already magical exploits found in *Fantasy Careers*. These include Arcane Recharge, Arcane Secret, Extreme Concentration, and Signature Spell. This section of the book contains a few new magical exploits.

Adaptive Abjuration (requires LOG 8+, abjuration 6+). When you cast an abjuration spell, choose its basic function as usual, such as SOAK or DEFENSE. However, you may choose to have the spell be adaptive. If you do, the first time you would be attacked or damaged by a source that matches a type you know the secret of, the spell will switch to the appropriate element, virtue, or creature type. You can choose for this not to happen, but you can only choose whether to switch the first time you're threatened.

Artificer (requires LOG 8+, [crafting] 6+). You are able to create magical items using the procedure outlined below.

Counterspell (requires AGI 8+; abjuration 6+). You can use the Abjuration/Dispel Magic enhancement as a free reaction at the same time that an opponent attempts to cast a spell. The opponent must be in range, and the spell must have no other effects.

Jeweller (requires INT 8+). You gain one additional Magic Point out of a gemstone.

Magical Reservoir (requires END 6+). You gain 2d6 extra Magic Points to add to your total number of Magic Points. This does not affect the maximum amount of Magic Points you can invest in a single spell. You can take this exploit multiple times; each time you do, you gain an additional 2d6 MP.

Quickspell (requires INT 8+). Choose one signature spell that you know. You may now cast that spell as a free action, but only once per day. You can take this exploit a second time and increase the frequency of that spell to three times per day.

Silent Caster (requires LOG 8+). Normally spells require verbalization; you have the ability to cast spells silently, with no need to verbally utter words of magic.

Spellblaster (requires END 8+; evocation 6+). You are very skilled at dealing out magical damage. When you cast an evocation spell, you score a critical hit whenever you roll double-sixes or triple-sixes.

Magical Items

Fantasy Equipment touched on the enchantment of items; this section goes into that process in more detail. Creating magical items is an alchemical process.

As mentioned in *Fantasy Equipment*, exceptional quality items can store spells at a cost of 1,000 gc times the square of the spell's MP total, granting the item a once-per-day usage of the spell. This is the market cost of such an item—it is the cost that a character would have to pay to buy the item, not the cost of creating it. It is up to the GM how common or easily obtainable such items are.

Magic-users who wish to create their own magical items will find the following rules useful. In order to create a magical item, a spellcaster must have the Artificer exploit.

1. First, an exceptional quality item is required. The magic-user might buy such an item or have a skilled craftsman make it. This must be a genuine item, not one magically created.

2. The magic-user then casts the spell into the item. The stored spell will be usable once per day; it can be increased to three times per day by adding +2 MP to the cost of the spell, or at-will by adding +5 MP.

3. The total cost of making the item, including components and other resources, is calculated by using the market value formula above (1,000 gc times the square of the spell's MP total), but if the magic-user is creating it herself, the cost is halved.

4. The time required to enchant the item is one day per MP.

Optional Rule

As an option, you can rule that creating a magical item requires the use of alchemical substances. The caster's own skills, secrets, and Magic Points are not useful in this process; instead, the item must only incorporate metal, creature parts, and gemstones as described in the Spell Components section (*q.v.*).

For example, if Augusto the Enchanter wished to create a pair of boots which the wearer can click together to gain +4 SPEED, the process would look like this:

1. Augusto purchases a pair of exceptional quality boots for 255 gc. A 5,000 gc gem is consumed in the process to grant Augusto 7 magic points. He incorporates 2,000 gc of mercury (also known as quicksilver) into the buckles to reduce the cost of the Move/Speed enhancement by 2 MP.

2. He then casts a 7 MP spell into the boots. 2 MP for +4 SPEED using the Movement/Speed enhancement (at half cost) and 5 MP to make it an at-will ability. He doesn't need to add any range (touch; the wearer is wearing them), area (self/5'), or duration (he leaves it at one minute).

3. The cost of the spellcasting is 24,500 gc, and the base cost of the exceptional quality boots is 255 gc, bringing the total cost to 24,755 gc.

4. It takes Augusto seven days to enchant the boots.

The result is *Augusto's Marvelous Accelerating Footwear*, a pair of boots which the wearer can click together at any time (two actions) to gain +4 SPEED for one minute. The boots cost 24,755 gc to create, and would have a value of 49,255 gc on the market if the character were to buy them instead.

SELLING ITEMS

Characters can sell items for half their market value, as usual. Some exploits and skills allow characters to adjust that sale value. In the case of character-created items, half the market value is less than the cost to create the item, meaning that going into business creating and selling magic items is not usually feasible—that's why there are no magic item supermarkets.
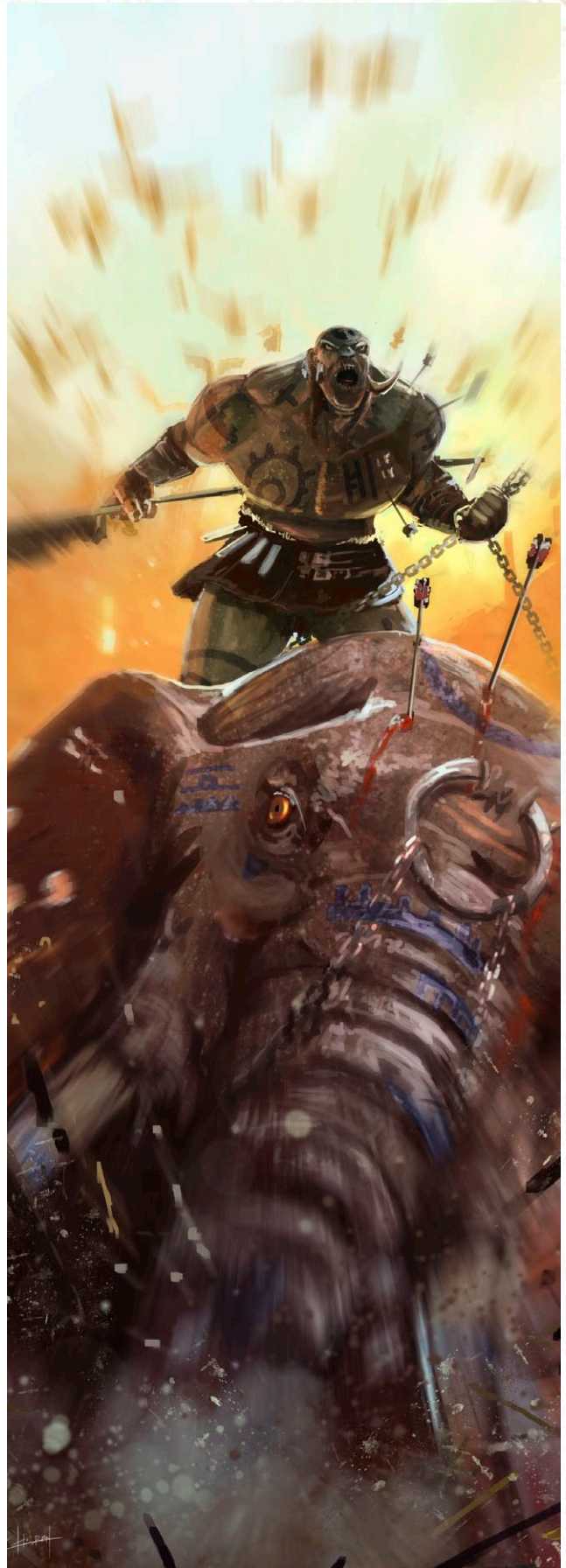
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