



the YSGARTH system

BOOK TWO

SPELLCRAFT

GODS, SPIRITS, RELIGION & MAGIC

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RAGNAROK



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AUTHOR'S NOTE

In designing this system for magic we owe a debt to the great masters of the supernatural in literature, especially Clark Ashton Smith, James Branch Cabell and Manly Wade Wellman, and to the new masters of the fantastic, Adrian Cole, Ronald Chetwynd Hayes, David Eddings and Steven Brust.

This book is dedicated to the great spellcasters of Ysgarth and her sister worlds Uttgart and Isgart, those who have tried to stretch the limits of the laws of magic and who have sometimes transcended them: Telethor the Black Bard, Kelvin the Wizard, Nedd the Wanderer, Mythrindir the Masked, Kais Nebo, Ogyane Pyromancine, Spielsatzenbrachen the Toymaker, Gor Gar the Great, Glaurfindal the Grim and of course to the Master of the Sphere---the High Archimage Thazaydon and his associates in research Malarak and Anzar, without whose diligence magic would never have become the art which it is.

This is the second of three books which form the complete Ysgarth system. The first is RoleCraft, which covers character creation, basic skills and combat. The third is WorldCraft which covers GameMastering technique, world design and offers background and introductory scenarios for the world of Ysgarth.

We hope that this game system will open the doors of your imagination and let you become part of the world of mystery and imagination which is Ysgarth. We play in the realm of fancy where dream and nightmare walk by your side.

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I: THIS BOOK

This book examines and provides mechanics for magic and paranormal powers in fantasy worlds like Ysgarth. The system is very detailed with a number of significant sub-systems, but the basic concepts are simple and follow logical patterns found in the fantasy and legend.

In Ysgarth magic has the potential to be quite powerful, depending on the situation, the skill of the caster and the limitations which the gamemaster chooses to set in his campaign. The basic system mechanics, if allowed to run free, put only limited checks on magical power. Rather than imposing arbitrary rules to solve the problems endemic in a magical world, many of the

restrictions in this system have been placed in the social context of magic. The gamemaster should be aware that the circumstances in which magic is used are extremely important and that the system will not function ideally without the intended social structure and limitations or your own practical alternative. More depth on the social aspects of magic in the specific world background is provided later and in the third book.

The following sections give the bare mechanics for magic, accompanied by a lengthy spell list, special sub-systems and the basics of the societal background mentioned above. The system is intended to be versatile and can be adjusted in its level of power and complexity to suit the type of campaign you want.

II: THE SOURCE

On the most basic level magic has its source in Mana. Mana can be thought of as particles of energy which permeate the universe in varying intensities of concentration. While there is Mana everywhere, it has natural patterns of flow and attraction, and under the right conditions it can be manipulated and employed. Spirits, including the human spirit, naturally accumulate Mana and persons with the proper skills can make use of that Mana to circumvent the supposed rules of nature. Mana provides energy which can be applied to any function if the user knows the proper mechanics to do so, but while it operates under its own set of rules, the phenomena it makes possible often transcend nature or normal human ability.

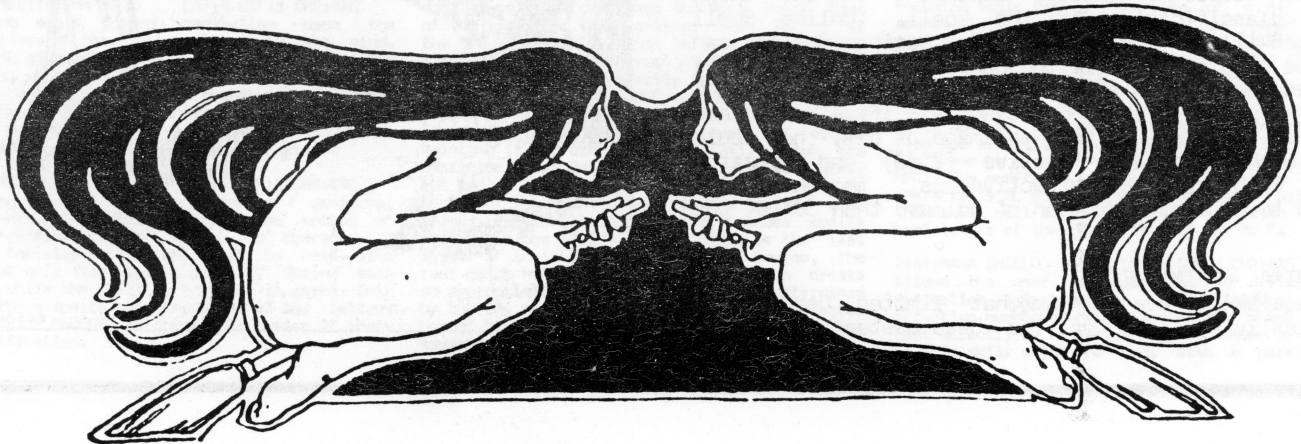
Under normal circumstances a person's awareness of and innate ability to work with Mana is based on his TALent. The higher a person's TAL is, the more he will attract Mana (resulting in a higher number of Mana Points) and the more he will be able to do with that Mana (as is seen with many of the skills and spells). The average person has a relatively low TAL, perhaps in the 3-5 range. Mage craft demands a high TAL and mages are selected and trained with this in mind so they will tend to have unusually high TAL. TAL also determines a person's resistance to many forms of magic, so common people are often at the mercy of mages because their TAL is untrained and naturally lower. Every person who has a TAL of one or more has Mana and can theoretically cast magic. How well and how long he can perform depends on how much Mana he has and those with low TAL do not make really good mages, though those who are mediocre in TAL can often do well with skillful use of low-power magic. As magic is performed Mana is expended based on the spells or skills used and it returns at a rate appropriate to the spell caster's skills and TAL.

The nature of spells is to channel the energy of a certain amount of Mana to achieve a specific result or

effect. How powerful the spell is depends to a large extent on the amount of mana which it consumes, though very subtle and useful effects can be achieved at fairly low cost. Spells work like a mold, taking the raw energy of Mana and fitting it into a specific form which is memorized by the mage and imposed on the Mana through the force of his will. This leads to some risk if the mage is not properly trained or prepared, or if he is just careless. Mana is energy, and as such it can be dangerous and the results of even a moment's carelessness can be death.

While the mage uses Mana drawn from an internal source, priests use Mana which comes from an external source. While the exact nature of deities may be open to philosophical debate, they function as powerful sources of mana which can be accessed through faith and ritual. The characteristic ZEA determines their capacity to hold mana (in the form of Piety Points(PP)) and their skills and special services performed for their god determine the rate at which they regenerate their mana. In most other aspects priestly spell casting is similar common forms of magic, though the type of spells which available to a priest is defined by the nature of his god. It should also be noticed that should a priest fall into disfavor and earn the wrath of his deity he can easily be stripped of most, if not all, of his power.

Mana and TAL also have some other specific functions. TAL determines to some degree a person's natural ability to sense concentrations of Mana and there are a number of special skills which can refine this natural sense, allowing a person to control and manipulate the flow of Mana in very special ways. These skills are not spells, but they can augment a mage's capabilities in some very important ways, including magical protection and detection.



III: MAGICAL SKILLS

For both mages and priests skills are of paramount importance in working magic. Skills determine how effective a spell is and how much mana a spell caster has to work with. In fact, spells are skills themselves, though they are treated rather differently in a later section. The skills on the accompanying list operate under the same general system as the skills found in *RoleCraft*, though they may have very special applications. For those skills which are duplicated in *RoleCraft* the more detailed descriptions given here should be used in play, not the sketchier descriptions previously provided. All of these skills should be learned with Learned Skill Points (LSP).

Skills break down into several basic groups. Some brief explanation of the major groups is provided in the following sections, including some special additional skills to be added to the general skill list from *RoleCraft*.

3.1: SPECIAL TECHNICAL SKILLS

Some of these skills are for addition to the general skill tables from *RoleCraft* and can be learned with Native Skill Points as indicated by the fact that they are numbered below 2000. A second group fall in the number range from 2111 to 2114 and from 2141 to 2143 are special technical skills relating to mana use which must be learned with Learned Skill Points. They are of general usefulness to mages and priests and should only be available to those in appropriate circumstances to have access to them.

3.2: SPELL CASTING SKILLS

These skills, numbered from 2121 to 2126 are required in order to cast a spell. Any serious spell casting character should know at least one of these skills, though if a character is casting a Charm he need not know any such skill and is assumed to be using Ritual (2122). These skills are essentially techniques of formulating and expressing spells so that they will have structure and produce the desired results. Each skill can only be used with certain spells, depending on the three letter classification of the spell, and additional SL with these skills will add to the character's effective Activity Points a set number of Spell Activity Points which function only in spell casting, essentially speeding up his casting of particular spells when using one of these skills. The benefits of Spell Casting Skills cannot be combined. Only one method may be employed at a time.

3.3: EMPOWERING SKILLS

No character absolutely needs to have one of these skills, but they can be very helpful. They are numbered from 2131 to 2136 and they act to lower the MPC of spells with which they are used down to no more than 50% of the original cost, with the exact reduction based on the number of SL which the character has. If a character knows no Empowering Skills he is assumed to be using Resonance (2134). Empowering Skills will only work with particular spells, depending on the three letter classification of the spell. Unlike Spell Casting Skills, the effects of Empowering Skills can often be combined, if all the conditions of the skills involved are met and the spell caster has levels in the skills he plans to use. For example, if a mage had hair from a person and made an image of him, he could employ both the skills Relative (2133) and Sympathy (2132) with combined effectiveness, though still limited to a total reduction of no more than 50% of the MPC.

3.4: ANIMAL AFFINITIES

These skills are of somewhat limited usefulness, specifically designed for the Beastmaster or Shaman

type character who is intimately involved with animals as part of his magic. The affinities operate in a number of spells to increase effectiveness or to allow them to work at all. In addition, SL with an affinity will add to SL of Relative, Contagion or Sympathy, assuming the character has some levels of one of those skills and they are being used on an affinity animal. The character can apply up to his total levels of an affinity in this way so long as the SL added do not exceed his original SL of the skill he is applying them to. Thus, to apply 5 SL of an affinity to Contagion the character must have 5 SL of Contagion to start with.

3.5: ARCANES LANGUAGE SKILLS

There are a number of special languages used primarily by mages and priests. These include secret languages developed for hidden conversation as well as ancient and archaic languages and the languages of extra-planal beings involved in some forms of magic. These languages are learned just like normal languages, have written forms where indicated and can be paid for with NSP or LSP. Some are of great value in certain kinds of magic.



CASPARI

SKILL LIST

1237:DEMONOLOGY CST:6 DIF:5 CHR:JUD/INT
Knowledge of the realms and types of demons. Sufficient specific knowledge to summon a variety of demons, the chance of knowing a name based on the skill table with an adjustment for the obscurity of the demon in question. Also knowledge of the powers and interests of specific demons and other spirits.

1285:ALCHEMY CST:7 DIF:5 CHR:JUD/INT
Knowledge of chemicals and their properties. Ability to identify substances and what they are capable of doing. Also knowledge of making compounds for specific non-magical purposes.

1311:MAGICAL RESEARCH CST:7 DIF:6 CHR:INT/JUD
Discovering the secrets of lost magics and inventing new applications of the basic principles of magic. May be necessary to advance within a magical guild or college. In addition, the chance of being able to research a specific spell from available libraries is found with the formula: $((\text{Area Urban Population}/10,000) \times \text{SL}) / (\text{CST} \times 10\%)$. Thus, in a city with a population of 50,000 and with 10SL of this skill a character would have a 30% chance of successfully researching a spell with a CST of 5. The 10% multiplier should be reduced by 3 if the character is an Apprentice and by 1 if he is a Journeyman. It should be reduced by 5 if the spell is from a list other than the one standard for the character's magical guild or college. It should be much more difficult to successfully discover wholly original spells and the GM should arbitrate such research carefully.

1312:HOLY MYSTERIES CST:7 DIF:6 CHR:INT/JUD
This skill is essentially similar to the previous skill, but for the use of magic using priests in acquiring new spells. The formula is the same, but can be adjusted additionally for the relative popularity of the church in question in that region, a better basis than gross population.

2111:DIVINE AID CST:5 DIF:7 CHR:ZEA/CHA
Allows the partial intervention of a character's deity in his use of priestly power. It allows the character to convert Deity Points (Deity Influence Points) to Piety Points at a rate of his Skill Level number of PP gained per DP converted.

2112:PRAYER CST:5 DIF:5 CHR:CHA/ZEA
Places the character in communion with his deity. More practically, each SL is added to ZEA when determining rate of Piety Point Regeneration as a result of prayer, this rate being equal to adjusted ZEA/3.

2113:ENHANCE WILL CST:6 DIF:5 CHR:WIL
Strengthens the will and mental strength of a character. Each SL adds directly to WIL when determining WIL Points and any WIL saves or percentile rolls, unless noted otherwise.

2114:MEMORIZATION CST:6 DIF:3 CHR:WIL
Learning and remembering data, DIF should be modified for the volume and complexity of material to be memorized. Memorization also comes into play in the use of Charms and in learning new spells. When casting a Charm (a spell thrown without benefit of spell-casting skills), each SL of Memorization adds 10 to the character's Base Magic Index prior to any modifications for multiple levels of the spell which are learned. In addition, the amount of time which it takes a character to learn a spell is equal to $(\text{Spell LSP Cost}) \times (100/\text{SL})$ Hours.

2121:MEDITATION CST:5 DIF:5 CHR:MAG
Casting magic through meditation upon the objectives of the spell, using only the mind. Each SL gives the character 3 Spell Activity Points, which can be used like AP, but only for spell casting, during each round while the skill is in use. It works only with those spells which have one of the letters ABCDEFGHIJQRS as the middle letter of their classification.

2122:RITUAL CST:5 DIF:5 CHR:MAG
Casting magic through complex gestures, movements and chants. A rather slow method of spell casting. Each SL gives the character 2 Spell Activity Points, which can be used like AP, but only for spell casting, during each round while the skill is in use. It works only with those spells which have one of the letters BCDEFGHIJKLMNOPQRS as the middle letter of their classification.

2123:SOMATIC CST:6 DIF:5 CHR:MAG
Casting magic through the use of special hand gestures and patterns. A particularly fast method of casting. Each SL gives the character 4 Spell Activity Points, which can be used like AP, but only for spell casting, during each round while the skill is in use. It works only with those spells which have one of the letters EFGIJKLMNOPQRS as the middle letter of their classification.

2124:SYMBOLIC CST:6 DIF:5 CHR:MAG
Casting magic through the use of drawn symbols, letters, patterns or runes. Each SL gives the character 4 Spell Activity Points, which can be used like AP, but only for spell casting, during each round while the skill is in use. It works only with those spells which have one of the letters CDEFGIJKLMNOPQRS as the middle letter of their classification.

2125:INCANTATION CST:5 DIF:5 CHR:MAG
Casting magic through the use of the voice in a recitation, chant or invocation of some sort. Each SL gives the character 3 Spell Activity Points, which can be used like AP, but only for spell casting, during each round while the skill is in use. It works only with those spells which have one of the letters DEFGHIJKLMNOPQRS as the middle letter of their classification.

2126:SINGING/VOICE CST:5 DIF:5 CHR:MAG
Casting magic through the use of the voice in song. Each SL gives the character 2 Spell Activity Points, which can be used like AP, but only for spell casting, during each round while the skill is in use. It works only with those spells which have one of the letters AEFCHIJKLMNOPQRS as the middle letter of their classification.

2131:CONTAGION CST:5 DIF:5 CHR:MAG
Focusing magical energy through a relationship of some sort of contagious contact between a place or thing and the target of the magic. The skill will only work if these conditions exist, but things can be contacted to varying degrees. These break down into three basic groups, those items used on a regular basis by the character over a long period of time, such as clothing or weapons (Class A), items used for an extended period, but not intended as permanent personal possessions, such as money or a letter (Class B), and items contacted only once and briefly by the character, such as a chair he sat in or a fork he used in a restaurant (Class C). When Contagion is used to cast a spell, it decreases the Mana Point Cost of the spell for that casting. The amount of the MPC reduction is equal to $(\text{SL} \times \text{Modifier})/100$, rounded down to the nearest whole number. This value is subtracted directly from the effective MPC of the spell. The MPC can never be reduced below half the original MPC. The modifier varies according to the Class of contagion which applies. For a Class A object the modifier is 45. For a Class B object the modifier is 40. For a Class C object the modifier is 35. Contagion only works with spells with one of the letters BCDEH as the last letter of their classification. The real catch here is that it is necessary to obtain a workable sample which has been in contact with the target, and this should take time and effort, as arbitrated by the GM.

2132:SYMPATHY CST:5 DIF:5 CHR:MAG
Focusing magic through the use of an image of the target which is in the control of the spell caster. The effectiveness of this spell depends to some degree on the skill of the character with an artistic skill which can be used in combination with it. When Sympathy is used to cast a spell, it decreases the Mana Point Cost of the spell for that casting. The amount of the MPC reduction is equal to $(\text{SL} \times \text{Modifier})/100$, rounded down to the nearest whole number. This value is subtracted directly from the effective MPC of the spell. The MPC can never be reduced below half the original MPC. The modifier used is equal to 20 plus any levels of either Painting (1242) or Sculpting (1243) which the character has. Only one skill counts at a time, but contributive levels gained from levels of the other skill or other related skills also count. This skill only works with those spells which have one of the letters BCDEH as the last letter of their classification. Of course, the real catch here is the time it takes to create an appropriate image, which should be determined by the GM, and the knowledge which the character has of his target. This can be, and should be, severely limiting.

2133:RELATIVE CST:5 DIF:5 CHR:MAG
Focusing magic through the use of some material which is part of the physical or spiritual form or essence of the target. Similar in concept to contagion, but more personal, more powerful, and more difficult to apply in many ways. The skill will only work if the caster of the spell uses some object which was part of the target's body at one time. For the purposes of power, materials used break down into two categories, those body parts which are regularly shed or materials normally excreted by the body, such as hair, fingernails or feces (Class B), and body parts and fluids not normally shed, but removed by extraordinary means, such as severed limbs, surgically removed organs, the ashes of the body, bones or blood (Class A). When Relative is used to cast a spell, it decreases the Mana Point Cost of the spell for that casting. The amount of the MPC reduction is equal to $(\text{SL} \times \text{Modifier})/100$, rounded down to the nearest whole number. This value is subtracted directly from the effective MPC of the spell. The MPC can never be reduced below half the original MPC. The modifier varies for the class of relativity involved. For Class A the modifier is 60. For Class B the modifier is 50. The real catch here is that it is necessary to obtain a piece of someone's body or his waste byproducts, something which may be difficult and arouse suspicion as well. Because of the strength of relative magic many people safeguard or destroy bodily leavings and excretions. It only works with spells with one of the letters BCDEH as the last letter of their classification.

2134:RESONANCE CST:6 DIF:5 CHR:MAG
Focusing magic through the fundamental resonant forces which unite all matter, a raw and expensive method. This is the most basic means of manipulating magical power and thus, rather inefficient. If a character is not using any of the three skills above, he is treated as using Resonance even if he has no skill with it. When Resonance is used to cast a spell, it decreases the Mana Point Cost of the spell for that casting. The amount of the MPC reduction is equal to $(\text{SL} \times \text{Modifier})/100$, rounded down to the nearest whole number. This value is subtracted directly from the effective MPC of the spell. The MPC can never be reduced below half the original MPC. The modifier for Resonance is $10 + (\text{TAL}/2)$, but the modifier is irrelevant if the character has no skill levels. The great advantage of Resonance is that it will work with any spell, regardless of the classification or function of the spell.

2135:COMPONENT CST:7 DIF:5 CHR:MAG
Focusing magical power through the use of powders, chemicals or other forms of concrete physical catalyst linked in some way to the target, subject or spell. For example, a sprinkling of gold dust might be used in transmutation, etc. When Component is used to cast a spell, it decreases the Mana Point Cost of the spell for that casting. The amount of the MPC reduction is equal to $(\text{SL} \times \text{Modifier})/100$, rounded down to the nearest whole number. This value is subtracted directly from the effective MPC of the spell. The MPC can never be reduced below half the original MPC. The modifier for Component is based on the substance which is used in the spell. Values range from 10 to 50, with an average of around 30. These values should be set by the GM on a logical basis depending on the type of spell, the source of the magic and the target involved. Component only works with spells classified with their last letter one of the group CDEFG. This is the primary skill for Alchemists.

2136:PLAYING CST:5 DIF:5 CHR:MAG
Focusing magic through the use of music and sound. This is a fairly specialized method of manipulating magical power. When Playing is used to cast a spell, it decreases the Mana Point Cost of the spell for that casting. The amount of the MPC reduction is equal to $(\text{SL} \times \text{Modifier})/100$, rounded down to the nearest whole number. This value is subtracted directly from the effective MPC of the spell. The MPC can never be reduced below half the original MPC. The modifier is equal to 20 plus the character's SL with the instrument he is using. This skill will only work with spells with the last letter of their classification A or F.

2141:MANA SHIELD CST:5 DIF:7 CHR:MAG
Allows the user to give himself limited protection against magic. He may reduce the effective number of MPC in any spell which is cast directly on his person by the number of SL of this skill which he has, with a parallel

reduction in the effectiveness of that spell. For each MP which he negates he must spend 1 MP. It will work with half effectiveness and full cost against spells cast with Piety Points instead of Mana Points.

2142:SHIELD OF FAITH CST:5 DIF:7 CHR:MAG
Operates in basically the same way as Mana Shield, allowing the user to negate spells of priestly or holy origin by negating up to his SL in PP from the attacking spell at a cost of 1 PP per PP negated. It will work with half effectiveness and full cost against Mana based spells.

2143:MANA VISION CST:5 DIF:7 CHR:TAL
Allows the caster to see Mana concentrations and patterns as if they were radiant light. He can tell intensity by how bright an area appears and can see patterns which Mana makes in an area. He can also identify the nature of magic to a limited degree by seeing the identifying colors of different types of magic as detailed in the section on the visible effects of magic, but in this case color identification will work with passive as well as active magic. If you use the Skill Application Table the percentage you determine there is the chance of recognizing the type of magic by color and figuring out the approximate MPC of a spell or number of MP concentrated in a specific locus.

2151:BOVINE/EQUINE AFF. CST:5 DIF:5 CHR:MAG
Gives the user an increased affinity for horses, cows and other hoofed animals. The immediate effect of this affinity is that it aids in a number of animal related spells, and that the number of SL of the affinity which the caster has add directly to his levels of Contagion, Relative or Sympathy when casting a spell on or involving an appropriate creature.

2152:CANINE/LUPINE AFF. CST:6 DIF:5 CHR:MAG
Gives the user an increased affinity for dogs, wolves and other related animals. The immediate effect of this affinity is that it aids in a number of animal related spells, and that the number of SL of the affinity which the caster has add directly to his levels of Contagion, Relative or Sympathy when casting a spell on or involving an appropriate creature.

2153:FELINE AFFINITY CST:7 DIF:5 CHR:MAG
Gives the user an increased affinity for all sorts of wild and domestic cat. The immediate effect of this affinity is that it aids in a number of animal related spells, and that the number of SL of the affinity which the caster has add directly to his levels of Contagion, Relative or Sympathy when casting a spell on or involving an appropriate creature.

2154:INSECT AFFINITY CST:5 DIF:5 CHR:MAG
Gives the user an increased affinity for insects, arthropods and other related creatures. The immediate effect of this affinity is that it aids in a number of animal related spells, and that the number of SL of the affinity which the caster has add directly to his levels of Contagion, Relative or Sympathy when casting a spell on or involving an appropriate creature.

2155:PISCAN AFFINITY CST:5 DIF:5 CHR:MAG
Gives the user an increased affinity for all manner of fish and swimming mammals. The immediate effect of this affinity is that it aids in a number of animal related spells, and that the number of SL of the affinity which the caster has add directly to his levels of Contagion, Relative or Sympathy when casting a spell on or involving an appropriate creature.

2156:RODENT AFFINITY CST:5 DIF:5 CHR:MAG
Gives the user an increased affinity for rats, mice, rabbits, bats and other rodents. The immediate effect of this affinity is that it aids in a number of animal related spells, and that the number of SL of the affinity which the caster has add directly to his levels of Contagion, Relative or Sympathy when casting a spell on or involving an appropriate creature.

2157:SAURIAN AFFINITY CST:8 DIF:5 CHR:MAG
Gives the user an increased affinity for snakes, lizards and other scaled or amphibian creatures. The immediate effect of this affinity is that it aids in a number of animal related spells, and that the number of SL of the affinity which the caster has add directly to his levels of Contagion, Relative or Sympathy when casting a spell on or involving an appropriate creature.

2158:SIMIAN AFFINITY CST:7 DIF:5 CHR:MAG
Gives the user an increased affinity for apes, monkeys and other non-human simians. The immediate effect of this affinity is that it aids in a number of animal related spells, and that the number of SL of the affinity which the caster has add directly to his levels of Contagion, Relative or Sympathy when casting a spell on or involving an appropriate creature.

2158:URSINE AFFINITY CST:5 DIF:5 CHR:MAG
Gives the user an increased affinity for bears and any related creatures. The immediate effect of this affinity is that it aids in a number of animal related spells, and that the number of SL of the affinity which the caster has add directly to his levels of Contagion, Relative or Sympathy when casting a spell on or involving an appropriate creature.

2211:HAND TARGETTING CST:3 DIF:5 CHR:MR
Used to increase Missile Rating with missile spells which can be fired from the hand of the caster. It functions like any other missile attack skill.

2212:OBJECT TARGETTING CST:5 DIF:5 CHR:MR
Used to increase Missile Rating with missile spells which are fired from a hand held object used by the caster. It functions like any other missile attack skill.

2213:GAZE TARGETTING CST:3 DIF:5 CHR:MR
Used to increase Missile Rating with missile spells which are fired from the eyes or gaze of the caster. It functions like any other missile attack skill.

2214:LOCUS TARGETTING CST:4 DIF:5 CHR:MR
Used to increase Missile Rating with missile spells which are fired from the general area or locus of the caster's body. It functions like any other missile attack skill.

4115:OCMEIC CST:7 DIF:5 CHR:INT
A secret written and spoken language used by priests and shamans of many of the Celtic deities and pantheons.

4127:VOELVIGA CST:7 DIF:5 CHR:INT
The secret language used by priests and shamans of many of the Norse and Germanic deities.

4137:OLD ETRUAN CST:7 DIF:5 CHR:INT
The original language of the Etruan Empire in which many ancient magical texts are written.

4161:SESETA CST:7 DIF:5 CHR:INT
The language of the priests and mages of Aegera, from whose ranks many of the priests of the Egyptian deities in Ptolemais are drawn.

4211:PANDAEOMIC CST:7 DIF:5 CHR:INT
The primary language of Hell and demonkind. It has a spoken and a written form and is very useful for those who deal with demons.

4211:DAEVIC CST:7 DIF:6 CHR:INT
The language of the Daeava and other elemental, quasi-demonic spirits associated with them.

4221:UVEZIJIE CST:8 DIF:5 CHR:INT
The common language of the Uvezich, Skraedja and Kaltuga demon races of the Great Abyss.

4231:GRAVE ARGOT CST:8 DIF:2 CHR:INT
A polyglot of a number of languages, only spoken, developed for use as a spoken among those undead who form a sub-society within human society.

4241:DOETHIAN CST:6 DIF:4 CHR:INT
The language of the Wrathlords and their descendants, the original inhabitants of Ysgarth prior to the human in-migration. Useful in some areas of magic and in communicating with many nature spirits which still use it as a shared language.

4242:TYLWEIDAR CST:6 DIF:4 CHR:INT
The common language of most of the Elvish races of Ysgarth, used in some forms of magic as well.

4243:VALEYAR CST:6 DIF:4 CHR:INT
The high magical tongue of the Elvish races of Ysgarth.

4251:OLD TONGUE CST:8 DIF:7 CHR:INT
The language of dragonkind, learnt by some humans for its very obscurity and for use in the practice of some forms of magic.

4311:HAND SPEACH CST:7 DIF:5 CHR:DEX/INT
A language of finger and hand symbols originally developed for use in noisy workshops and smithys and later adopted by Alchemists and other mages for private converse.



IV: THE SPELL

The primary method of using Mana is through the casting of spells. Spells are essentially formulae which take the raw Mana and apply its power to specific tasks. What spells can do is not limited by the expected laws of nature, but by a different set of laws altogether.

On the following pages you will find a detailed listing of spells. They are given a variety of attributes as well as a general description. The rest of this section of the text will give basic detail of what some of those attributes mean and in the next section specific mechanics will be provided for the casting of spells.

Remember that this is a combined list of both magical spells and priestly powers, so the distinction of just who a given spell is available to can be very important. There are ten basic characteristics of each spell. In the following section Activity Point Cost (APC) and Fatigue Point Cost (FPC) have been combined together because of their close relationship.

4.1: SPELL COST (CST)

This is the Learned Skill Point cost of the spell. This cost must be paid for each Skill Level with the spell. Cost can be reduced by Skill Benefits just as with any other skill, but it cannot be lowered below half the original cost. The CST also acts as a difficulty for the spell, with his effective Magic Index with the spell being equal to his Base Magic Index divided by the CST of the spell. Additional Skill Levels with the spell increase his effective magic index with a spell, acting as a multiplier to his Base Magic Index, essentially counterbalancing the CST of the spell if he gets enough SL. The final formula for MI with a spell is $(BM \times SL) / (CST \times CL)$. CL is Casting Level and is explained in the next section.

4.2: MANA POINT COST (MPC)

The Mana Point Cost (MPC) of a spell is the amount of Mana which that spell consumes to produce a desired effect. When a character casts a spell he subtracts the MPC from his total Mana Points. If he does not have enough MP to pay the cost the spell does not work and is considered to have been fumbled. MPC can be adjusted with Empowering Skills as mentioned in the previous section. The power of most spells can be increased by increasing the MPC. When a character spends the MPC of the spell a second time he is considered to be adding an additional Casting Level to the spell. This CL can be reflected as an increase of any of the characteristics of the spell, specifically RAN, DUR or DAM, or it can effect the Saving Throw (SAV) of the target by lowering it by 5% per CL. The CL can also be used to increase the number of targets the spell effects, with each CL adding 100% of the original number of people effected. The rate at which these characteristics increase is noted in the appropriate sections below. Note that increasing the CL reduces the MI in proportion because in the formula given in the previous section the CST of the spell is multiplied by the CL when determining the effective MI when casting that spell.

4.3: ACTIVITY & FATIGUE POINT COSTS (APC & FPC)

Casting spells takes time and is tiring, so in addition to the MPC a character must pay a Fatigue Point Cost (FPC). The FPC is determined from the time it takes to cast the spell as represented in the Activity Point Cost (APC) of that spell. The APC indicates how many AP the character must expend in order to complete that spell. He can spend them as slowly as he wants, but he must expend all of the AP required by the spell for it to work. If he breaks off a spell without completing it the spell will not work,

but he must still pay the MPC and FPC for it. Spell Activity Points (SAP) are added into his base AP when determining how long it takes to cast a spell. So, if a spell had an APC of 1000 and a character had 100 AP including SAP it would take him 10 Combat Rounds to cast, since he can spend his full AP every CR. FPC is based directly on APC. The FPC is equal to the APC/50. Every time 50 AP are spent one FP is also spent. When the spell has been completed this should total up to the full FPC of the spell. Some spells can be suspended over night and continued the next day. For this to be done the spell must have a classification with one of the letters EFGIKMNOPQRS as its middle letter and one of the letters CDE as its final letter. Such spells can be discontinued and then resumed later with the APC and FPC being paid is expended and the MPC being paid at the end of the casting. The target of the spell must be available for all phases of the casting.

4.4: SAVING THROW (SAV)

This indicates a characteristic on which the target of the spell gets to make a resistance or saving throw roll. This is a percentile die roll (1D100) and it generally has to be within three times the characteristic for that character to avoid the effects of the spell, though this can be modified by spending AP as noted later. Spells which have MIS listed as their SAV are missile spells where a roll to hit using a targetting skill and appropriate defensive skills of the target serves in place of a Saving Throw. Note that added CL with a spell can reduce the Saving Throw by 5 per CL. Not all spells have a Saving Throw, and if they do not then their effects are automatic if the conditions of the spell are met.

4.5: RANGE (RAN)

The range is the distance within which the spell is effective. In most cases this is linear distance within which the spell will effect a chosen target. In some cases it indicates a radius within which appropriate targets or all targets are effective. For some spells the letter 'R' after the RAN indicates that the spell has a radius effect. As a general rule, if the last letter of the Classification of the spell is 'A' then the RAN is a radius. All RAN values are in meters, except for 'S', which indicates that the spell effects only the caster, 'I' which means that the caster must touch his target and 'X' which shows that the range of the spell is unlimited. If the CL of a spell is increased each CL can increase the range by one increment. The increments of range are T/S, 1, 5, 10, 50, 100, 500, 1K (1000), 5K, 10K, 50K, 100K, X. Thus, a spell with a RAN of 5 at CL 1 could be thrown at CL 5 with a RAN of 500.

4.6: DURATION (DUR) AND DELAY (DEL)

Duration and Delay are important characteristics indicating how long the effects of a spell last and how long a delay there is before the spell takes effect after the casting is completed. These figures are expressed in standard time units of Combat Rounds (CR), Minutes (Mi), Hours (Ho), Days (Da), Weeks (We), Months (Mo) [Note that this is a 28 day lunar month], Seasons (Se), Years (Ye), Decades (De) and Centuries (Ce). In addition, some spells may have durations of 'I' when they take effect instantaneously on completion of the spell or 'X' when their effects are permanent or a change in the nature of the target. DEL works simply. Once a spell is completed the DEL period must pass before any effects of the spell begins. Some spells will have both a DEL and a DUR listed. All of the effects of a spell will last for the full DUR after which time the spell will cease to exist. When the CL of a spell is increased it can be used to increase the

DUR of a spell. When this is done increase is incremental as with RAN. The sequence of increments is: 1, 1CR, 1Mi, 10Mi, 1Ho, 12Ho, 1Da, 1We, 2We, 1Mo, 1Se, 1Ye, 1De, 1Ce, X. Thus, if a spell had a DUR of 1Mi at CL 1 and were cast at CL 5 it could have a DUR of 10a.

4.7: DAMAGE (DAM)

Many spells do damage of one sort or another. The number given under DAM is the maximum damage of that spell if it hits a target. Damage is broken down in several ways and most damage values will be followed by two letters. The first letter indicates the type of damage and the second indicates the locus of that damage. Types of damage are: Burn (B), Club (C), Edge (E), Point (P), Resistance (R) [Hit-Point like damage which must be overcome to break a barrier], Impact (I) [Damage which works primarily against structures], Defensive (D) [A reduction of damage done to the subject of the spell] and Healing (H). The second letter will be either 'O' for Overall damage or 'L' for Located damage, determining whether the damage effects the target in a specific area or is subtracted from his overall fund of Hit Points. When any of these is done to a target a roll is made to see the exact amount of damage. Two dice are rolled and unlike in normal combat, with magical damage the higher of the two dice is multiplied by ten and used as a percentage of the maximum damage to determine the actual damage done. There are no criticals with magical damage. The only exception to this is Defensive damage, which is not rolled, but is a straight reduction off of any damage of the type in question which is done to the target of the spell. Note that in some cases more specific specialized types of damage are noted under DAM. These are treated exactly as suggested in the spell description. If the CL of a spell is increased so is the damage. Damage increases at a constant rate, with each CL worth the original basic damage for the spell. Thus, if a spell did 6 damage at CL 1 it would do 30 at CL 5.

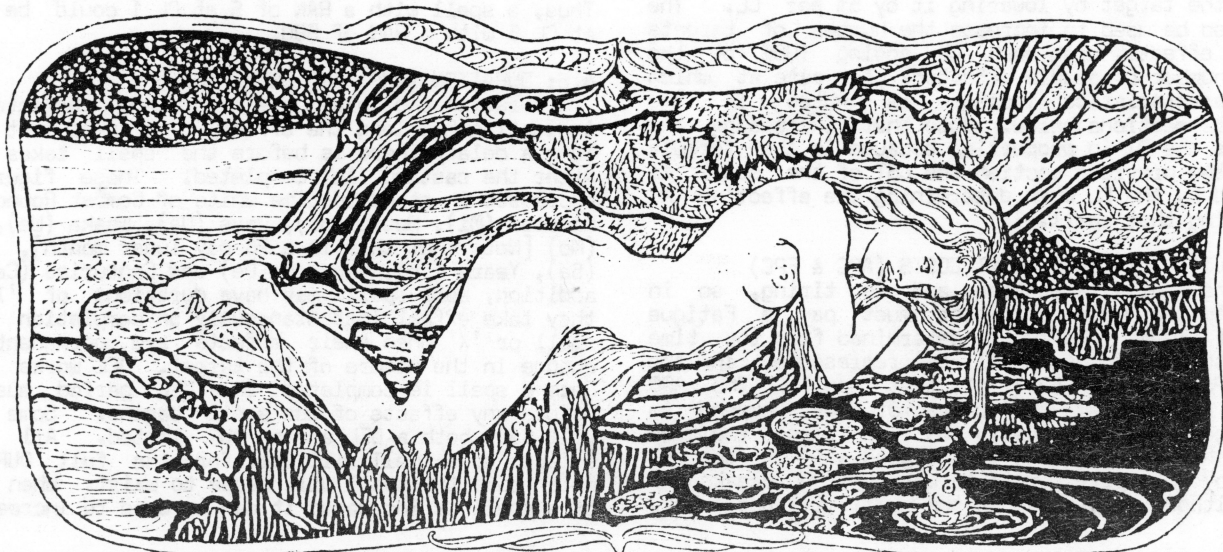
4.8: CLASSIFICATION (CLS)

Each spell has a three letter classification. This amounts to a very general description of the nature and function of the spell if you know what each of the letters means. It isn't necessary to know the exact significance of each of the letters, but they are useful in determining how spells relate to each other

and spell contribution (similar to skill contribution) which is explained in a later section. The first letter of the classification is the Medium, the materials with which the spell works. They are Spirit (A), Mental (B), Flesh (C), Matter (D), Liquid (E), Gas (F), Radiant Energy (G) and Non-Radiant Energy (H). The second letter of the classification is the effect, essentially defining what the spell does. They are Communication (A), Detection (B), Analysis (C), Location (D), Intensification (E), Protection (F), Repulsion (G), Attraction (H), Subdual (I), Command (J), Transport (K), Summon (L), Creation (M), Binding (N), Assimilation (O), Alteration (P), Healing (Q), Restoration (R) and Destruction (S). The third letter of the classification represents the targetting of the spell, indicating who or what area is effected. These are Entire Area (A), Specific Target (B), Target in Area (C), Substance (D), Self (E), Formation (F) and Missile (G). These single word definitions are not a comprehensive explanation of the meaning of each letter but they can serve as a guideline. For an example of how this works, look at a spell like Death Ray which is classified ASG, which would be Spirit-Destruction-Missile. In this example the connection is fairly clear, though in others broader interpretation may need to be applied.

4.9: GROUP (GRP)

The Grouping of a spell is to some degree a characteristic defined by the society. Listed under this heading are those magic using groups or specializations. The meanings of these groups is pretty clear from the types of spells which they have, but the importance of these specializations becomes clear later on in the restrictions on spell availability. Essentially spell casting characters are limited to those spells available from their teacher, a guild or a temple and these groupings are used to define what they would have access to. Some spells are available to more than one group and some are more restrictive. There are also a fair number of spells which might be available to groups other than those listed. The groupings are: AEromancer, ALchemist, ASSassin, BArd, BEastmaster, COnjuror, DArkmage, DIvine, ENchanter, GEomancer, HErbalist, HYdromancer, LIghtmage, MYstic, NEcromancer, PHysician, PRIest, PYromancer, RUnist, SHaman, SOrcerer, WArrior and WIzard. Other specializations are also possible and it is easy to derive your own spell groupings along these same lines.



SPELL LIST

Absolution/Wellbeing

CS1:5 MPC:7 APC:1200 FPC:24 SAV:WIL
RAN:1 DUR:10MI DAM:0 CLS:8PC GRP:PR

This makes the target feel well and whole after being afflicted by doubt or fear. It will remove the effects of spells such as Inspire Guilt or Fear of one form or another, or it can be used to increase the self-confidence of a person, raising his save against such effects and loss of morale by one increment for the duration (such as from WILX% to WILX4%).

Accelerate Growth

CS1:3 MPC:7 APC:1000 FPC:20 SAV:NA
RAN:10 DUR:10MI DAM:0 CLS:CECC GRP:

This causes plants to grow at an accelerated rate, going instantly from their normal size to twice normal size for the duration of the spell. It effects all plants within the radius of the range.

Acid Blast

CS1:3 MPC:8 APC:200 FPC:4 SAV:MIS
RAN:10 DUR:1 DAM:1000 CLS:EMG GRP:WI

This does overall damage to a single target by hitting him with a mist-like spray of acid from the caster's hands. It is treated as a missile attack but damage is not located.

Aetherial Projection

CS1:7 MPC:6 APC:300 FPC:6 SAV:NA
RAN:5 DUR:10MI DAM:0 CLS:COE GRP:MY

This projects the spirit of the caster into a spiritual state of half-existence, in which he can see and be seen (though he is transparent), but can pass through normal physical matter and cannot manipulate anything physical. In this state the character's physical body is subsumed into the spiritual form, which manifests characteristics of mind and spirit only. However, the body can still take damage from magical weapons, if those weapons are specifically enchanted to hit Aetherial or spirit forms, or if it seems in the nature of the item. In the same way, magical barriers and spells can effect the aetherial person.

Agelessness

CS1:14 MPC:17 APC:2000 FPC:40 SAV:NA
RAN:1 DUR:10YE DAM:0 CLS:CFD GRP:EN

This makes the subject immune to the effects of any aging within the duration of the spell. At the end of that time he receives the full impact of the years avoided in a period of hours equal to the number of years avoided. Thus, if a person were kept ageless for 50 years he would age 50 years in 50 hours, though if the spell is cast within that period it arrests the aging process at the point where it is cast, delaying further aging until it wears off again.

Aging

CS1:8 MPC:24 APC:3500 FPC:70 SAV:TAL
RAN:10 DUR:X DAM:20YE CLS:CEC GRP:

This causes the physiological age of a single living organism to be advanced by 20 years if a save is failed.

Analyze Curse

CS1:10 MPC:7 APC:3000 FPC:50 SAV:NA
RAN:10 DUR:1 DAM:0 CLS:ACD GRP:DI

Tells the caster the nature of any curses or magical afflictions on a person, place or object. Also gives some basic idea, within the knowledge limits of the caster, of how to deal with the problem.

Analyze Poison

CS1:6 MPC:7 APC:2500 FPC:50 SAV:NA
RAN:10 DUR:1 DAM:0 CLS:OCD GRP:DI

This informs the caster of the nature of any poisons in the system of the target, the type of poison and the best way to treat it, assuming that treatment is within the general skill expertise of the caster.

Animal Affinity

CS1:4 MPC:9 APC:450 FPC:9 SAV:WIL
RAN:1 DUR:1WE DAM:0 CLS:RMC GRP:BE

This effects a single animal of a type with which the character has an affinity. It makes that animal affable to the caster. It does not make the animal serve him, but it will aid and assist within reason and for mutual benefit and will not attack the caster.

Animate Corpse

CS1:14 MPC:11 APC:650 FPC:13 SAV:CON
RAN:1 DUR:1WE DAM:0 CLS:CJC GRP:NE

This gives movement to a man-sized corpse, making it capable of moving according to the instructions of the caster. It will not be able to make decisions or original actions, but will be able to carry out fairly complex series of commands and identify objects and objectives. The animant will normally be set to take verbal orders.

Animate Plant

CS1:5 MPC:7 APC:400 FPC:8 SAV:NA
RAN:10 DUR:1MI DAM:2CL CLS:CJD GRP:HE

This will increase the mobility of one plant of up to 1 Cubic Meter in volume (bush size). It

allows that plant to grasp or attack those coming near it, stretching out limbs to do so, but does not make it truly mobile or capable of free movement. The plant will be given approximately average human STR and OEX, but no real intelligence beyond the ability to follow the orders of the caster.

Annihilate Matter

CS1:13 MPC:18 APC:2400 FPC:48 SAV:NA
RAN:3 DUR:1 DAM:60I CLS:OSB GRP:WZ

This completely disintegrates non-living matter within a 3 cubic yard area, up to a total of 60 points of structural damage.

Anti-Detection Field

CS1:13 MPC:11 APC:1600 FPC:32 SAV:S
RAN:10 DUR:1Ho DAM:0 CLS:A/D GRP:DIWIEN

This protects all persons and objects within the given radius of the caster from being effected by any detection spell unless it is of increased CL. The locus of the spell moves with the caster should he move.

Anti-Teleport Field

CS1:12 MPC:12 APC:900 FPC:18 SAV:S
RAN:30 DUR:1Ho DAM:0 CLS:AND GRP:WI

This prevents the function of teleportation and similar transport spells classed AKD, AKE or AKF cast into or out of the radius of the spell. This radius is as given, and is fixed for the duration in the place where it is cast.

Armor of Righteousness

CS1:9 MPC:15 APC:500 FPC:12 SAV:NA
RAN:5 DUR:10 DAM:100R CLS:OFE GRP:PRWAEN

This protects the caster with a field of invisible force which raises his effective DR for the duration of the spell.

Assimilate with Earth

CS1:6 MPC:6 APC:300 FPC:6 SAV:NA
RAN:5 DUR:10MI DAM:0 CLS:OFE GRP:GE

This allows the caster to merge with earth matter, travelling through it fully assimilated with the matter at normal movement rate, though movement rate is halved in solid stone. And divided by four in metals.

Astral/Mental Projection

CS1:9 MPC:6 APC:240 FPC:5 SAV:NA
RAN:5 DUR:10MI DAM:NA CLS:BOE GRP:MYSH

This allows the caster to send his spirit out from his body up to the duration of the spell and within the distance that he could run in that period, though he loses no fatigue for running in that form. This spirit is invisible and cannot speak or affect the real world, but he can see and hear anything he encounters, as well as being able to pass through solid objects and pass over obstacles like water, as he is essentially levitating. The body remains behind at minimal body function, and if the body is slain the spirit is stuck in spirit form until it goes wherever it belongs. It is also theoretically possible to sever the connection between the spirit and the body in this condition by application of a weapon which can do damage to spirits and doing 2 times the body's total Hit Points in damage to the connecting chord. The spirit released by this spell consists of the Mental and Spiritual portions of the subject.

Attack Other Planes

CS1:6 MPC:8 APC:500 FPC:10 SAV:NA
RAN:5 DUR:10MI DAM:0 CLS:AFE GRP:EMMYWI

This allows a character to extend his physical presence into other half-planes of existence while remaining in the normal world, or in one of those half-worlds, such as the Spectral, Aetherial or Astral planes. It will allow him to see astral and aetherial beings, as well as being able to attack any beings in those planes or manipulate objects there. If he is in one of those planes, it allows him to effect the real world.

Attract Beast

CS1:5 MPC:14 APC:2500 FPC:50 SAV:WIL
RAN:10K DUR:1Ho DAM:0 CLS:CHC GRP:BE

This attracts any one creature within range of a type with which the caster has an affinity.

Attract Fish

CS1:4 MPC:6 APC:1100 FPC:22 SAV:WIL
RAN:100 DEL:10MI DAM:0 CLS:CHO GRP:HYBE

This attracts to the locus of the caster all of the fish of a specific type or just all available fish within the indicated radius, assuming that those fish can get to him by swimming. They will not jump out of the water into his boat, but they will swim into well placed nets, etc.

Auditory Illusion

CS1:6 MPC:9 APC:900 FPC:18 SAV:NA
RAN:3M(V) DUR:10MI DAM:NA CLS:RMA GRP:CO

This forms the auditory component of an illusion. It creates a sound or sequence of sounds programmed by the caster. In addition, with the Sensory Link spell it can be used to create sound on command at a distance and to receive sound input. Sounds can be of any nature or volume conceivable to the caster or part of his experience, with accuracy dependent on his memory and imagination.

Aurora

CS1:8 MPC:8 APC:70 FPC:2 SAV:NA
RAN:5 DUR:1MI DAM:60I CLS:GNE GRP:LM

This surrounds the caster in a glowing field of light, which does damage to anyone with whom he comes in direct physical contact. It continues to do damage for the length of the spell, but it only effects targets when they are within range of touch. Damage done is overall burn-type damage.

Aware Air

CS1:8 MPC:8 APC:400 FPC:8 SAV:NA
RAN:100 DUR:1MI DAM:0 CLS:RAA GRP:DI

This makes the caster aware of moving masses and creatures anywhere within the range given, even if they are obscured, hidden or invisible. It does not register masses or creatures less than 20lbs. Also, the range within which it works is not linear, but walking range, as in the distance the caster would have to actually walk to reach the source of the motion.

Babel

CS1:12 MPC:10 APC:1200 FPC:24 SAV:INT
RAN:10R DUR:10MI DAM:0 CLS:BPA GRP:PR

This spell works against all targets in a set area, causing them to be unable to understand the speech of anyone else they encounter for the duration of the spell and making their speech unintelligible to anyone else for that same duration. The only person who can understand them and speak to them is the caster of the spell. They sound as if they are speaking unknown foreign tongues.

Ball of Flame

CS1:4 MPC:8 APC:100 FPC:2 SAV:MIS
RAN:10 DUR:1CR DAM:6BS CLS:GMS GRP:PY

This fires a ball of coherent flame at a single target to do located damage if it hits. 75% of the total damage is done to the area hit. The remaining damage is taken equally in all of the areas immediately adjacent to the area hit. Thus, if the Right Chest were hit with 8 points of damage, it would take 6 and each of the adjacent areas would take 2. The attacker uses his MR with an appropriate targetting skill to determine if he hits against the target's DR not including Parrying skills.

Banishment

CS1:20 MPC:22 APC:1600 FPC:32 SAV:WIL
RAN:1 DUR:10YE DAM:0 CLS:AFB GRP:SO

This is for use against powerful beings of extra-planal origin, like demons and deities. If it is successful it bars that being from the world on which it is cast for the duration of the spell, so that he cannot enter that plane of existence until it runs out. It effects only beings who are naturally magical and who are not primarily mortal in nature.

Basilisk Gaze

CS1:12 MPC:11 APC:450 FPC:9 SAV:MIS
RAN:10 DUR:1Ho/I DAM:0 CLS:APG GRP:ENCE

This is a Gaze Targetting based missile attack. If it hits the target must make a 3xTAL% roll or be turned to fairly hard stone for the duration of the spell, returning to normal, still alive at the end of that duration.

Beam of Blackness

CS1:5 MPC:8 APC:170 FPC:4 SAV:MIS
RAN:30M DUR:1 DAM:6SL CLS:HMG GRP:DA

Fires a beam of dark energy at a single target doing located club type damage if it hits. Works with the Hand Targetting, Staff Targetting or Gaze Targetting skills.

Beam of Light

CS1:5 MPC:8 APC:100 FPC:2 SAV:MIS
RAN:30M DUR:1 DAM:6SL CLS:GMS GRP:LI

Fires a beam of light at a single target doing located point type damage if it hits. Works with the Hand Targetting, Staff Targetting or Eye Targetting skills.

Beastform

CS1:8 MPC:8 APC:550 FPC:11 SAV:NA
RAN:5 DUR:10MI DAM:0 CLS:CPE GRP:BE

This allows the caster to take the form of any animal with which he has an affinity of some sort, with all the abilities and characteristics of that type of animal, though retaining human intelligence, but no other human capabilities.

Beastspeech

CS1:3 MPC:6 APC:1100 FPC:22 SAV:WIL
RAN:10 DUR:1MI DAM:0 CLS:AAC GRP:BE

This allows the caster to speak with any number of animals of any one type with which he has an affinity, though it need not be the same type of creature every time it is cast, if the character has multiple affinities.

Bind Soul

CS1:8 MPC:15 APC:1100 FPC:22 SAV:S
RAN:10 DUR:1WE DAM:NA CLS:ANC GRP:MYNE

This spell binds a soul or other naturally generated spirit to a particular object or locus of the caster's choosing. Both spirit and caster must

be present at that locus. Note that the soul can only be bound if, at that time it is not bound to a body or any other place. If it is bound to something else it must be severed from that locus, even if willing. If it is unwilling and unbound it must be defeated in a Will Battle and forced into the new locus. If it is unwilling and bound, it must first be defeated in Will Battle, then Severed, then bound with this spell.

Binding Earth

CST:2 MPC:7 APC:400 FPC:8 SAV:AGI
RAN:10 DUR:10M DAM:0 CLS:DNC GRP:GE

This causes the earth around the feet of the character to rise up around his legs and hold him immobile if he fails to make a Dodge save. It can be broken if a STR roll is made, and such a roll can be made once per minute. The STR roll is modified for the type of earth available. Sand/Dirt has a roll of STRx4 to break free. Sandstone or other sedimentary stone has a roll of STRx3 to break free. Granite or other igneous rock has a STRx2 roll to break free. Marble, obsidian or other metamorphic rock has a STRx1 roll to break free.

Binding Light

CST:5 MPC:10 APC:240 FPC:5 SAV:MIS
RAN:10 DUR:10M DAM:0 CLS:DNC GRP:LI

Creates a ball of glowing energy which is fired at the target. If it hits it expands into glowing bands which engulf and immobilize the area hit and three adjacent areas in all directions. Constriction does no damage, but the bonds can only be broken on a STR roll on 10100.

Bladesharpen

CST:2 MPC:6 APC:900 FPC:18 SAV:NA
RAN:10 DUR:1M DAM:2EL CLS:DEC GRP:EN

This accentuates the natural qualities of a bladed weapon, making it sharper than it would normally be and increasing the Maximum Damage by the indicated amount for the duration of the spell.

Bleeding Death

CST:10 MPC:16 APC:1000 FPC:20 SAV:CON
RAN:10 DUR:1Ye DAM:5 CLS:CFB GRP:PHSH

This afflicts a single target with the equivalent of haemophilia. It essentially makes the target incapable of healing naturally or through normal medical means for the duration of the spell. When he takes wounds he will bleed normally but will not stop or heal as expected. He can be cured by magical healing at half effectiveness.

Bless Earth

CST:8 MPC:17 APC:700 FPC:14 SAV:NA
RAN:100 DUR:1Se DAM:10% CLS:DNA GRP:GESHPR
When cast on an area of land this will increase its fertility and its yield at harvest by 20%. It also gives it an equivalent amount of protection against natural disasters and crop failures.

Blight Plant

CST:5 MPC:10 APC:3000 FPC:60 SAV:NA
RAN:10 DUR:1 DAM:600 CLS:COC GRP:HESH
This causes a plant touched by the caster to wither and die. It does the equivalent of 6 points of damage to the plant, about enough to kill a small bush of 1 Cubic Meter in size. Higher Casting Levels would be needed for larger plants. Plants blighted turn brown and wither, losing their leaves and eventually dying. Damage from successive blightings is cumulative unless healed.

Body Awareness/Internal Analysis

CST:2 MPC:2 APC:80 FPC:2 SAV:NA
RAN:5 DEL:10M1 DAM:0 CLS:BEE GRP:MY
This increases a character's awareness of the status of his own body and internal systems. It will inform him of any diseases, disorders, imbalances or any other variations from normal health. While it will note the effects and presence of different disorders it will not identify causes or cures.

Bolt of Steel

CST:3 MPC:8 APC:240 FPC:5 SAV:MIS
RAN:30 DUR:1 DAM:6PL CLS:DMG GRP:GE

This creates a sharpened bolt of steel and fires it at a target, hopefully skewering him and doing located damage.

Bonding

CST:4 MPC:13 APC:800 FPC:16 SAV:NA
LEN:3/T DUR:1Se DAM:0 CLS:DNC GRP:EN
This binds together two touching surfaces over an area up to the length which the caster can trace with his finger up to the total length indicated. It requires a STRx(3/Meters Joined) roll to break the bond if both surfaces are of the same material, and a roll within twice that amount if the two surfaces are made of different materials.

Bonds of Darkness

CST:6 MPC:10 APC:480 FPC:10 SAV:MIS
RAN:10 DUR:10M1 DAM:0 CLS:HMC GRP:DA
Creates a ball of darkness which is fired at the target. If it hits it expands into black bands which engulf and immobilize the area hit and three

adjacent areas in all directions. Constriction does no damage, but the bonds can only be broken on a STR roll on 10100.

Bonds of Flame

CST:6 MPC:112 APC:300 FPC:6 SAV:MIS
RAN:10 DUR:1M1 DAM:6 CLS:GNC GRP:PY
This creates bonds of flaming matter which fly from the hands of the caster towards a target as a missile. On impact they spread apart, wrapping around that person, doing overall flame damage for the duration of the spell. The bonds can be broken if a 3xSTR roll is made, but in each round a break is attempted, even if it succeeds, the victim will take double damage.

Bonds of Power

CST:9 MPC:10 APC:80 FPC:2 SAV:MIS
RAN:10 DUR:10M1 DAM:0 CLS:HNG GRP:WI
Creates a field of pure energy which is fired at the target. If it hits it expands into invisible bands which engulf and immobilize the area hit and three adjacent areas in all directions. Constriction does no damage, but the bonds can only be broken on a STR roll on 10100.

Borrow Knowledge

CST:6 MPC:9 APC:1100 FPC:22 SAV:NA
RAN:10 DUR:1Ho DAM:20SP CLS:BMQ GRP:MY
This allows the caster to duplicate skills which he has seen a particular target use. He may give himself the indicated SP in any skill of the target he chooses, with no loss or damage to the source of that knowledge, with number of SP duplicated increasing with CL, up to a maximum of the SL of the target.

Break Bonds

CST:3 MPC:6 APC:300 FPC:6 SAV:NA
RAN:10 DUR:1 DAM:20I CLS:DOQ GRP:ENSHMA
This will break such rigid, manufactured bindings as manacles, chains and clamps, doing the indicated amount of damage. The resistance of such bindings is variable, but the typical well made manacle will have 30-50 Resistive HP.

Breathe Water

CST:5 MPC:6 APC:350 FPC:7 SAV:NA
RAN:5 DUR:10M1 DAM:0 CLS:EPE GRP:HY
This allows the caster to breathe water as if it were air, through his mouth, for the duration of the spell. While the spell is in force he will not be able to breathe normal air, capable only of breathing oxygen suspended in water. It can be cancelled at will by the caster.

Burial

CST:9 MPC:20 APC:3000 FPC:60 SAV:AGI
RAN:10 DUR:10M1 DAM:5 CLS:DOQ GRP:GE
This causes the ground to open up and swallow a single target, burying him 10ft beneath the surface for the duration of the spell. This may be a fatal effect, as the spell does damage from crushing and suffocation based on the type of earth present. For loose dirt/sand damage is 1 Point/CR. For sedimentary rock it is 2 Points/CR. For igneous rock it is 3 Points/CR. For metamorphic rock it is 4 Points/CR. Digging out is based on a STR roll made once per minute as described in the spell Binding Earth.

Call Flying Beast

CST:9 MPC:14 APC:2500 FPC:50 SAV:WIL
RAN:1K DUR:1Ho DAM:0 CLS:CHD GRP:BM
This will summon to the caster the nearest winged creature of sufficient size to bear him through the air, if such a beast is available within the range. It also initiates a will battle when the mount arrives, and if the caster wins that contest he will be able to control the mount for the duration of the spell, at which time the beast will leave without malice and he will regain half his Will Points lost in the contest. Note that the Will Ratings of flying beasts of this size vary wildly, from the low human range of 10 WIL or 50 WP (winged horses, rocs) to superhuman levels of as much as 30 or 40 WIL or 150-200 WP (Dragons, Ifrit).

Call Lightning

CST:13 MPC:18 APC:200 FPC:14 SAV:MIS
RAN:1000 DUR:1 DAM:20RL CLS:SGH GRP:AE
This spell will summon lightning from the sky to strike any target within range, rolled as a missile attack. The lightning bolt does overall damage to the target. It can only be cast if the weather is stormy. Damage can be modified up or down to adjust for the weather.

Call of the Wild

CST:13 MPC:11 APC:1850 FPC:39 SAV:WIL
RAN:10 DUR:1Ho DAM:0 CLS:BPQ GRP:BE
The target of this spell becomes convinced that he is an animal of a type specified by the caster. If the caster has affinity with that animal type the target will temporarily gain that affinity and the ability to communicate with that species, as well as some of their mental attributes.

Call Wind

CST:8 MPC:9 APC:500 FPC:10 SAV:AGI
RAN:30 DUR:10M1 DAM:200 CLS:FEA GRP:AE
This creates wind of up to 15mph per CL, blowing in a direction of the caster's choice for the duration of the spell. Increased CL add 15mph each to the wind speed, with parallel increase in the amount of damage done overall. Winds over 75mph can be classed as of hurricane force.

Call Storm

CST:14 MPC:17 APC:1800 FPC:36 SAV:NA
RAN:300K DUR:1Ho DAM:0 CLS:FHD GRP:AE
This will summon up the nearest available storm, drawing it at an accelerated rate to the locus of the caster. The size and nature of the storm will depend on what is actually available within range, and there will be a delay based on the distance to the storm and its size. The basic movement rate is 50kmph, but as little as half that if the storm is particularly large.

Camera/Image of Life

CST:14 MPC:9 APC:550 FPC:11 SAV:NA
RAN:10 DUR:1We DAM:0 CLS:8KF GRP:COEN
This creates an image on any magically neutral surface of any scene seen by the caster within the duration of the spell. The image is in full color as the caster saw it and lasts for the indicated duration or until he chooses to dispell it.

Cause Disease

CST:4 MPC:4 APC:1200 FPC:24 SAV:CON
RAN:10 DEL:1Ho DAM:10HD CLS:CQD GRP:SHPH
This afflicts a single target with a disease with which the caster is familiar. It creates all the symptoms and effects of the disease and will do up to the indicated amount of damage over the indicated period of delay if a CONx3 roll is failed. If the roll is made, damage is halved. Increased CL can increase the amount of damage done by the disease. Damage is to overall HP.

Cause Stygmata

CST:10 MPC:19 APC:4000 FPC:80 SAV:ZEA
RAN:10 DUR:1Ye DAM:10 CLS:CPC GRP:PRPHMY
This spell can be cast on any wound from any type of weapon. It causes the damage from that wound to be incurable for the duration of the spell. If any kind of healing is done, it will wear off down to the original damage at a rate equal to that character's normal rate of healing, essentially unhealing itself. All blood loss, pain and incapacitation is as would be expected for that wound until the spell wears off. Natural regeneration is also ineffective against it.

Cement/Material Binding

CST:5 MPC:18 APC:1100 FPC:22 SAV:NA
RAN:10 DUR:1X DAM:0 CLS:DNC GRP:ENGE
This will join together any two surfaces of the same material, providing they are brought together for the casting of the spell. They will be joined as if they were one whole unit. Though they must be of the same substance, they need not be from the same source, so wood from two different trees of the same species could be joined. The area of the surface to be joined can be no more than 1 square yard, in any configuration.

Cheap Death

CST:7 MPC:14 APC:4200 FPC:84 SAV:CON
RAN:10 DUR:1 DAM:5 CLS:CQC GRP:NE
This will kill a single target within range if he fails a CONx3 roll. It kills by scrambling vital organs, leaving bruise-like purple marks all over the outside of the corpse.

The Choking Tongue

CST:10 MPC:21 APC:700 FPC:14 SAV:CON
RAN:10 DUR:10M1 DAM:6CD CLS:CJB GRP:SHEN
This will cause a single target to swallow his own tongue and begin to choke, taking the indicated amount of overall damage each CR for the duration of the spell, possibly resulting in his death, if he fails the indicated CON roll. A choking character can be saved by someone with appropriate medical skills.

Circle of Binding

CST:12 MPC:10 APC:600 FPC:12 SAV:WIL
RAN:10 DUR:1M1 DAM:WIL CLS:ANF GRP:SH
This creates a circle of magical power which will contain and restrict the movements of spirits. It is specifically designed to work with natural spirits, such as elementals, djinni, dryads, sprites, etc. It will work with extra-planar spirits like demons and undead as well, but at half effectiveness. Its direct effect is to take the WIL of the caster and establish a containing barrier of Will Points equal to his WIL which the spirit must eliminate in order to escape.

Circle of Blades

CST:4 MPC:8 APC:1500 FPC:30 SAV:AGI
RAN:3 DUR:1M1 DAM:6EL CLS:DMF GRP:WZ
This creates a barrier of magically summoned steel blades around the caster. Anyone attempting to cross the barrier will take the indicated damage. If they make a successful save they may also cross the barrier, but if they fail they will be repulsed by it.

Circle of Flame
CST:9 MPC:9 APC:540 FPC:11 SAV:AGI
RAN:3R DUE:1Me DAM:1200 CLS:GWF GRP:PY

This creates an encircling wall of flame around the caster at the given radius. All who attempt to cross it for the duration of the spell take the indicated damage while crossing. If they make their 3xAGI% save, that is all that happens to them, but if they fail they take 10 points the round after passing through, then 8 points, then 6, then 4, then 2, as the flame which clings to them goes out.

Circle of Protection
CST:10 MPC:9 APC:1100 FPC:22 SAV:WIL
RAN:1 DUE:1Ml DAM:1090 CLS:AFF GRP:EN

This creates a protective barrier around the caster which keeps out entities whose existence is essentially based on magic or who are dependent on some form of magic to be present. Such entities crossing this barrier will take the indicated damage. They may then make a 3xWIL roll and if they make it they can cross. If they fail they are repulsed and may try again. This spell also works against pure magic, reducing the Mana Power of any spells crossing it (in either direction) by 5MP.

Circle of Thorns
CST:8 MPC:12 APC:1800 FPC:35 SAV:NA
RAN:10 DUE:10Ml DAM:20P CLS:DNF GRP:HE

This creates a circular barrier of thorns in a 10 meter radius around the caster with a height of 10M. The barrier cannot be seen through clearly, but one may break through it, taking the stated damage either as overall damage or as the same total of damage broken down into any number of separate attacks as the caster chooses, but adding up to the same total.

Circlevision/Eyes of Argus
CST:8 MPC:9 APC:360 FPC:8 SAV:NA
RAN:5 DUE:10Ml DAM:0 CLS:BEE GRP:DIWAAS

This magically enhances the vision of the caster, so that rather than seeing in the standard range of about 120 degrees he has full 360 degree vision, capable of seeing equally well to the front, to the rear and on all sides. There is no visible manifestation of this and when it is first cast the caster may have to take a few minutes to adjust to the expanded area of vision.

Claudiaudience
CST:13 MPC:14 APC:500 FPC:10 SAV:NA
RAN:100K DUE:1Ml DAM:0 CLS:RKB GRP:DIMY

This allows the caster to hear sounds and conversation taking place somewhere within range. Those sounds can be centered anywhere within a 10M radius of a person, object or specific place he is familiar with.

Claivoyance
CST:13 MPC:14 APC:500 FPC:10 SAV:NA
RAN:100K DUE:1Ml DAM:0 CLS:RKB GRP:DIMY

This allows the caster to see events happening elsewhere within range. Those events can be centered anywhere within a 10M radius of a person, object or specific place he is familiar with.

Cleansing
CST:9 MPC:9 APC:5000 FPC:100 SAV:NA
RAN:1 DUE:1X DAM:0 CLS:ANC GRP:ENSH

This will remove all non-physical traces of ownership or past possession from an object so that it will not function effectively as a tool in contagious magic. The effectiveness of the spell depends on how long it was possessed by its owner. Each CL will effectively negate about 1 week of ownership.

Clinging Flame
CST:3 MPC:6 APC:450 FPC:9 SAV:NA
RAN:1 DUE:1Ml DAM:8BL CLS:GMC GRP:ENPY

This creates flame which clings to a person or object, burning in place at constant damage for the duration. In addition, anything which comes into direct contact with the burning object takes the indicated damage each time it is touched. The flame cannot be extinguished or quenched by non-magical means.

Cloaking Darkness
CST:5 MPC:6 APC:900 FPC:18 SAV:NA
RAN:3R DUE:10Ml DAM:0 CLS:IMD GRP:DA

This completely covers one person in a light absorbing field of darkness so that he cannot be recognized in light save as a roughly human form of darkness, and in darkness or shadow he is next to invisible, spotted only on an Observe roll divided by 5 in full darkness or by 3 in shadow, modified for the situation.

Cloud of Darkness
CST:9 MPC:14 APC:1500 FPC:30 SAV:AGI
RAN:10 DUE:10Ml DAM:400 CLS:FMD GRP:DM

This creates a cloud of darkness which the caster can move around freely at normal walking movement within the stated range of wherever he happens to be or go. Everything within that cloud is obscured from without and from within the cloud

nothing inside or outside the cloud can be seen. In addition, anyone inside the cloud takes 4 points of overall damage each round that he is trapped in it. A 3xAGI% roll can be made to avoid being caught in the cloud, and once inside a 3xAGI% roll can be made each round to escape. Note that the cloud can be outrun by most characters.

Cloud of Dust
CST:5 MPC:10 APC:400 FPC:8 SAV:AGI
RAN:3 DUE:1Ml DAM:20AP CLS:DUJA GRP:GE

This creates a cloud of dust, movable by the caster at normal walking movement. Any who are caught within the cloud may make an AGI% roll to evade, or will take the stated amount of AP reduction each round that they are in the cloud.

Cloud of Light
CST:16 MPC:18 APC:1100 FPC:22 SAV:AGI
RAN:10 DUE:1Ml DAM:680 CLS:GWF GRP:LI

This creates a cloud of light, which the caster can move around freely at normal walking movement within the stated range of wherever he happens to be or go. Everything within that cloud is obscured from without and from within the cloud nothing inside or outside the cloud can be seen. In addition, anyone inside the cloud takes 6 points of overall damage each round that he is trapped in it. A 3xAGI% roll can be made to avoid being caught in the cloud, and once inside a 3xAGI% roll can be made each round to escape. Note that the cloud can be outrun by most characters.

Club of Crushing
CST:2 MPC:6 APC:900 FPC:18 SAV:NA
RAN:1 DUE:1Ml DAM:12CL CLS:OEC GRP:EN

When cast on a club type weapon this will increase its potential Maximum Damage by the indicated amount for the duration of the spell. The bearer of the weapon still needs to hit with it to do damage.

Combustion
CST:17 MPC:18 APC:550 FPC:11 SAV:NA
RAN:10 DUE:1Ml DAM:680 CLS:GMD GRP:PY

This will cause a single target within range to burst into flame with no obvious connection to the caster, taking the indicated damage each CR for the duration of the spell.

Command Wind
CST:4 MPC:9 APC:300 FPC:6 SAV:NA
RAN:100 DUE:10Ml DAM:0 CLS:FJC GRP:AE

This allows the caster to alter the direction and orientation of an existing wind by one compass point (North to East, for example), for the duration of the spell. Wind speed and effects remain constant.

Communing
CST:17 MPC:18 APC:1600 FPC:32 SAV:NA
RAN:5 DUE:10Ml DAM:0 CLS:AAB GRP:PR

This allows the caster to speak to his god or to servants of his god who may be listening on his behalf. It does not compel the entity conferred with to do anything at all, but each casting will allow the character to ask one yes or no question, which the GM should probably answer correctly if it is in the interests and ability of the being in question. A more elaborate answer can be given if it is in the interests of the deity.

Conjure Beast
CST:11 MPC:29 APC:4350 FPC:87 SAV:WIL
RAN:100K DUE:1X DAM:0 CLS:CLB GRP:BE

This summons an animal of a type with which the caster has an affinity, if it is within range, summoning the nearest specimen or a specific specimen, and transporting it to the caster directly and instantaneously.

Consecrate Object
CST:13 MPC:27 APC:1900 FPC:38 SAV:ZEA
RAN:1 DUE:1Ml DAM:1080 CLS:ANC GRP:PR

This renders one object or person holy for the duration of the spell. Anyone who does not worship the deity of the priest casting the spell who touches the consecrated being or object will take the indicated damage each time he touches it, unless he can make a ZEA save. This does not apply if a consecrated being touches someone else voluntarily.

Consecration
CST:9 MPC:18 APC:1300 FPC:26 SAV:ZEA
RAN:1 DUE:1Ye DAM:2080 CLS:ANC GRP:PR

When cast on a specific place or object of up to 1 meter in area this spell makes that locus holy to those of a particular faith and will do the indicated amount of damage to anyone entering that area or touching that object if they are of a faith or persuasion which is inimical to the faith of the caster and the spell. The damage is overall damage and if the victim makes a ZEA% roll he takes only half damage. The caster defines the breadth of definition of what is a hostile faith when he casts the spell. In addition to the damage the miscreant will drop the holy object. In addition to the damage, the holy object will give a good feeling to those of the faith of the caster, but will not necessarily do anything concrete or specific, except to increase his effectiveness with appropriate spells and prayer by 5% per CL.

Control Beast
CST:4 MPC:9 APC:450 FPC:9 SAV:WIL
RAN:10 DUE:10Ml DAM:WIL CLS:BJC GRP:BE

This initiates a standard will battle between the caster and a target animal with which he has an affinity. His WIL is treated as being his WIL plus his levels of Will Enhancement and that affinity. Animal WILs cover a full range, roughly equal in most cases to 2x the cost per SL of the affinity for that breed.

Control Dreams
CST:10 MPC:12 APC:600 FPC:12 SAV:TAL
RAN:3K DUE:1 DAM:0 CLS:BJD GRP:MY

This spell can be cast on any target with whom the caster is familiar who is within the range, even if they are out of sight. The caster can shape any dream image he wishes, within the limits of his imagination and implant it in the mind of the target so that he experiences the dream. Such a dream can be prophetic, terrifying or of any other nature, and it can be programmed to wake the victim up and cause him to lose up to 6 hours of sleep minus 1 hour for each 5 points of WIL the victim has. It can also be combined with other appropriate spells like Dreamkiller.

Control/Alter Weather
CST:14 MPC:10 APC:360 FPC:7 SAV:NA
RAN:300 DUE:10Ml DAM:0 CLS:FJC GRP:AE

This gives the caster a basic control over weather. It essentially allows complete control over a small shower or light wind of about 15mph, but limited control over larger weather conditions unless cast at a higher CL. Treat a 15mph wind as 1st ranking, and add 1 to the ranking for each 30mph over that, and divide the MI for controlling the weather by the rank of the wind. For rain storms approximate an equivalent rank based on volume. Control of the weather means that the wind or volume of rain can be increased by up to one rank per CL, and the direction of wind can be altered by up to one compass point per CL (North to East, etc.). Maneuverability of the summoned storm is as noted above.

Conversion
CST:11 MPC:12 APC:1000 FPC:20 SAV:ZEA
RAN:1 DUE:1We DAM:1ZEA CLS:BPB GRP:PR

This convinces a single target that he would love to join your religion, whatever it may be and whatever his prior religious convictions, though it will eventually wear off. It does this by effectively reducing his ZEA one point per CL, with no normal saving roll. All ZEA points eliminated in this way become ZEA points devoted to the god he is being converted to, except for acquired points of ZEA. His ZEA returns to normal at a rate of 1 point per week per point of ZEA which remains unconverted, starting at the end of a week. If he has no points of ZEA left, he will still remember his prior faith, but think that he was in error and remain in his new faith.

Create Air
CST:6 MPC:10 APC:1100 FPC:22 SAV:NA
RAN:1 DUE:1X DAM:0 CLS:FMD GRP:AE

This creates a volume of new, untainted, breathable air totalling 1 Cubic Meter, lasting until it dissipates.

Create Catalyst
CST:14 MPC:14 APC:1000 FPC:20 SAV:NA
RAN:1 DUE:1Mo DAM:0 CLS:AND GRP:AL

This binds another spell to a specific appropriate substance, generally a powder, for the duration of the spell so that when that substance is used properly as defined by the caster of this spell (burnt, sprinkled, etc.) it will release the power of the spell which was bound to it. It works with spells which have the middle letter LNMOP and last letter BCDE so long as the range is less than 10M.

Create Device
CST:14 MPC:14 APC:1000 FPC:20 SAV:NA
RAN:1 DUE:1Mo DAM:0 CLS:AND GRP:ALEN

This binds another spell to a specific appropriate substance, usually a component in a device of some sort, for the duration of the spell so that when that substance is used properly as defined by the caster of this spell it will release the power of the spell bound to it. It works with spells having the middle letter BCD and last letter BCDE so long as range is less than 10M.

Create Food
CST:6 MPC:16 APC:2800 FPC:56 SAV:NA
RAN:1 DUE:1X DAM:0 CLS:FMD GRP:PRSH

This creates enough edible food to keep one persona alive for one day, though the food created is bland and not particularly tasty.

Create Light
CST:2 MPC:4 APC:300 FPC:6 SAV:NA
RAN:1 DUE:10Ml DAM:0 CLS:GMC GRP:LI

This creates a glowing area of light about 6 inches in diameter on any non-living surface touched. It will give off enough light to create the equivalent of the light of one torch.

Create Matrix/Pseudosoul

CS1:4 MPC:12 APC:2600 FPC:52 SAV:NA
RAN:1 DUR:1We DAM:NA CLS:AMC GRP:EN

This creates a magical matrix, cast on a particular object or living creature. It essentially creates the artificial equivalent of a soul, at least for magical purposes, creating a field which will hold mana and the imprint of spells thrown on it, so that the mana can be expended or spells released with appropriate other spells. The matrix created in this way will have the capacity to hold up to 10MP in the form of raw mana or mana with a spell imprinted on it.

Create Mist/Fog

CS1:9 MPC:12 APC:1100 FPC:22 SAV:AGI
RAN:10 DUR:1M1 DAM:20AP CLS:FMM GRP:HYAE

This creates a bank of mist, movable by the caster at normal walking movement. Any who are caught within the mist may make an AGI:3% roll to evade, or will take the stated amount of AP reduction each round that they are in the cloud.

Create Unguent or Potion

CS1:14 MPC:14 APC:1000 FPC:20 SAV:NA
RAN:1 DUR:1Mo DAM:0 CLS:AND GRP:AL

This binds another spell to a specific appropriate substance, usually a liquid of some sort, for the duration of the spell so that when that substance is used properly as defined by the caster of this spell (rubbed on the skin, drunk, etc.) it will release the power of the spell which was bound to it. It works with spells which have the middle letter EFGHIJKQRS and last letter BCDE so long as their range is I or less.

Create Water

CS1:4 MPC:10 APC:1450 FPC:29 SAV:NA
RAN:1 DUR:1X DAM:0 CLS:EMD GRP:AE

This creates 1CuM of clean, drinkable water which lasts until it evaporates.

Crumbling/Corrosion

CS1:2 MPC:4 APC:1000 FPC:20 SAV:NA
RAN:1 DUR:1 DAM:6I CLS:DSC GRP:GE

This causes any non-living, non-organic material within range to take damage as indicated from corrosion or crumbling.

Cure Disease

CS1:3 MPC:4 APC:600 FPC:12 SAV:NA
RAN:1 DUR:1X DAM:6H CLS:COC GRP:PH

This cures a single disease for a single target. It will work on almost any disease of natural origin, but the caster must specify the disease to be cured, and it will only work if he has diagnosed the disease correctly. Note that it cures 6 points of damage, so if the disease in question is more potent, has done or will do more damage, the CL will have to be increased.

Cure Hide

CS1:2 MPC:18 APC:1600 FPC:32 SAV:NA
RAN:1 DUR:1X DAM:0 CLS:DIC GRP:ISH

This converts raw animal pelts into cured leather to the caster's specifications. The spell effects a surface area of pelt equal to one square yard. It will not work on a living animal.

Cure Paralysis

CS1:8 MPC:11 APC:5000 FPC:100 SAV:NA
RAN:1 DUR:1X DAM:20H CLS:CRC GRP:PH

This cures damage to the spine which is represented as a 'P' result or Paralysis on the damage chart. It will restore that damage to just under the number of points of damage which yield that result.

Curse

CS1:27 MPC:25 APC:4500 FPC:90 SAV:ZEA
RAN:1K DUR:1Ye DAM:5 CLS:AQB GRP:PR

This allows the caster to afflict a single person with any of a number of horrible maladies for the duration of the spell. These include wounds which never heal, loss of characteristic points, increase in chance of fumbling, decrease in chance of hitting or other more vague effects to be negotiated with the GM. No damage or disease caused can be for more than 18 points of total MD. No percentage alteration can be for more than 9%. No alteration to characteristics can be for more than 3 points, nor can fumble percentage be increased more than 3 points. All of these can be increased with increased CLs, and are good guidelines for GM adjustment of the effects. Effects can be mixed and made artistic. There is a delay before the spell takes effect of one week.

Cure Earth

CS1:16 MPC:22 APC:4400 FPC:88 SAV:NA
RAN:100 DUR:1Ye CAP:20% CLS:DOA GRP:SHHE

This blights an area of land up to the given radius, reducing all harvests from that land by the indicated amount for the duration and increasing the chance of that land being stricken by natural disasters by the same factor.

Cyclone

CS1:17 MPC:17 APC:500 FPC:10 SAV:AGI
RAN:30 DUR:10M1 DAM:6C0 CLS:FJF GRP:AE

This creates a cyclone of limited size and duration which moves under the control of the caster doing damage to all those within its area if the caster directs it at them and they fail their evasion roll, which they may attempt each round.

Dangersense

CS1:10 MPC:10 APC:700 FPC:14 SAV:NA
RAN:100 DUR:10M1 DAM:0 CLS:BBD GRP:DI

This informs the caster of any forthcoming danger for the duration of the spell. The source of the danger is not specified, though awareness intensifies with proximity. Danger can be sensed up to 10 minutes in advance, from a source up to 100 meters away.

Deafening Blast

CS1:8 MPC:10 APC:500 FPC:10 SAV:TAL
RAN:10/1K DUR:1H/1C DAM:0 CLS:GMA GRP:CD

If characters within the first range indicated fail their save they are deafened for the first duration given. Characters outside of that area but within the second range indicated hear a loud, blasting tone which lasts for 1CR.

Death Ray

CS1:11 MPC:7 APC:400 FPC:8 SAV:MIS
RAN:10 DUR:1 DAM:0 CLS:ASG GRP:ME

This fires a ray of darkness from the finger of the caster, as a missile attack against a specific target. If it hits, the target must make a CON:3% roll or die on the spot.

Defilement

CS1:9 MPC:18 APC:1300 FPC:26 SAV:ZEA
RAN:1 DUR:1Ye DAM:20B0 CLS:ANC GRP:PR

When cast on a specific place or object of up to 1 meter in area this spell makes that place anathema to the touch of anyone who is of the same faith as the caster, which can be defined as broadly or specifically as he chooses. The effect of the spell is to do the stated damage to anyone who touches the object the moment he touches it, as overall damage, with the AP damage treated as club damage. If the person who takes the object makes a ZEA:3% roll he takes half damage, but if he does not roll within ZEA% on that roll he will drop the defiled object, and will face the same damage should he attempt to pick it up again.

Defoliation

CS1:7 MPC:7 APC:1400 FPC:28 SAV:NA
RAN:30 DEL:10M1 DAM:5 CLS:CQA GRP:HESH

This kills all vegetation in the indicated radius. It does not remove the dead husks, however.

Dehydration

CS1:15 MPC:15 APC:3200 FPC:64 SAV:CON
RAN:30 DUR:1 DAM:6B0 CLS:ES0 GRP:HY

This reduces the amount water level of everything within the radius of the spell. For everyone in range, it does the stated damage, unless a CON:3% roll is made to halve the damage. Otherwise, it has the effect of lowering the water level of free water by up to 1 Cubic Meter.

Detect Curse

CS1:5 MPC:4 APC:500 FPC:10 SAV:NA
RAN:10 DUR:1 DAM:0 CLS:ABD GRP:DI

This will inform the caster if there is a curse of some sort affecting any target within the range of the spell, or operating in the general area in question. It does not tell the nature of the curse or how to deal with it. It will not tell the specific locus of the curse unless the caster is touching that locus in the casting of the spell.

Detect Enmity

CS1:7 MPC:7 APC:500 FPC:10 SAV:NA
RAN:10 DUR:1 DAM:0 CLS:BBD GRP:DI

This will inform the caster if any being within the radius of the spell is inimical to him. However, it will not give such information for a specific target unless the caster touches that target on casting the spell.

Detect Illusion

CS1:5 MPC:4 APC:500 FPC:10 SAV:NA
RAN:10 DUR:1 DAM:0 CLS:ABD GRP:DI

When cast on a specific target within range, this will inform the caster if that target is reality or illusion.

Detect Impurity

CS1:3 MPC:4 APC:240 FPC:5 SAV:NA
RAN:10 DUR:1 DAM:0 CLS:BBD GRP:DI

When cast on a specific substance within range this will inform the caster if there is any impurity in that quantity of the substance, based on the caster's own awareness of the proper make-up of that substance. It will not tell him the nature of the impurity and gives only a rough idea of the amount of impurity.

Detect Invisible

CS1:5 MPC:4 APC:500 FPC:10 SAV:NA
RAN:10 DUR:1 DAM:0 CLS:ABD GRP:DI

When cast in an area, this will inform the caster if there is any material object of being within that area which is concealed from normal, non-magical vision by invisibility or some other magical obscurement. It will not give the specific location or description of the invisible thing.

Detect Magic

CS1:5 MPC:4 APC:300 FPC:6 SAV:S
RAN:10 DUR:1 DAM:0 CLS:ABA GRP:DIEN

This will inform the caster if there is magic present within the radius of the spell, and give a vague feel for the intensity of the concentration of magic in that area. It can also be directed at a specific target or area within the given range.

Detect Poison

CS1:3 MPC:4 APC:240 FPC:5 SAV:NA
RAN:10 DUR:1 DAM:0 CLS:BBD GRP:DI

This will inform the caster if a person has poison in their system or if a substance it is used on contains material hazardous to human health.

Detect Possession

CS1:7 MPC:7 APC:500 FPC:10 SAV:NA
RAN:10 DUR:1 DAM:0 CLS:BBD GRP:DI

This will inform the caster if a specific being on whom it is cast is possessed by a spirit other than the one which is native to that body.

Detect Verity

CS1:10 MPC:10 APC:700 FPC:14 SAV:NA
RAN:10 DUR:10M1 DAM:0 CLS:BBD GRP:DI

This allows the caster to know whether statements made to him during the duration of the spell are true or false. It is not sophisticated enough to detect skillfully constructed half-truths or misleading statements.

Dharma Vision

CS1:10 MPC:7 APC:3000 FPC:60 SAV:ZEA
RAN:10 DUR:1 DAM:0 CLS:ACD GRP:PYPR

This allows the caster to see the Dharma level of someone he looks at. He will see their OP as an aura, letting him judge the approximate number of positive or negative OP.

Diagnose Disease

CS1:4 MPC:4 APC:1700 FPC:34 SAV:NA
RAN:1 DUR:1 DAM:0 CLS:COC GRP:PH

This will inform the caster of any diseases which are affecting a particular target when it is cast. It will not tell him how to cure those diseases or their symptoms, and it is up to his skills to determine the best course of action.

Diffraction Wall

CS1:7 MPC:7 APC:420 FPC:9 SAV:S
RAN:10 DUR:10M1 DAM:5 CLS:GWF GRP:WTLI

This creates an invisible wall which has the effect of breaking light down into its component spectroscopic elements. The wall is 10 meters square, and is particularly effective in eliminating all forms of light beams or other light attacks which pass through it. It is particularly devastating against the spell Light Beam Transport.

Disenchantment/Negate Magic

CS1:10 MPC:12 APC:2000 FPC:40 SAV:S
RAN:1 DUR:1X DAM:0 CLS:AOC GRP:EN

This negates magic on an object or in an area, eliminating spells or powers of up to 6 Mana Points in cost. Anything of a greater level of power will be reduced in power by that same amount, with parallel reduction in effectiveness.

Disfigurement

CS1:7 MPC:14 APC:3000 FPC:60 SAV:TAL
RAN:10 DUR:1X DAM:-1APP CLS:CPC GRP:PHSHEN

This will reduce the Appearance of a single target by 1 point per CL until removed or compensated for in some way.

Disintegrating Bolt

CS1:21 MPC:14 APC:500 FPC:10 SAV:MIS
RAN:10 DUR:1 DAM:20EL CLS:ASG GRP:WI

This fires a bolt of supernatural force which disintegrates any area of the body hit, doing 20pts of damage or completely eliminating any body area which has less than 20% of the total overall HP, whichever is worse. Thus, in the limbs or head it is quite a bit more serious than if it hits in the torso.

Dismissal

CS1:9 MPC:8 APC:500 FPC:10 SAV:NA
RAN:10 DUR:1 DAM:0 CLS:AKB GRP:SOME

This causes a summoned spirit to return to his plane or state of origin. If the spirit wishes to remain it must initiate and win a Will Battle.

Dispersal
CST:20 MPC:18 APC:3200 FPC:64 SAV:NA
RAN:10 DUR:1Yr DAM:2WIL CLS:AQB GRP:SO
This works on a summoned spirit. It does the indicated amount of WIL damage, and if its WP are reduced to 0 through the use of this spell, instead of being will dominated or subdued, the spirit will be broken up and spread throughout the planes, requiring the indicated duration before it can reassemble itself.

Dissent
CST:8 MPC:10 APC:320 FPC:7 SAV:JUD
RAN:10R DUR:10M1 DAM:0 CLS:8JA GRP:PR
This causes all persons within the radius of the spell to become quarrelsome, as if they had some sort of serious argument with those who are regularly their comrades. It starts to work as an argument, and then should escalate to blows for the final third of the duration. The victims are irrational, and will also quarrel with those who are not effected.

Dream Sending
CST:5 MPC:7 APC:1500 FPC:30 SAV:NA
RAN:5 DUR:1H DAM:5 CLS:AM0 GRP:SH
This allows the caster to create a supernatural surrogate who travels in the world of dream, seeks out a specific target and destroys it. The creature thus created has its physical existence only in the dream world, and its attributes are determined by the caster based on his own WP, which are used to create it. It will attack anyone it is sent after, in their dream form (see Dream Walking) or through their surrogate. If the Dream Sending is slain it will kill the caster, and any damage it takes is taken as SP damage by the caster. The costs to create the creature are the same as those for Manifest Will Combat.

Dreamslaying
CST:19 MPC:16 APC:1700 FPC:34 SAV:NA
RAN:1000 DEL:1H DAM:0 CLS:8SS GRP:MY
This spell afflicts a specific target who is asleep and dreaming, slaying him if he fails to make a WILx2% roll. It will work on any target within range, providing he is asleep at the time.

Dream Walking
CST:11 MPC:7 APC:250 FPC:5 SAV:NA
RAN:5 DUR:1H DAM:5 CLS:AKE GRP:SH
This allows the caster to enter the dream world in his own form. However, all of the stats of the dream form of the person are adjusted for his WP. All stats are WP% of their normal real-world values.

Drench
CST:2 MPC:9 APC:200 FPC:4 SAV:AGI
RAN:10 DUR:1 DAM:150AP CLS:ELC GRP:HY
This creates a 1 cubic meter volume of water which it hurls at a specific target doing the indicated amount of AP damage when it hits.

Dust Storm
CST:5 MPC:10 APC:400 FPC:8 SAV:AGI
RAN:3M DUR:1M1 DAM:4R0 CLS:0JA GRP:GE
This creates a storm of dust, movable by the caster at normal walking movement. Any who are caught within the cloud may make an AGIX3% roll to evade, or will take the stated amount of overall damage each round they are in the cloud.

Earthquake
CST:6 MPC:13 APC:500 FPC:10 SAV:AGI
RAN:1K DUR:1M1 DAM:610 CLS:0JA GRP:GE
This causes the ground to shake furiously. All those in the radius effected must make a save or they will take the indicated damage overall at the start of the effect and a maximum of 100AP per CR of the quake, diminishing by 10 per subsequent round after the first.

Earthvision
CST:5 MPC:12 APC:600 FPC:12 SAV:NA
RAN:10K DUR:1M1 DAM:0 CLS:DAE GRP:GE
This allows the caster to gaze into an area of earth and see as if he were looking out of any piece of the same mineral within range. If the piece he is looking into is part of a continuous vein of the same mineral he can also hear what transpires. The range of vision out of the stone is only 10 meters with any accuracy.

Elemental Shield: Energy
CST:15 MPC:12 APC:500 FPC:10 SAV:NA
RAN:10 DUR:10M1 DAM:60 CLS:GFA GRP:ENPY
This will protect all within the indicated area from radiant energy based elemental magic attacks, such as fire, light and electricity. It reduces the damage of all such effects by the indicated amount without a roll being made.

Elemental Shield: Gas
CST:12 MPC:12 APC:900 FPC:18 SAV:NA
RAN:10 DUR:10M1 DAM:60 CLS:FFA GRP:ENAE
This will protect all within the indicated area from gas based elemental magic attacks, such as wind and poison gas. It reduces the damage of all such effects by the indicated amount without a roll being made.

Elemental Shield: Liquid
CST:9 MPC:12 APC:900 FPC:18 SAV:NA
RAN:10 DUR:10M1 DAM:60 CLS:EFA GRP:ENHY
This will protect all within the indicated area from liquid based elemental magic attacks, such as water or acid. It reduces the damage of all such effects by the indicated amount without a roll being made.

Elemental Shield: Matter
CST:9 MPC:12 APC:1100 FPC:22 SAV:NA
RAN:10 DUR:10M1 DAM:60 CLS:DFA GRP:ENGE
This will protect all within the indicated area from matter based elemental magic attacks, such as rock, earth or wood. It reduces the damage of all such effects by the indicated amount without a roll being made.

Eliminate Mana
CST:3 MPC:3 APC:1000 FPC:20 SAV:MAG
RAN:3 DUR:1 DAM:5 CLS:ASC GRP:EN
This is used to eliminate magic in an object or area, by blasting it with mana from the caster. Each additional MP devoted to the spell in addition to the basic cost knocks one MP off the MP strength of the target spell or enchantment.

Embaln the Living
CST:14 MPC:14 APC:3000 FPC:80 SAV:TAL
RAN:10 DUR:X DAM:5 CLS:CPD GRP:NE
This is a horrifying spell which has the effect of transmuting the blood of a living subject directly into embalming fluid, causing them to die rapidly in horrible pain. There is a TALx3% roll to avoid the effects, and in the course of dying the victim will live for CON/2 CR during which time his AP per CR will be reduced by 30AP, with this reduction increasing by 10AP in each additional round, because of pain.

Empathic Cure
CST:8 MPC:7 APC:1100 FPC:22 SAV:NA
RAN:10 DUR:X DAM:12H CLS:COO GRP:MYPR
This allows the caster to assume another person's wounds, transferring them to the parallel part of his body. It will heal up to 12 points on any single wound per casting.

Entangling
CST:6 MPC:9 APC:550 FPC:11 SAV:AGI
RAN:10 DUR:1M1 DAM:60 CLS:CJC GRP:HE
This animates underbrush and other available plantlife to entangle and restrain any target within range, assuming such growth is available. The target may make an AGIX3% roll to avoid being entangled each round for the duration of the spell, but if he fails it he takes the indicated damage. If entangled, the character may attempt to break free with a STRx3% roll, but if he fails he automatically takes the stated damage that round, and if he succeeds, he can be entangled again next round if he fails his AGI roll. While entangled all damage taken is multiplied by a SDM of 10 to find the AP damage.

Eternal Rest/Permasleep
CST:6 MPC:18 APC:650 FPC:13 SAV:WIL
RAN:1 DUR:X DAM:0 CLS:B18 GRP:EN
This puts a single target to sleep forever, or until the spell is dispelled by the caster. The victim gets a WILx3% roll to resist the spell, but once he is asleep, nothing will wake him up save the removal of the spell or significant physical pain, which will allow him another WILx3% roll to awaken.

Evil Eye
CST:11 MPC:14 APC:3500 FPC:70 SAV:TAL
RAN:3 DUR:1H DAM:0 CLS:APC GRP:SHEN
This lets the caster select a single target to suffer the displeasure of fate, turning luck against them, should they fail a TALx3% roll when the spell is cast. The direct effect is to reduce all rolls that character makes for the duration of the spell by 3% per Casting Level of this spell. This includes all combat and resistance rolls against characteristics, as well as anything else which seems appropriate.

Exorcism
CST:4 MPC:12 APC:400 FPC:8 SAV:NA
RAN:1 DUR:X DAM:WIL CLS:AGB GRP:PR
This will initiate a Will Battle with a spirit which is not native to the body which it inhabits. It increases the WR of the exorcist by 50% for each casting level, and if he loses the battle, only the possessed person suffers, unless the spirit is capable of switching bodies and desires to do so.

Extended Mana Shield
CST:14 MPC:11 APC:1000 FPC:20 SAV:S
RAN:10 DUR:1H DAM:0 CLS:AFA GRP:ENMI
This has the same basic effect as the Mana Shield spell or skill, but it allows the caster to extend the effect over a larger area than just his person, essentially negating 1MP of entering magic per MP which he chooses to expend.

Extended Matrix
CST:12 MPC:31 APC:6700 FPC:154 SAV:NA
RAN:1 DUR:X CAP:50MP CLS:AMC GRP:EN
This creates a matrix which will last more or less indefinitely, holding magic and spells that are put into it. Theoretically, it will last forever, if there is mana left in it. However, if all the mana is expended from it and it is not recharged within a month it will cease to exist. In addition, while it is charged, mana will drain from it at a rate of 1/10th of the total mana which it holds per month. This drain will effect all spells and powers evenly, and may not be noticed. This allows the creation of a magical item which will last almost forever, though with its power slightly limited. For more information on the function of a matrix see the spell Create Matrix.

Extinguish Fires
CST:14 MPC:14 APC:850 FPC:17 SAV:NA
RAN:100 DUR:X DAM:0 CLS:GED GRP:PY
This will put out any natural flames within its radius, though magical fires should have a resistance roll equal to their MPCx3%. It works against all fires which are within range.

Extra Dimensional Storage
CST:10 MPC:15 APC:1600 FPC:32 SAV:NA
RAN:1 DUR:1H DAM:0 CLS:AKC GRP:WZ
This creates what is essentially an invisible closet, linked to the body of the caster with a volume of one cubic meter. The caster alone can reach into this area at will and leave items there or remove whatever has been left there. This storage exists outside of space and time and has no real-space mass or volume.

Eyeless Doom
CST:17 MPC:24 APC:2500 FPC:50 SAV:TAL
RAN:10 DUR:X DAM:100% CLS:CPB GRP:SHNE
This horrible spell literally melts the eyeballs of a single target, rendering him both blind and disfigured until he can be cured with a Regenerate Organ spell.

Eyes of the Beast
CST:6 MPC:11 APC:330 FPC:7 SAV:NA
RAN:1K DUR:10M1 DAM:0 CLS:CMB GRP:BESH
This allows the caster to see through the eyes of any one creature which he has encountered and which is of a type with which he has an affinity. so long as it is within range and the spell is in force. He will see whatever that creature sees, sharing its visual limitations and advantages.

Eyes of the Serpent
CST:4 MPC:9 APC:450 FPC:9 SAV:DEX
RAN:10 DUR:1M1 DAM:0 CLS:BNC GRP:BESH
This gives the caster the hypnotic stare effect possessed by some serpents. A single target who meets his gaze and fails a DEXx3% roll will be held immobile for the duration of the spell, unless the victim is injured in some way, in which case he may make a WILx3% roll to break the spell.

Fall of Darkness
CST:18 MPC:21 APC:2000 FPC:40 SAV:AGI
RAN:30 DUR:1M1 DAM:6CL CLS:HMA GRP:DA
This causes globs of darkness to fall from the sky, striking at random, hitting everyone within range who fails their AGIX3% roll each round for the duration of the spell. Victims may roll to evade each round, but cannot escape fully until the spell runs out. Damage done is located club type damage.

Fall of Light
CST:15 MPC:21 APC:1000 FPC:20 SAV:AGI
RAN:30 DUR:1M1 DAM:6BL CLS:GMA GRP:LI
This causes bolts of light to fall from the sky, effecting everyone in the radius of the spell for its duration. If they make their AGIX3% roll each round they avoid the damage for that round, but otherwise they take the stated damage each round, as separate blows for as long as they are in the area of the spell.

Fall of Water/Torrent
CST:3 MPC:17 APC:700 FPC:14 SAV:AGI
RAN:30 DUR:1M1 DAM:2C0 CLS:EWA GRP:HY
This causes a large volume of water to fall on a specific target over a period of one minute, doing the indicated damage each round, as well as an accompanying 20 points of AP damage each round.

Falling Flame
CST:15 MPC:21 APC:1000 FPC:20 SAV:AGI
RAN:30 DUR:1M1 DAM:6BL CLS:GMA GRP:PY
This causes globs of flame to fall from the sky, effecting everyone in the radius of the spell for its duration. If they make their AGIX3% roll each

round they avoid the damage for that round, but otherwise they take the stated damage each round, as separate blows for as long as they are in the area of the spell.

False Fire
CST:4 MPC:4 APC:720 FPC:15 SAV:NA
RAN:1 DUR:10MI DAM:0 CLS:AFWF GRP:COPI

This creates what appear to be flames, but they are in fact a heatless light display. They are about equivalent in volume and illumination to the light of a torch.

False Transmutation
CST:5 MPC:8 APC:1700 FPC:34 SAV:NA
RAN:1 DUR:10Da DAM:0 CLS:DPO GRP:AL

This will transform up to one kilogram of matter from one material to another, but it does so only for the duration of the spell. The mass of the substance is maintained so it will become smaller or larger depending on change in density after the transformation. This is known most commonly intended for the transmutation of lead or other substances into gold. One kilogram of gold is worth about 700M.

Farhearing/Eavesdropping
CST:7 MPC:9 APC:720 FPC:15 SAV:NA
RAN:100 DUR:10MI DAM:0 CLS:BEA GRP:ENMY

This allows the caster to extend the range of his hearing beyond normal. Each CL doubles the normal range of hearing for the duration. Thus, CL 1 would be 2x, CL 2 would be 3x, etc. This increases accuracy and volume over distance.

Farkill
CST:20 MPC:18 APC:1400 FPC:28 SAV:CON
RAN:1K DUR:X DAM:5 CLS:CS9 GRP:NE

This causes a specific target who is within range to drop dead from no manifest cause. It will only work on targets with whom the caster is familiar, or with whom some sort of magical link has been established.

Farsight
CST:7 MPC:8 APC:320 FPC:7 SAV:NA
RAN:5/30K DUR:1MI DAM:0 CLS:REE GRP:ENMY

This enhances the vision of the caster. Each CL doubles his normal range of vision for the duration. Thus, CL1 would be 2x, while CL2 would be 3x, etc. This increase effects both distance and accuracy of vision.

Fatigue
CST:10 MPC:10 APC:750 FPC:15 SAV:TAL
RAN:1 DUR:1 DAM:20FP CLS:COB GRP:MY

This drains fatigue from a specific target, tiring him and transferring that energy to the caster. Thus, it works as a direct transfer of FP from target to caster, if the target fails his TALX3% roll. The DAM indicated is the number of FP transferred. As a result, after paying for the spell, the caster can actually come out ahead on FP.

Fear Fixation
CST:7 MPC:11 APC:300 FPC:6 SAV:WIL
RAN:10 DUR:1MI DAM:0 CLS:BNB GRP:

This causes a particular target to develop a fixated aversion to a particular object or class of objects for the duration of the spell, for example, a fear of swords, or walls or trees, which will make the victim incapable of approaching or using objects fitting that description.

Filial Binding
CST:8 MPC:16 APC:1900 FPC:32 SAV:WIL
RAN:1 DUR:1Ye DAM:0 CLS:ANB GRP:SOBESH

This will initiate a Will Battle with any creature of less than human intelligence. If the creature loses, it becomes bound to the caster as a familiar for the duration of the spell. Its WIL will regenerate in that time, but it cannot make a counterattack until the spell runs out. The bond between caster and familiar will allow the caster to command it verbally within the limits of its understanding and will effectively double the casting level of spells cast on or through the familiar which require an affinity. Animal intelligence is generally considered to be 4 or less, though some animals may be above that level and some humans below it. Animal WILs run in the same range as human WILs, but never exceed the 24 point maximum, since the Will Enhancement skill is not available to them.

Fireblast
CST:4 MPC:8 APC:100 FPC:2 SAV:TAL
RAN:10 DUR:1 DAM:680 CLS:GMC GRP:PY

This fires a large, spherical area of flame at a single target, enveloping his body and doing the indicated damage as overall burn damage.

Firesight
CST:10 MPC:13 APC:800 FPC:16 SAV:NA
RAN:10K DUR:10MI DAM:0 CLS:GAD GRP:DIPI

This allows the caster to look into a flame or fire and see out of any other fire of comparable

size within range. He can see out of that fire in 360 degrees if he moves round the fire he is looking in. There is no indication that he is observing for any who are near the fire he is seeing out of.

Firestorm
CST:12 MPC:16 APC:750 FPC:15 SAV:NA
RAN:30 DUR:1MI DAM:680 CLS:GMA GRP:PY

This causes waves of flame to spread out in a circle from the caster, burning everything within the radius for the stated amount of damage for each round, with no escape possible.

Firetravel
CST:16 MPC:11 APC:130 FPC:3 SAV:NA
RAN:1000 DUR:1 DAM:0 CLS:GKE GRP:PY

This allows the caster to travel from one fire into which he steps to any other fire large enough to walk out of which is within range. Transportation is instantaneous. He will not be damaged by either fire, but cannot remain standing in either one.

Find Water
CST:4 MPC:11 APC:5000 FPC:100 SAV:NA
RAN:1K DUR:10MI DAM:0 CLS:D00 GRP:HYSH

This will make the caster aware of the nearest and largest sources of surface or hidden water within the indicated radius and aid him in locating them for the duration of the spell.

Fist of God
CST:10 MPC:14 APC:2100 FPC:42 SAV:ZEA
RAN:10 DUR:1 DAM:20CL CLS:COB GRP:PREN

This causes a single target of the caster's choice to be struck with a blow of invisible force if he fails a ZEAx3% roll. Damage done is located club damage.

Flamebolt
CST:4 MPC:8 APC:100 FPC:2 SAV:TAL
RAN:10 DUR:1 DAM:68L CLS:GMC GRP:PY

This fires what looks like a flaming javelin at a single target doing located damage in a single area. It is non-material and the damage done is burn damage.

Flameform
CST:16 MPC:11 APC:300 FPC:6 SAV:NA
RAN:5 DUR:1MI DAM:680 CLS:GPE GRP:PY

Allows the caster to change from his normal material form to a form composed entirely of flame. In this form he cannot be hit by material attacks, and anyone he comes into direct contact with will take the indicated damage if hit (located) or walked through (overall) each round that they interact.

Flamepoint
CST:2 MPC:3 APC:200 FPC:4 SAV:NA
RAN:1 DUR:1 DAM:28L CLS:GMC GRP:PY

This creates a small flame at the tip of the finger of the caster, about equivalent to the flame of a candle. It will burn for one round and can be used to light other things on fire.

Flameweb
CST:14 MPC:15 APC:900 FPC:18 SAV:PAS
RAN:10 DUR:10MI DAM:108S CLS:GWF GRP:PY

This fires a ball of flaming matter at a specific target or area. It spreads out into a web of flaming strands. It can wrap around and immobilize people or block areas or entrances which fit within a 5M radius. Anyone caught in the web takes damage as indicated each round that they are wrapped up, but they may make a STRx3% roll each round to break free. Those who try to cut through the web while it is blocking an area must do 15 points of damage in a single blow to cut through the web. While attack in the web they take half the indicated amount of damage each round. The stun damage modifier for the damage is 10 while entangled.

Flash of Light
CST:7 MPC:9 APC:450 FPC:9 SAV:DEX
RAN:10R DUR:1MI DAM:0 CLS:GMA GRP:LI

This causes a bright flash of light to emit from the locus of the caster, causing all those within range to have to make a DEXx3% roll or be blinded for the duration of the spell. The actual flash is instantaneous.

Fleeing Terror
CST:2 MPC:9 APC:450 FPC:9 SAV:WIL
RAN:3 DUR:10MI DAM:0 CLS:BOC GRP:NEEN

This incites irrational terror in a single target, causing him to flee from the caster as fast as he can if he fails a WILx3% roll.

Flight
CST:11 MPC:11 APC:330 FPC:7 SAV:NA
RAN:5 DUR:1MI DAM:NA CLS:CKE GRP:EN

This allows the caster to set himself flying freely through the air at a speed based on his own mass and any extra weight he is carrying. The speed of flight is equal to 2000/total kg weight in kph, with weight being the weight of the character and everything he is carrying. If the resulting value is less than 20kph the character can be considered

unable to get off the ground. Increased CL can increase speed of flight as they can other stats. Since humans are not normally suited to flight, they should not expect to soar with the facility of birds, and should suffer reductions in combat and other activity.

Force Armor
CST:17 MPC:12 APC:500 FPC:10 SAV:NA
RAN:5 DUR:1MI DAM:800 CLS:HWF GRP:MY

This encases the caster in invisible armor, protecting him from the indicated amount of damage, though when that total amount of damage has been done in all areas added together, from any type of damage, the spell comes to an end.

Force Missile
CST:3 MPC:7 APC:170 FPC:4 SAV:MIS
RAN:10 DUR:1 DAM:6VL CLS:HWG GRP:WI

This fires an invisible missile of force at a specific target, doing either club, edge, point or overall impact type damage, at the choice of the caster though he must determine this before casting the spell.

Force Shield
CST:10 MPC:10 APC:1200 FPC:24 SAV:NA
RAN:1R DUR:10MI DAM:150 CLS:HWF GRP:WI

This creates a shield of invisible force protecting the caster for the duration of the spell, covering an area equivalent to a round shield and used in a like manner, but it is capable of absorbing the indicated amount of damage from every blow it encounters, though any blows greater than that will dispell the shield.

Form of Darkness
CST:10 MPC:6 APC:340 FPC:7 SAV:NA
RAN:5 DUR:10MI DAM:0 CLS:HPE GRP:DA

This alters the material form of the caster from flesh and blood to pure darkness, so that he is immaterial, looking rather like a cloud of shadow, and is pretty close to invisible in darkness. He cannot manipulate or be effected by physical objects. He has no substance and cannot be dissipated by wind or similar physical effects, but he can be harmed by non-physical attacks or effects which pass through him.

Form of Light
CST:9 MPC:6 APC:150 FPC:3 SAV:NA
RAN:5 DUR:10MI DAM:680 CLS:GPE GRP:LI

Allows the caster to change from his normal material form to a form composed entirely of coherent light. In this form he cannot be hit by material attacks, and anyone who comes into direct contact with will take the indicated damage if hit (located) or walked through (overall).

Freedom in Water
CST:3 MPC:6 APC:100 FPC:2 SAV:NA
RAN:5 DUR:10MI DAM:0 CLS:ENE GRP:HY

This allows the caster to act in water exactly as if he were in air, though it does not give him the ability to breathe in water. It does remove the normal impediments of water's density to movement and weapon use. Without the spell characters in water lose a percentage of their AP equal to the total of the HP percentages of the body areas submerged divided by 6. If completely submerged they lose half their AP.

Frozen Terror
CST:2 MPC:9 APC:650 FPC:13 SAV:WIL
RAN:3 DUR:10MI DAM:0 CLS:RIC GRP:NEEN

This induces paralyzing terror in a single target, causing him to stand immobilized for the duration if he fails a WILx3% roll.

Giantform
CST:5 MPC:7 APC:350 FPC:7 SAV:NA
RAN:5 DUR:1MI DAM:+1SC CLS:CEE GRP:EN

This allows the caster to enlarge the size of his body by one SC per CL, with all of the attendant benefits and liabilities on his pertinent secondary characteristics.

Golden Aura
CST:5 MPC:7 APC:170 FPC:4 SAV:AGI
RAN:1S DUR:1MI DAM:680 CLS:GME GRP:LI

This envelops the caster in a cloud of golden light, which damages any who come into contact with him, doing the indicated damage each round they are within range, though they can evade the caster with an AGIx3% roll.

Greater Summoning
CST:10 MPC:17 APC:3000 FPC:60 SAV:WIL
RAN:X DUR:10MI DAM:0 CLS:ALB GRP:SO

This summons a greater demon to the locus of the caster or any spot within 3M of his location. Greater Demons are the nobility of hell, the devils and fiends whose names are recorded in legend, generals and rulers who have dominion over the legions of hell. Such demons have a variety of powers which they can employ for the caster for the duration of the spell or which they can loan to the summoner at a limited level of power for a limited period of time. The demon need not remain for the

full duration of the spell if he does not want to and it is in the nature of demons to attempt to escape either physically or spiritually. Ideally the demon would like to possess a human body, which will allow it to remain in the mortal world indefinitely, or to be free in its own form to wreck havoc for the duration of the spell, but failing these options it will return to its home in hell. In order to keep the demon present and relatively harmless something must compel it to remain. This can be done by initiating a Will Battle with the demon and defeating it or causing it to yield. A separate spell can be used to initiate a Will Battle, but if it is not, the demon will usually attempt to start one himself in order to possess the caster, though if it is devious and knows the caster is powerful, action may be needed, as it will attempt to possess someone else or actually depart physically. To avoid a Will Battle the demon can be held in place by binding spells which enclose it in the place where it is summoned, such as a Pentacle of Binding, which has a given strength in Will Points which must be defeated for the demon to escape. Being dominated in a Will Battle does not compel a demon to obey the caster, only to remain in his presence for the duration of the spell (at which time he will return to hell) and not harm the caster or any of his associates. In the same way, enclosure in a pentacle does not compel the demon to any particular action. To get the demon to actually perform a service or grant a wish some form of appropriate bribe or compulsion is necessary, suited to the temperament, power and interests of the demon in question. Greater demons are extremely powerful and extremely dangerous, and only the most accomplished or most foolish will attempt to summon them.

Hallucination/Waking Dream

CST:8 MPC:10 APC:1200 FPC:24 SAV:JUD
RAN:10 DUR:10MI DAM:30AP CLS:8MF GRP:CO5H
This will induce a hallucination in a single target which follows a form and sequence of actions specified by thecaster at the time of casting, lasting for the duration of the spell. The hallucination is like a waking dream and is very disorienting, reducing the AP of the victim as indicated during each round it is in effect. The target may make a JUDx3% roll each round to ignore the hallucination.

Heal Beast

CST:5 MPC:9 APC:2700 FPC:54 SAV:NA
RAN:7 DUR:X DAM:16H CLS:CQC GRP:HE
This heals damage done to animals or other creatures of less than human status, working on any type of damage for the indicated amount.

Heal Bruises and Ruptures

CST:3 MPC:7 APC:2000 FPC:40 SAV:NA
RAN:7 DUR:X DAM:16H CLS:CQC GRP:PH
This heals physical damage from wounds caused by club type weapons, removing the indicated amount of damage. It works with any damage of less than 1 times the HP in the area, or greater damage which has only an I or U result.

Heal Burns

CST:2 MPC:4 APC:1200 FPC:24 SAV:NA
RAN:7 DUR:X DAM:16H CLS:CQC GRP:PH
This heals damage of any type or degree from burns and abrasions, but does not work on damage which has a number as its result, which must be dealt with by the Restore Organ spell.

Heal Plant

CST:4 MPC:8 APC:2400 FPC:48 SAV:NA
RAN:7 DUR:X DAM:16H CLS:CQC GRP:HE
This heals damage done to plants or other living specimens of less than animal status, working on any kind of damage for the indicated amount.

Heal Wounds

CST:3 MPC:7 APC:2000 FPC:40 SAV:NA
RAN:7 DUR:X DAM:16H CLS:CQC GRP:PH
This heals physical damage from wounds which are caused by point and edge weapons, removing the indicated amount of damage of less than 1 times the HP allocation of an area, or greater damage so long as it has an I result from point or edge type weapons.

Heat/Conl

CST:7 MPC:7 APC:280 FPC:6 SAV:NA
RAN:10 DUR:10MI DAM:10% CLS:GEA GRP:PY
This will raise or lower the temperature in the indicated area by 10% per casting level for the duration of the spell.

Herblore

CST:5 MPC:9 APC:3200 FPC:64 SAV:NA
RAN:7 DUR:I DAM:0 CLS:CCC GRP:HE
This will tell the caster the identity and nature of a specific plant which he has a specimen of. It will give limited information on property and applications.

Hidden Watcher

CST:7 MPC:9 APC:1100 FPC:22 SAV:NA
RAN:7 DUR:1We DAM:0 CLS:0MF GRP:EN
This creates a very simple, invisible spirit guardian which possesses no will, but will observe and remember everything it sees from the point where it is cast and replay that memory on command to the caster when he is present. It collects both audio and video data.

Hold Beast

CST:2 MPC:9 APC:700 FPC:14 SAV:WIL
RAN:10 DUR:1MI DAM:0 CLS:CIC GRP:BE
This immobilizes a single creature on which it is cast, keeping him from moving unless in immediate physical danger for the duration of the spell.

Holy Guidance

CST:9 MPC:15 APC:300 FPC:6 SAV:NA
RAN:5 DUR:10da DAM:+10AR CLS:0JE GRP:PRWAE
This aids the caster by guiding his arm in the use of a weapon to increase his AR by the indicated amount for the duration of the spell.

Holy Sign/Word

CST:9 MPC:18 APC:1300 FPC:26 SAV:WIL
RAN:10 DUR:1MI DAM:16H CLS:AGO GRP:PR
This repels creatures or beings who fit a specific classification which the caster would consider to be unholy, though this must be supported by his faith and some logical premise supported by the GM. Such creatures take the indicated amount of damage each round that they are within the indicated range of the caster, and this effect continues for the duration of the spell.

The Hungry Death

CST:11 MPC:12 APC:1000 FPC:20 SAV:WIL
RAN:10 DEL:1Ho DAM:5 CLS:8PB GRP:NESH
This horrible spell induces an unnatural mental state in a single victim causing a perverse hunger, resulting in a desire to eat his own living flesh. If he fails a WILx3% roll he will immediately begin to tear off pieces of his own flesh, bite into himself, consuming as much as he can before he dies from blood loss or injury. This should take about the time of the indicated delay. In this state the victim will not have sufficient rational thought to take other actions, call for help or use any utensils in his self-consumption, though if he is exceptionally fastidious he can choose to cook parts of himself before eating.

Identify Mineral

CST:2 MPC:4 APC:1400 FPC:28 SAV:NA
RAN:7 DUR:I DAM:0 CLS:DCC GRP:GEDI
This will inform the caster of the nature, composition and some of the properties of a mineral sample to which he has access.

Illumination

CST:5 MPC:5 APC:300 FPC:6 SAV:NA
RAN:3R DUR:1MI DAM:0 CLS:0MF GRP:PRLI
This creates a glowing sphere of light around the caster, roughly equivalent to the light of a torch.

Image of the Past

CST:13 MPC:14 APC:800 FPC:16 SAV:INT
RAN:7 DUR:I DAM:0 CLS:ABB GRP:DI
This gives thecaster a mental image of events which happened in the past, connected with a specific object or area which he has access to. It allows him to view events within the last ten years from the perspective of the item or a general overview of an area. Events scroll by very quickly, so he has only an INTx3% chance of spotting the specific thing he is looking for, though if he has a time frame to work within that should improve his percentage. Scanning backwards takes time, with the past going by at a rate of 1 year per minute. The examination begins from the most recent contact or activity and works backwards from there.

Image of Things Hidden

CST:5 MPC:4 APC:300 FPC:6 SAV:NA
RAN:10 DUR:I DAM:0 CLS:ABA GRP:DI
This reveals the location of a hidden object to the caster, providing he knows what he is looking for and is within range of the object. It will project a mental image of the object which will lead the caster to the original.

Immortality

CST:17 MPC:26 APC:1600 FPC:32 SAV:NA
RAN:7 DUR:X DAM:0 CLS:CND GRP:EN
The being on whom this spell is cast will live forever with the spell. He will never die of old age or natural causes, though it does not render him immune to damage or even to the effects of aging, so although he may live forever, his stats will decline appropriately until he becomes so feeble that he will want to die, even though it will not be possible save by violent means.

Impotence

CST:6 MPC:17 APC:1500 FPC:30 SAV:TAL
RAN:10 DUR:Mo DAM:0 CLS:CID GRP:PHSH
This will render a single male target incapable of having an erection or performing sexually for the duration of the spell.

Infrared Vision/Heatvision

CST:5 MPC:6 APC:800 FPC:16 SAV:NA
RAN:5 DUR:10MI DAM:0 CLS:8ED GRP:MY
This allows the caster to see by heat rather than reflected light, so that he can sense relative temperatures and follow heat trails. It also allows him to see warm objects in the dark. Note that things which are very hot can distort this vision or temporarily blind the user, who cannot see with normal vision so long as this spell is in effect.

Inspire Guilt

CST:5 MPC:7 APC:1200 FPC:24 SAV:WIL
RAN:7 DUR:10MI DAM:0 CLS:8PC GRP:PR
When cast on a specific subject, this will cause him to feel unreasoning guilt and remorse over a particular topic or action of the caster's choice, even if it was not really his responsibility. He may make a WILx3% roll to resist this feeling, but if he fails he will do whatever he can for the duration of the spell to correct his transgression. If he makes his roll to resist the guilt, he must make it again each round to avoid being overcome.

Invisibility

CST:10 MPC:10 APC:540 FPC:13 SAV:NA
RAN:30 DUR:1M DAM:0 CLS:8FA GRP:ENCO
This makes the caster invisible to others using normal vision, but it is automatically dispelled if the character expends more than 30 of his AP in a single round.

Invisible Barrier

CST:11 MPC:10 APC:1200 FPC:24 SAV:NA
RAN:10 DUR:10MI DAM:24R CLS:8MF GRP:WI
This creates a barrier of invisible force 10M square, located as the caster chooses within range. The barrier is impassable and can withstand all blows of up to 24 points of damage, but a single blow of greater force will dispell it.

Karma Vision

CST:10 MPC:7 APC:3000 FPC:60 SAV:ZEA
RAN:10 DUR:I DAM:0 CLS:ACO GRP:PYPR
This allows the caster to see the Karma level of any single person or object. It will register as a visible aura around that target, visible only to the caster, ranging from white to black, the shade of gray dependent on the number of positive or negative KP. 0 KP would read as a pure, neutral gray, many +KP as clean white, and many -KP as dead black.

Killing Darkness

CST:31 MPC:24 APC:4300 FPC:86 SAV:WIL
RAN:10R DUR:1MI DAM:0 CLS:CSA GRP:DA
This creates a thick cloud of magical darkness, which moves about at no more than 3kph within sight of the caster for the duration of the spell. Anyone who is caught in the cloud for any part of a round must make a WILx3% roll or drop dead on the spot. If they see the cloud coming they may make an AGIx3% roll to evade it as well.

Killing Joy

CST:14 MPC:15 APC:1300 FPC:26 SAV:WIL
RAN:3 DUR:10MI DAM:2CD CLS:8PB GRP:
This afflicts a single target with what is essentially a terminal organ. They lose SOAP during each round of the spell, and take 2 points of overall damage each round. Since the spell lasts for 100 rounds, most characters will be immobilized and die slowly. However, they will enjoy the experience a lot. They may make a WILx3% roll to halve the AP damage by resisting the pleasure, allowing them to take some action to escape their doom. This roll may be made each round.

Killing Terror

CST:9 MPC:14 APC:950 FPC:17 SAV:JUD
RAN:10 DUR:I DAM:0 CLS:8FB GRP:NESH
This will literally cause a single target to be frightened to death by invisible apparitions if he fails his JUDx3% roll.

Killing Time

CST:9 MPC:12 APC:1100 FPC:22 SAV:NA
RAN:3 DUR:10MI DAM:2CD CLS:8EB GRP:EN
This causes a single target to experience the passage of time at an extremely accelerated rate. Each round the spell lasts for he ages 12 years and takes 2 points of overall damage. All the physical effects of the aging afflict him as well as the damage, and ideally the victim will eventually die, either from loss of characteristics or from straight damage.

Knit Bone
 CST:8 MPC:15 APC:4500 FPC:90 SAV:NA
 RAN:1 DEL:1We DAM:20H CLS:CQC GRP:PH
 This rejoins bones which have been broken, having a B result from damage. It must be cast separately for each bone repaired and full healing takes the indicated delay period, but there will be no permanent impairment.

Knots of Pain
 CST:7 MPC:14 APC:3000 FPC:60 SAV:WIL
 RAN:1 DUR:1M1 DAM:4C0 CLS:CPC GRP:PH
 This wracks the target with terrible pain, doing 40 points of AP damage for each round of duration of the spell and 4 points of overall damage for each round of the duration. The AP damage is from the pain which goes with the spell, and it can be halved by making a WILx3% roll.

Laying on Hands
 CST:9 MPC:17 APC:5000 FPC:100 SAV:NA
 RAN:1 DUR:1 DAM:10H CLS:CQC GRP:PR
 This will heal the indicated amount of any form of damage which has no special effect, with the exception of an I effect or a U effect, which it will work on.

Lesser Summoning
 CST:6 MPC:11 APC:2000 FPC:40 SAV:V
 RAN:X DUR:10M1 DAM:0 CLS:ALB GRP:SO
 This summons a lesser demon to the locus of the caster or any spot within 3M of his location. Lesser Demons include all manner of imps and minor elemental demons, most of whom have a single area of power which they can employ for the caster for the duration of the spell or which they can loan to the summoner at a limited level of power for a limited period of time. The demon need not remain for the full duration of the spell if he does not want to and it is in the nature of demons to attempt to escape either physically or spiritually. Ideally the demon would like to possess a human body, which will allow it to remain in the mortal world indefinitely, or to be free in its own form to wreck havoc for the duration of the spell, but failing these options it will return to its home in hell. In order to keep the demon present and relatively harmless something must compel it to remain. This can be done by initiating a Will Battle with the demon and defeating it or causing it to yield. A separate spell can be used to initiate a Will Battle, but if it is not, the demon will usually attempt to start one himself in order to possess the caster, though if it is devious and knows the caster is powerful, action may be needed, as it will attempt to possess someone else or actually depart physically. To avoid a Will Battle the demon can be held in place by binding spells which enclose it in the place where it is summoned, such as a Pentacle of Binding, which has a given strength in Will Points which must be defeated for the demon to escape. Being dominated in a Will Battle does not compel a demon to obey the caster, only to remain in his presence for the duration of the spell (at which time he will return to Hell) and not harm the caster or any of his associates. In the same way, enclosure in a pentacle does not compel the demon to any particular action. To get the demon to actually perform a service or grant a wish some form of appropriate bribe or compulsion is necessary, suited to the temperament and interests of the demon in question. For more information on specific demonic demands see the section on Sorcery. Some spells can also be used which torment weaker demons into giving service.

Lifeloon
 CST:10 MPC:15 APC:6500 FPC:130 SAV:NA
 RAN:1 DUR:1H0 DAM:0 CLS:CRC GRP:NEPH
 This will bring a dead person back to life, just like the Resurrection spell. However, he stays alive for only an hour, and each hour that he is kept alive with this spell causes him to lose one point from his WIL, and the time that he is alive from this spell counts against the total time that his spirit can stay in the material world.

Lift Curse
 CST:6 MPC:6 APC:1100 FPC:22 SAV:NA
 RAN:1 DUR:1 DAM:25MP CLS:AOC GRP:SHREN
 This will remove the effects of a curse up to a strength of the indicated number of MP. Its effectiveness increases if the CL is raised. Note that there may be some afflictions which cannot properly be defined as curses on which it may not work.

Light Beam Transport
 CST:13 MPC:9 APC:160 FPC:4 SAV:NA
 RAN:3K DUR:1 DAM:NA CLS:GKE GRP:LI
 This converts the caster into a coherent beam of light and transports him at the speed of light to a destination which is within his line of sight. If the beam of light encounters some solid object before it reaches its goal, it stops and the caster materializes. Diffraction or reflection can do horrible things to the caster.

Lightning Ball
 CST:4 MPC:7 APC:70 FPC:2 SAV:MIS
 RAN:10 DUR:1 DAM:6B0 CLS:GMG GRP:AE
 This fires a ball of electricity at a single target, as a missile, to do overall damage. This damage is treated as burn damage, except when it exceeds 1 times damage, after which it is treated as club damage.

Lightning Barrier
 CST:12 MPC:13 APC:800 FPC:16 SAV:NA
 RAN:10 DUR:10M1 DAM:12B0 CLS:GMF GRP:AE
 This creates a wall of electricity, visible from slight static discharges around the edges. Anyone passing through it takes the indicated amount of damage and must make a WILx3% roll to carry on. It has an AP modifier of 5, so it may take more than one round for some people to pass through, in which case the same damage is done in subsequent rounds. Note that if the WILx3% roll is failed the person cannot pass through and may try again in the next round. This damage is treated as burn damage, except that after it passes 1 times damage it is treated as club damage.

Lightning Bolt
 CST:4 MPC:7 APC:70 FPC:2 SAV:MIS
 RAN:10 DUR:1 DAM:6B0 CLS:GMG GRP:AE
 This fires a bolt of lightning, as a missile, striking a single target for located damage, which is treated as burn damage except when it exceeds 1 times damage, after which it is treated as club damage.

Locate Mineral
 CST:4 MPC:10 APC:4500 FPC:90 SAV:NA
 RAN:10K DUR:1 DAM:0 CLS:DOO GRP:GE
 This will tell the caster where the nearest and largest deposit of a particular mineral is to be found within the range. The size of the deposit is balanced off against proximity, so a nearby deposit would register the same as one twice the distance and twice the size. It gives only the largest deposit, not a map of all deposits.

Locate Object
 CST:4 MPC:12 APC:2700 FPC:54 SAV:NA
 RAN:1K DUR:1M1 DAM:0 CLS:DOO GRP:DI
 This will tell the caster the direction and general circumstances of an object with which he is familiar. He will know which direction it is relative to his position, and get a rough mental image of its immediate surroundings, within sight range from the locus of the object.

Locate Person
 CST:5 MPC:12 APC:2700 FPC:54 SAV:NA
 RAN:1K DUR:1M1 DAM:0 CLS:DOO GRP:DI
 This will tell the caster the direction and general circumstances of a person with whom he is familiar. He will know which direction that person is relative to his position, and get a rough mental image of his immediate surroundings, within sight range from the locus of the person.

Locate Plant
 CST:5 MPC:10 APC:4500 FPC:90 SAV:NA
 RAN:1K DUR:1M1 DAM:0 CLS:DOO GRP:DIHE
 This will tell the caster the direction and general circumstances of a specimen of a plant type with which he is familiar. He will know which direction that plant is relative to his position, and get a rough mental image of its immediate surroundings, within sight range from the locus of the plant.

Locate Treasure
 CST:8 MPC:20 APC:9000 FPC:180 SAV:NA
 RAN:1K DUR:1H0 DAM:NA CLS:DOO GRP:DI
 This reveals the location of a hidden object the caster, providing he knows what he is looking for and is within range of the object. It will project a mental image of the object which will lead the caster to the original.

Madwind
 CST:15 MPC:13 APC:1500 FPC:30 SAV:TAL
 RAN:30 DEL:10M1 DAM:20MP CLS:BPNA GRP:ENSH
 This calls up a supernatural wind which causes all those who are struck by it within the indicated area to be driven mad if they fail a TALx3% roll. They get to make that roll each round. Each time they fail it they lose 20MP. When their MP reach 0 they go mad, losing all grip on reality, being afflicted with disabling mental illness, ranging from psychosis to dementia to outright catatonia as seems appropriate.

Magic Marker/Wizard's Mark
 CST:10 MPC:13 APC:480 FPC:10 SAV:NA
 RAN:1 DUR:2We DAM:0 CLS:ANB GRP:EN
 This marks a target while he is in the caster's presence with an invisible mark which links him to the caster. After that point any spells cast by the caster of this spell on the target have their effective Casting Level doubled. It is especially useful for detection type spells and keeping track of people. The mark is visible to Mana Sight and similar powers.

Magic Pointer
 CST:8 MPC:9 APC:500 FPC:10 SAV:MAG
 RAN:7/10K DUR:1H0 DAM:0 CLS:ABB GRP:EN
 This sensitizes an item, usually a silver needle, to point at a particular target, as long as it is within 10,000M. That target can be specific or non-specific, thus including both unique persons or objects or particular types of things. In order to work the spell it is necessary to have something associated with the targets, so Relative or Contagious magic must be used.

Magical Awareness
 CST:9 MPC:7 APC:500 FPC:10 SAV:TAL
 RAN:10 DUR:10M1 DAM:0 CLS:ABA GRP:MYEN
 This gives the caster a non-visual awareness of the flow of magic around him. He cannot see mana or its levels, but he can feel the relative levels of mana in the area and objects around him and sense the movements of significant amounts of mana.

Mana Drain
 CST:6 MPC:6 APC:1100 FPC:22 SAV:TAL
 RAN:1 DUR:1 DAM:10MP CLS:AOC GRP:MYEN
 This will drain Mana Points from a specific target and give them to the caster, draining off more MP than it costs to cast the spell, so the caster ends up with a net profit.

Mana Gathering
 CST:5 MPC:15 APC:1100 FPC:22 SAV:NA
 RAN:1 DUR:1H0 DAM:10MP CLS:ARO GRP:EN
 This spell will gather mana to any matrix or spirit capable of holding that mana. If placed in a matrix it will cause that matrix to regenerate mana at a rate of 5 points per hour per Casting Level. That mana can then be expended as is appropriate to that item. Note that CL of Mana Gathering in an enchanted matrix fill up an appropriate portion of that matrix just like any other spell. It does not require a trigger to work. When cast by a person it attracts mana to them at the indicated rate and they must pay the indicated costs to get that mana.

Mana Mapping
 CST:7 MPC:9 APC:3200 FPC:64 SAV:NA
 RAN:1000 DEL:1H0 DAM:0 CLS:ADA GRP:ENDI
 This will create on any surface an image, in points which appear to be burnt there, the positions of all major mana sources within the indicated radius relative to the position of the caster. The size of the marks will vary with the intensity of the mana sources involved. No concentrations of less than 50MP will show up so the average peasant will not appear on such a map.

Mana Memory
 CST:14 MPC:10 APC:2900 FPC:48 SAV:NA
 RAN:10 DUR:1M1 DAM:0 CLS:ACA GRP:WIENDI
 This will reveal an image of the patterns of mana which existed in a given area where it is cast during the past week. Most usefully, it will indicate if any sources of unusually high mana have passed through that area in that time, and the general configuration of that mana, though the Mana Sight skill or spell can act with this spell to give greater accuracy and detail.

Mana Shield
 CST:7 MPC:9 APC:1300 FPC:26 SAV:NA
 RAN:5 DUR:10a DAM:0 CLS:AFO GRP:EN
 This allows the caster to absorb spell attacks, at a cost of one of his own Mana Points for each MP of the spells which hit him. He can absorb up to 12MP per Casting Level of this spell per spell used on him. Higher CL would allow a higher level of absorption.

Mana Sight
 CST:11 MPC:9 APC:1000 FPC:20 SAV:NA
 RAN:30 DUR:1H0 DAM:0 CLS:ABO GRP:EN
 This spell works exactly like the skill of the same name, but for the limited duration of spell. It gives the caster the ability to see patterns of Mana, giving him a rough idea of Mana concentrations and levels of magical power in persons and objects.

Mana Tracking
 CST:19 MPC:13 APC:5500 FPC:110 SAV:TAL
 RAN:1000 DUR:12H0 DAM:0 CLS:ACO GRP:WIENDI
 This allows the caster to follow the trail of a certain mana pattern, either that of a being or an item, if he is familiar with the mana pattern in questions and if he has a starting point which is within 1000M of a place where that mana pattern has been present. It will allow him to follow the mana trail for the duration of the spell, and may be recast to renew the tracking effect.

Mark of Cain
 CST:11 MPC:19 APC:2000 FPC:40 SAV:WIL
 RAN:60MP DUR:10a DAM:0 CLS:ANB GRP:MY
 Creates a spirit which is programmed to seek out specific thought patterns. When it finds them, it will mark that person with a visible symbol which will cause all those who see it to wish to slay that

person if they fail a WIL save. After this, it will carry on to the next nearest person with that thought pattern, carrying this on for as long as its duration.

Mask Magic
 CST:6 MPC:10 APC:1500 FPC:30 SAV:NA
 RAN:1 DUR:1We DAM:10MP CLS:AFC GRP:EN
 When cast on a magical object or person, this will obscure the magical nature of that target. Each CL will negate 10MP for the duration of the spell, hiding them from detection or observation. Detection spells of enhanced level should reduce the effectiveness of this spell to a degree appropriate to their enhancement.

Mending
 CST:2 MPC:6 APC:1800 FPC:36 SAV:NA
 RAN:1 DUR:X DAM:20HR CLS:OOC GRP:EN
 This will rejoin broken objects which are made of any non-living organic or mineral material. It will heal up to 20 points of damage to that material and will rejoin objects along break lines. It will not replace major amounts of missing material, however.

Mental Characteristic Enhancement
 CST:5 MPC:6 APC:240 FPC:5 SAV:NA
 RAN:5 DUR:10MI DAM:10CP CLS:BEE GRP:ENMY
 This spell temporarily increases a single characteristic within the Mental group, any of the characteristics INT, JUD, WIL or TAL. It raises the statistic in question by the given amount for the duration of the spell. This increase will be effective in all applications of the characteristic, but does not give the caster the skill points which would come if it were a permanent change.

Merge with Darkness
 CST:12 MPC:16 APC:240 FPC:5 SAV:NA
 RAN:5 DUR:10MI DAM:0 CLS:HOE GRP:DA
 This allows the caster to become part of any area of darkness near him, taking on its appearance and its immateriality. It will work in full darkness or in shadows, and he can travel for the extent of that darkness at his normal movement rate. While merged he cannot be affected by or manipulate physical objects.

Meteor Shower
 CST:10 MPC:20 APC:2400 FPC:48 SAV:AGI
 RAN:100 DUR:1MI DAM:8 CLS:OHA GRP:GEPEY
 This causes a swarm of small meteors to fall in a 100M radius with its edge within 100M of the caster. All in that area must make an AGIX3% roll each CR that the spell lasts or they will be hit by a meteor doing the indicated damage. If they make the roll they take no damage. Damage is club located damage.

Meteorstrike
 CST:38 MPC:155 APC:28000 FPC:560 SAV:AGI
 RAN:100 DEL:1Ho DAM:300I CLS:DHC GRP:GEPEY
 This summons a meteor from the heavens to strike a single, specific target. There is a delay as indicated as it travels through the sky as a shooting star, and it takes a very long time to cast. If the target makes an AGI roll he takes half damage, and protections and cover can also lower damage. Others near the strike point will also take damage. Damage goes down by 10% per 3 yards from the main locus. Damage is overall club damage.

Microvision
 CST:5 MPC:6 APC:240 FPC:5 SAV:NA
 RAN:1 DUR:10MI DAM:0 CLS:BEE GRP:MY
 This allows the caster to adjust his vision to look more closely at things which are small or hard to see. It works like a microscope, effectively doubling the detail of his vision, making nearby objects appear to be twice their natural size as he observes them. Multiple CL will increase this effect geometrically.

Mind Control
 CST:6 MPC:13 APC:600 FPC:12 SAV:S
 RAN:10 DUR:10MI DAM:WIL CLS:B3C GRP:MY
 This initiates a will battle with a single target within the range of the spell. The caster attacks, using his WIL as his maximum damage against the target's Will Points. The target may counterattack using his WIL as his MD and his MP to absorb damage. Each attack on either side costs 30AP, and the target need not counter attack with his WIL if he prefers another course of action. When one character's MP are reduced to 0 or less, he comes under the control of the other. His MP regenerate at a rate of WIL per day, and he may counterattack to regain his mental freedom at any time thereafter. If, at any time, he is given an order which is likely to kill him or lead to death or its equivalent, the victim may counterattack at that point with his WIL doubled for damage determination.

Mind Melding
 CST:13 MPC:9 APC:750 FPC:15 SAV:NA
 RAN:3 DUR:10MI DAM:0 CLS:BOA GRP:MY
 This allows mages to combine their efforts in the casting of powerful spells. It allows them to pool MP and FP and use the best skills and MI of the group to cast the spell. However, the MP and FP paid in casting a spell under Mind Melding are doubled before they are divided between the casters and the total APC of the spell is also doubled. It is excellent for casting extremely high-level, long-term spells.

Mind Mending
 CST:12 MPC:7 APC:2500 FPC:50 SAV:WIL
 RAN:1 DEL:1Ho DAM:10H CLS:BRD GRP:PH
 This spell will repair nerve and brain damage including insanity, either allowing the subject to have a WILX3% roll to be cured if it is an all or nothing matter or healing the indicated amount of damage.

Mindlink
 CST:9 MPC:14 APC:350 FPC:7 SAV:NA
 RAN:10K DUR:1Ho DAM:0 CLS:BNB GRP:REMY
 This links the mind of the caster telepathically with that of any being or spirit which has been dominated in a Will Battle and is still in control. It allows him to maintain contact with that mind and communicate with it, issuing commands which have the same force as if he were in close proximity to the being. Remember that Will Battle alone will not allow one to control the actions of a being, but various control spells can act through Mindlink.

Miniaturization
 CST:6 MPC:25 APC:3800 FPC:76 SAV:NA
 RAN:1 DUR:1We DAM:0 CLS:DEC GRP:ENMI
 This takes a single being or object of up to 5M in volume and reduces it to 1/100th of its normal size for the one week duration of the spell. It can be returned to normal size on the command of the caster or at the end of the duration. Beings thus reduced are not harmed, but their abilities are appropriately reduced.

Mind of the Beast
 CST:8 MPC:6 APC:350 FPC:7 SAV:NA
 RAN:5 DUR:10MI DAM:30SP CLS:BPE GRP:BE
 This converts the caster's learned weapon skills to those of an animal form into which he has transformed. It allows him to allocate the indicated number of LSP from human weapon skills to appropriate animal attack skills. Increases CL increase the number of LSP that can be converted, with a maximum limit of the LSP which the caster originally allocated to combat skills.

Mind Reading
 CST:6 MPC:9 APC:2500 FPC:50 SAV:WIL
 RAN:10 DUR:10MI DAM:0 CLS:BCC GRP:MY
 This allows the caster to read the surface thoughts of a single target, if he fails a WILX3% roll. If that target fails that roll, but is within WILX5% he will notice that his mind is being read, and if he has any countermeasures to take he may do so. It will reveal whatever thoughts are running through the characters mind at that time, reveal lies and the true answers to questions, and expose whatever situations are occupying his thoughts.

Mind Speech/Telepathy
 CST:4 MPC:9 APC:1100 FPC:22 SAV:TAL
 RAN:100 DUR:10MI DAM:0 CLS:BAC GRP:MY
 This puts the caster in mental contact with any targets of his choice who are within range. The chance of being able to communicate with a particular target is based on the TAL of that target. There is a TALX3% chance of that target being able to receive any communications directed at him and responding.

Minor Summoning
 CST:6 MPC:7 APC:1200 FPC:24 SAV:S
 RAN:1 DUR:10MI DAM:0 CLS:ALB GRP:SO
 This calls demonic spirits of the least powerful classes, particularly imps. They are summoned by the spell, but they are not under the control of the caster unless he successfully subdues them in a will battle or by other means. The caster must know the name of the demon he is summoning to use the spell successfully. Demons effected by the spell should have in the area of 1-100 Will Points.

Mirror
 CST:4 MPC:4 APC:300 FPC:6 SAV:NA
 RAN:1 DUR:1MI DAM:0 CLS:GMF GRP:WILM
 This creates a truly reflective mirror of supernatural force, large enough to show the head and upper body of anyone looking in it. It has no mass, and reflects on only one side.

Miscarriage
 CST:15 MPC:18 APC:1300 FPC:26 SAV:CON
 RAN:10 DUR:1 DAM:50CO CLS:COB GRP:SHPH
 This causes a pregnant woman to miscarry her child. There is a season delay before it takes effect, and it must be cast after a child has been

conceived. It will not work if cast after the first 6 months of pregnancy. The target gets a CONX3% chance of not miscarrying the child, even if she is willing and desires the miscarriage.

Natal Aid
 CST:8 MPC:15 APC:450 FPC:9 SAV:NA
 RAN:1 DUR:1Se DAM:0 CLS:CNB GRP:SHPH
 This eases the difficulty of birth, increasing the probability of a successful birth and decreasing the risks to mother and child. Under normal circumstances a CONX3% roll must be made by the mother for a successful birth, modified for the skill of an attending midwife and other circumstances. Each CL of this spell adds 15% to the chance of a successful birth. It covers only a season of the pregnancy, so for maximum safety it can be cast three times in the term, but it is most useful in the final period.

Natal Curse/Blessing
 CST:13 MPC:10 APC:600 FPC:12 SAV:TAL
 RAN:3 DUR:1X DAM:0 CLS:AMF GRP:SHEN
 This places a curse on an unborn infant or one just born. That curse does not manifest until a 10 year delay has passed, and the effect is highly variable, and can be manifest in any way assigned by the caster. The degree of damage which it can do is limited. It can lower any characteristic by up to 3 points or cause the permanent infliction of up to 18 points of damage in a specific area, or do any other appropriate damage within the same general range as based on the MPC of the spell.

Need Suspension
 CST:4 MPC:10 APC:300 FPC:6 SAV:NA
 RAN:5 DUR:30a DAM:0 CLS:CIE GRP:MY
 This will let the caster go for the indicated period of time without eating. He will suffer no ill-effects until the spell runs out, at which point he will lose a number of overall HP equal to the number of hours he was under the spell divided by 2 with an immediate loss of an equal number of FP.

Neural Block/Anaesthesia
 CST:4 MPC:7 APC:700 FPC:14 SAV:CON
 RAN:1 DUR:10MI DAM:0 CLS:BFC GRP:MYPH
 This blocks the flow of impulses from the nerves to the brain, causing a numbness and cessation of pain. It works well as an anaesthetic effect, but also makes areas numbed more or less useless for the duration, as they will not respond to commands from the brain. It works from the point where the subject is touched, and numbs all areas from that point out from the brain, so if it is done in a limb, all parts of that limb below the contact point are numbed. If it is done on the torso, all areas of the body below that point are numbed. There is a CONX3% roll if the subject wishes to resist the effects.

Neutralize Friction
 CST:17 MPC:10 APC:1100 FPC:22 SAV:VAR
 RAN:3R DUR:1MI DAM:0 CLS:HPA GRP:WI
 This makes a surface of the radius indicated or an object of up to an equivalent surface area effectively free from friction, so that it will slip from the grip of anyone holding it, or those standing on it will slip and fall down. It can be used to effect more than one object if they are small enough that their total surface area fits within the range. To avoid dropping frictionless objects one must make a DEXX3% roll and a DEX% roll is required to actually use the object. To stand on a frictionless surface requires an AGIX3% roll and movement without falling requires an AGIX% roll.

Neutralize Poison
 CST:13 MPC:11 APC:1600 FPC:32 SAV:NA
 RAN:1 DUR:1 DAM:40H CLS:COO GRP:PH
 This will negate the effects of overall body damage from poison up to the indicated amount.

Nightmare
 CST:7 MPC:12 APC:1800 FPC:36 SAV:NA
 RAN:1000 DUR:1Ho DAM:20FP CLS:CMF GRP:MY
 This spell causes a single target to experience a hair-raising nightmare, which causes him to irretrievably lose the benefits of one-hour's sleep during that night, most significantly one hour's worth of FP regeneration. The FP lost should be one FI for the target or 20FP, whichever is greater. Even sleeping an extra hour to compensate for the nightmare will not bring back those lost FP. The nature and theme of the nightmare is of the choosing of the caster.

Nightvision
 CST:5 MPC:5 APC:650 FPC:13 SAV:NA
 RAN:5/10 DUR:10MI DAM:0 CLS:BED GRP:MY
 This allows the caster to see in darkness as if it were daylight, though full visibility is limited to the range indicated.

Nondetectability

CSI:12 MPC:9 APC:450 FPC:9 SAV:TAL
RAN:5 DUR:10a DAM:0 CLS:AFE GRP:EN

This makes the caster immune to the effect of detection, location or analysis spells, in short anything with the letters B, C or D as the middle letter of their classification. It can be overridden by a spell of higher Casting Level, but is generally effective to make the caster nondetectable.

Odor Alteration

CSI:5 MPC:7 APC:1200 FPC:24 SAV:JUD
RAN:10M DUR:1Hb DAM:0 CLS:8PC GRP:PROI

This will alter the odor of a single person or object to any odor with which the caster is familiar. It also effects scent traces, so works well against tracking animals as well as having a wonderful potential annoyance value. The target must be touched to be effected, but the potential range of the odor is as indicated.

Omen

CSI:10 MPC:9 APC:2000 FPC:40 SAV:NA
RAN:17Y DEL:1Hb DAM:0 CLS:ACB GRP:PROI

This gives the caster a sign of what is to come in regards to a specific area of questioning. This sign is given by the powers of fate or faith, and how it is interpreted is in the hands of the caster. It should be fairly accurate, potentially, and can concern event about which he is curious up to a year in the future. The omen can appear any time in the hour after the spell is cast, and the caster has to figure out what that he sees is the actual omen.

Pacify

CSI:6 MPC:9 APC:900 FPC:18 SAV:WIL
RAN:10 DUR:1Ml DAM:0 CLS:CEA GRP:PR

This will neutralize the hostile intentions of all persons within range of the spell for its duration. Such persons have general control over their own actions, but will not feel the desire to do violence or bring others to harm.

Painlessness

CSI:7 MPC:8 APC:350 FPC:7 SAV:NA
RAN:5 DUR:1Ml DAM:0 CLS:8EE GRP:MYPH

This makes a single target effectively immune to pain for the duration of the spell, allowing him to ignore most pain-related WIL rolls and any loss of AP for pain as well. If he is damaged to the level of unconsciousness while under the effects of the spell he need not save until he goes one damage increment beyond that point. For example, if he was supposed to go unconscious at 1x damage he would not have to roll until 2x damage.

Palm of Light

CSI:2 MPC:3 APC:80 FPC:2 SAV:NA
RAN:1 DUR:10Ml DAM:0 CLS:GME GRP:PYLM

This causes the caster's palm to glow with light as bright as that of a lantern, which he can reveal or conceal by opening or closing his hand. The light is somewhat directional, like an illuminating beam.

Pattern of Cooling/Heating

CSI:7 MPC:7 APC:600 FPC:12 SAV:NA
RAN:10 DUR:5 DAM:0 CLS:GED GRP:BA

This raises or lowers the temperature in the given area by 10 degrees, effecting everyone in the area. The effects of the spell begin after 1/10th of the APC has passed. Duration can be extended as long as the caster continues to play, paying the indicated MPC and FPC each time the APC period passes again, or in a number of rounds equal to APC/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Darkness

CSI:13 MPC:7 APC:1100 FPC:22 SAV:NA
RAN:10 DUR:5 DAM:0 CLS:GSD GRP:BA

This causes darkness to form in the given radius, obscuring vision as if it were night. The effects of the spell begin after 1/10th of the APC has passed. Duration can be extended as long as the caster continues to play, paying the indicated MPC and FPC each time the APC period passes again, or in a number of rounds equal to APC/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Deafness

CSI:8 MPC:10 APC:320 FPC:7 SAV:CON
RAN:10 DUR:10Ml DAM:0 CLS:RNA GRP:BA

This causes everyone within range to lose their sense of hearing for the duration of the spell if they fail a CONx3% roll.

Pattern of Earth

CSI:9 MPC:19 APC:1100 FPC:22 SAV:AGI
RAN:30 DUR:5 DAM:6C CLS:0JD GRP:BA

This allows the caster to manipulate earth and stone with magical force. The potential volume he can effect is 1 Cubic Meter. Speed of movement is

10kph. He can command the direction and activity of this movement, control the movement and shape the material as he chooses for the duration of the spell. Sufficient material must be available for him to work with. The effects of the spell begin after 1/10th of the indicated APC has been expended. The duration can be extended as long as the caster continues to play, paying the indicated MPC and FPC each time the indicated APC has been paid again, or in a number of rounds equal to APC/50. The caster must keep playing for this extension to work and if he stops, even during the original casting, the spell is immediately terminated.

Pattern of Enchantment

CSI:8 MPC:10 APC:320 FPC:7 SAV:WIL
RAN:10 DUR:5 DAM:0 CLS:8JA GRP:BA

This causes all those within range to obey a simple sequence of commands given by the caster the carrying out of which may last no longer than the duration of the spell, or until terminated by the caster. The commands must be within the abilities of the targets, and cannot bring them direct harm or injury. There is also a delay of 1 minute before the spell takes effect. The effects of the spell begin after 1/10th of the APC has passed. Duration can be extended as long as the caster continues to play, paying the indicated MPC and FPC each time the APC period passes again, or in a number of rounds equal to APC/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Flame

CSI:18 MPC:19 APC:450 FPC:9 SAV:AGI
RAN:30 DUR:1Ml DAM:6B CLS:GJD GRP:BA

This allows the caster to create flame and control its movement. It creates about as much flame as a common campfire, which can do the indicated amount of damage each round that it is in existence, to anything within a 3M radius. In addition, he can cause the flame to move at up to 10kph in the direction of his choice. The effects of the spell begin after 1/10th of the APC has passed. Duration can be extended as long as the caster continues to play, paying the indicated MPC and FPC each time the APC period passes again, or in a number of rounds equal to APC/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Forgetfulness

CSI:18 MPC:25 APC:1400 FPC:28 SAV:WIL
RAN:10 DUR:1Hb DAM:0 CLS:8DA GRP:BA

This causes all those within range to lose their memory of any sequence of shared events specified by the caster. They should be events which happened in fairly close temporal proximity to the casting of the spell. That memory will be blocked out until the caster restores it or the effects of the spell are somehow negated.

Pattern of Healing

CSI:15 MPC:15 APC:3000 FPC:60 SAV:NA
RAN:10 DEL:10Ml DAM:6H CLS:CQA GRP:BA

This heals the indicated amount of damage to all persons within the given range. That healing should be distributed evenly between their wounds.

Pattern of Light

CSI:6 MPC:17 APC:720 FPC:15 SAV:NA
RAN:10 DUR:5 DAM:0 CLS:GMD GRP:BA

This suffuses the given radius with light, illuminating the entire area as if it were in daylight. The effects of the spell begin after 1/10th of the APC has passed. Duration can be extended as long as the caster continues to play, paying the indicated MPC and FPC each time the APC period passes again, or in a number of rounds equal to APC/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Paralysis

CSI:7 MPC:10 APC:400 FPC:8 SAV:WIL
RAN:10 DUR:5 DAM:0 CLS:CNA GRP:BA

This causes all within range to become immobilized as if paralyzed, for the duration of the spell if they fail a WILx3% roll. The effects of the spell begin after 1/10th of the APC has passed. Duration can be extended as long as the caster continues to play, paying the indicated MPC and FPC each time the APC period passes again, or in a number of rounds equal to APC/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Peace

CSI:12 MPC:10 APC:1200 FPC:24 SAV:WIL
RAN:10 DUR:5 DAM:0 CLS:8PA GRP:BA

This will calm all those within the radius, causing them to lose all interest in violence or hostile activity for the duration of the spell, and to act in a calm and peaceful manner. The effects of the spell begin after 1/10th of the APC has passed. Duration can be extended as long as the caster continues to play, paying the indicated MPC and FPC each time the APC period passes again, or in a number of rounds equal to APC/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Sleep

CSI:4 MPC:10 APC:600 FPC:12 SAV:WIL
RAN:10 DUR:10Ml DAM:0 CLS:CIA GRP:BA

This causes all those within range to fall soundly asleep for the duration of the spell if they fail a WILx3% roll. There is a 1 minute delay before the spell actually takes effect.

Pattern of Slaying

CSI:32 MPC:35 APC:4400 FPC:88 SAV:WIL
RAN:10 DUR:1X DAM:0 CLS:CNA GRP:BA

This causes all those within range to die on the spot if they fail to make a WILx3% roll.

Pattern of Storm

CSI:15 MPC:19 APC:700 FPC:14 SAV:AGI
RAN:30 DUR:1Ml DAM:6CD CLS:FJD GRP:BA

This will call up a considerable storm at the caster's command, with winds of up to 50kph. It is capable of doing the indicated damage through wind or lightning directed at groups or individuals in the area during the duration of the spell. It can also increase the capabilities of an existing storm by the indicated amount, and control storms of up to twice that power, those with 100kph winds and attendant phenomena. The effects of the spell begin after 1/10th of the APC has passed. Duration can be extended as long as the caster continues to play, paying the indicated MPC and FPC each time the APC period passes again, or in a number of rounds equal to APC/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Terror

CSI:12 MPC:10 APC:1200 FPC:24 SAV:WIL
RAN:10 DUR:5 DAM:0 CLS:8PA GRP:BA

This inspires all those in the given radius with unreasonable fear, causing them to flee away from the caster if they fail a WILx3% roll. The effects of the spell begin after 1/10th of the APC has passed. Duration can be extended as long as the caster continues to play, paying the indicated MPC and FPC each time the APC period passes again, or in a number of rounds equal to APC/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Water

CSI:9 MPC:19 APC:900 FPC:18 SAV:AGI
RAN:30 DUR:1Ml DAM:6C CLS:EJD GRP:BA

This allows the caster to manipulate water and other liquids with magical force. The potential volume he can effect is 1 Cubic Meter. Speed of movement is 10kph. He can command the direction and activity of this movement, control the movement and shape the water as he chooses for the duration of the spell. Sufficient water must be available for him to work with. The effects of the spell begin after 1/10th of the APC has passed. Duration can be extended as long as the caster continues to play, paying the indicated MPC and FPC each time the APC period passes again, or in a number of rounds equal to APC/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pattern of Wind

CSI:15 MPC:19 APC:700 FPC:14 SAV:AGI
RAN:30 DUR:1Ml DAM:6CD CLS:FJD GRP:BA

This allows the caster to generate winds of up to 50kph and to direct or control the movement of winds of up to 90mph. He can also increase the speed of existing winds by 100kph. Damage done by such blasting wind is to all those in range. The effects of the spell begin after 1/10th of the APC has passed. Duration can be extended as long as the caster continues to play, paying the indicated MPC and FPC each time the APC period passes again, or in a number of rounds equal to APC/50. The caster must keep playing for the spell to be in effect. If he stops, the spell stops as well.

Pentacle of Binding

CSI:12 MPC:8 APC:1000 FPC:20 SAV:WIL
RAN:1 DUR:10Ml DAM:WP CLS:AFF GRP:SD

This creates a pentacle to be used by the caster in protecting himself and containing summoned demons. The pentacle creates a barrier with a value equal to the caster's WP, which the demon must defeat in WIL Battle to cross.

Phase

CSI:12 MPC:8 APC:300 FPC:6 SAV:NA
RAN:5 DUR:10Ml DAM:0 CLS:AKE GRP:WI

This temporarily removes the caster into the void which exists between the planes. He will disappear from the real world for the duration of the spell, and be suspended in a timeless featureless grayness unable to do anything until he returns. However, in this time he can think and is neither effected by nor able to effect the world from which he has retreated. For those observing, he will have essentially disappeared for the duration.

Physical Characteristic Enhancement
 CST:4 MPC:6 APC:300 FPC:6 SAV:NA
 RAN:5 DUR:10MI DAM:1CP CLS:CEE GRP:ENMY

This spell will increase any one of the four physical characteristics (CON, STR, DEX, AGI) by one point for the duration of the spell, with that increase affecting all applications of that characteristic.

Piercing Point
 CST:2 MPC:6 APC:900 FPC:18 SAV:NA
 RAN:7 DUR:1MI DAM:2PL CLS:DEC GRP:EN

This makes pointed objects sharper and more damaging. Each CL adds 6 to the potential MD of a weapon for the duration of the spell.

Plague of Boils
 CST:12 MPC:16 APC:2400 FPC:48 SAV:CON
 RAN:30 DUR:1We DAM:5 CLS:QOB GRP:PHSH

This causes a single target to break out in painful and unsightly boils all over his damage. It does 1 point of damage per hour, plus he loses 1 point of CON & STR per day that the spell is in effect, although these regenerate at the usual rate during that time and after the spell runs its course. While the spell is in effect the skin is also sensitive, so the AP cost of any armor worn is doubled.

Plague of Locusts
 CST:6 MPC:12 APC:2400 FPC:48 SAV:NA
 RAN:100 DUR:1Ho DAM:5 CLS:CLA GRP:BMSH

This summons a mass attack of locusts which will invade the given radius, destroying all crops there and doing damage to any there at a rate of 1 point overall every 10 minutes that they are exposed.

Plague of Mites
 CST:6 MPC:14 APC:2100 FPC:42 SAV:WIL
 RAN:30 DUR:1Da DAM:5 CLS:CLB GRP:BMSH

This afflicts a single target within range with an infestation of biting mites which will annoy and damage him with lots of little wounds, doing one point of damage per hour, located, disregarding armor. In addition the victim loses 30 AP from his total AP each round while he is so afflicted. If a WILx3% roll is made the AP effects are halved for the next hour.

Plague of Visions
 CST:18 MPC:12 APC:1700 FPC:34 SAV:TAL
 RAN:3 DUR:10Da DAM:0 CLS:BFF GRP:MYSH

This afflicts a single target with hallucinatory visions of the caster's choosing, which assail him constantly, causing him to lose 40AP during each round for the duration of the spell. If a TALx3% roll is made the victim can ignore most of the visions and loses half the indicated AP.

Planal Transport/Planewalking
 CST:36 MPC:25 APC:1900 FPC:18 SAV:NA
 RAN:5 DUR:1X DAM:0 CLS:AKE GRP:WI

This allows the caster to step directly from his world into another plane. Its limitations are similar to those of the Plane Gate spell, with transport being easier at weak points in the planal fabrics called Nexi, Gates or Junctions. From one of these gates to a similar gate on another plane the cost is as indicated, but if the transport is from a non-gate area to a gate or from a gate to a non-gate area the MPC is doubled and the MI is halved. If no gates are being used at all the MPC is multiplied by 4 and the MI is quartered. Again, the caster should be familiar with the destination and the plane, though this familiarity can be gained through mental images transferred from another being or other similar means. It transports only the caster, and does so instantaneously.

Plane Gate
 CST:56 MPC:31 APC:3200 FPC:64 SAV:NA
 RAN:3R DUR:1MI DAM:0 CLS:AKF GRP:WI

This creates a gate from one world to another, through which as many people can pass as will fit through a 3M radius aperture in one minute, probably ten to 20 people. The caster can specify the destination as any plane with which he is familiar, but he cannot normally choose the location on that plane, except to choose between available, open nexuses where that plane shows less integrity and is 'closer' to other planes. These weak points in the planal fabric can be considered gates or links, and it is to these that a plane gate will transport people. If transport is from one gate on the plane of origin to another gate on the destination plane, the MPC is as listed for this spell. It is possible to transport without using established gates, but if the spell is cast to create a gate in a non-established location, the cost is increased. Transport from a non-gate area to a gate has double MPC and the MI is halved. Transport from a gate to a non-gate area has the same cost. Transport from a non-gate area to a non-gate area has four times the regular MPC and one-quarter the regular MI. If an established gate

is not used the caster must be intimately familiar with the point of arrival, though this familiarity can be gained through mental images transferred from another being or other similar means.

Plane Window
 CST:10 MPC:10 APC:1000 FPC:20 SAV:NA
 RAN:1R DUR:10MI DAM:0 CLS:BEF GRP:WIDI

This creates a window through which anyone can see into another parallel world or plane. The view is chosen by the caster, though it must be a place which he is familiar with on a plane he knows, though this familiarity can be gained through mental images transferred from another being or other similar means. It is not possible to pass through this window, and it is invisible to those being viewed.

Plant Passage
 CST:15 MPC:15 APC:1400 FPC:28 SAV:NA
 RAN:100K DUR:1 DAM:0 CLS:CKD GRP:HE

This allows the caster to transport himself from one place to another through an affinity with plants. If he is in touch contact with a plant of a specific type he can use the spell to transport himself to another specimen of the same type of plant which is within range. He appears to step into one plant and out of the other, and the transport is virtually instantaneous.

Plantform
 CST:7 MPC:7 APC:500 FPC:10 SAV:NA
 RAN:5 DUR:10MI DAM:0 CLS:CPE GRP:HE

This allows the caster to alter his form to that of a plant with which he is familiar. He takes on all the properties of that plant and is pretty much indistinguishable from a natural plant of that kind.

Predict Weather
 CST:10 MPC:8 APC:1200 FPC:24 SAV:NA
 RAN:10K DUR:1 DAM:0 CLS:FCA GRP:AESH

This will tell the caster what the weather patterns within range will be during the next 24 hour period. It is accurate and fairly detailed, and can be relied on unless the weather is tampered with magically.

Preserve Magic
 CST:6 MPC:9 APC:1300 FPC:28 SAV:NA
 RAN:1 DUR:1We DAM:0 CLS:AFC GRP:EN

This spell extends the duration of any created magical matrix and all the spells imposed upon it. It will not increase the amount of mana available for the use of those powers, but it will preserve any mana in the matrix from leaking out and keep the matrix from breaking down when its normal duration has expired. It removes the necessity of recreating the matrix and its contents every week.

Preservation
 CST:4 MPC:9 APC:1100 FPC:22 SAV:NA
 RAN:1 DUR:1We DAM:0 CLS:CFC GRP:EN

This protects organic and inorganic materials from the effects of time and decay. It essentially suspends all temporal effects for that material for the duration of the spell, so that food will not rot, metal will not rust, etc. When the spell runs out all of the time which

Prime Summoning
 CST:8 MPC:14 APC:2500 FPC:50 SAV:5
 RAN:X DUR:10MI DAM:0 CLS:ALB GRP:50

This performs the same basic function as a Lesser Summoning, with all the limitations and features noted in that description, but it is powerful enough to draw from hell demons of the middle range of the hellish ranks, specialized demons, major elemental demons and all others who are greater than imps, but not of the nobility of hell.

Protection from Cold
 CST:8 MPC:8 APC:200 FPC:4 SAV:NA
 RAN:5 DUR:10MI DAM:100 CLS:GEE GRP:ENSH

This will protect the caster from the effects of cold and related elemental effects, reducing the effective damage of such conditions by the indicated amount without a roll being made.

Protection from Detection
 CST:12 MPC:10 APC:1000 FPC:20 SAV:TAL
 RAN:10 DUR:10Da DAM:0 CLS:AFA GRP:EN

This masks an area up to 10M in radius from the effects of detection magic either locally applied or applied from a distance. It also protects anything brought into the area, though not items or persons in the area who leave it, once they are out of the area.

Protection from Heat and Light
 CST:10 MPC:8 APC:150 FPC:3 SAV:NA
 RAN:5 DUR:10MI DAM:100 CLS:GFE GRP:ENPYSH

This will protect the caster from the effects of heat, light, flame and related elemental effects, reducing the effective damage of such conditions by the indicated amount without a roll being made.

Protection from Lightning
 CST:10 MPC:8 APC:150 FPC:3 SAV:NA
 RAN:5 DUR:10MI DAM:100 CLS:GFE GRP:ENAEASH

This will protect the caster from the effects of lightning and other electrical elemental effects, reducing the effective damage of such conditions by the indicated amount without a roll being made.

Psisolation/Mind Fortress
 CST:15 MPC:15 APC:480 FPC:10 SAV:NA
 RAN:5 DUR:12Ho DAM:50MP CLS:BFE GRP:MY

This establishes a protective shield around the mind of the caster, protecting it from WIL based attacks for the duration of the spell, by adding a defensive buffer of 50MP, which must be destroyed before attacks can effect his own WP.

Puddleform
 CST:5 MPC:6 APC:400 FPC:8 SAV:NA
 RAN:5 DUR:10MI DAM:0 CLS:EPE GRP:HY

This allows the caster to alter his form and material composition into a form of water, essentially turning him into a puddle. As a puddle he has water's natural resistance to most physical attacks, and also its unique vulnerabilities. In this form he cannot move or communicate, though he can terminate the spell at will.

Purify Gas
 CST:13 MPC:9 APC:550 FPC:11 SAV:NA
 VOL:1/7 DUR:X DAM:0 CLS:FDA GRP:AE

This removes all impurities from one cubic meter of any solid material, assuming the caster is familiar with the proper composition of that material.

Purify Liquids
 CST:8 MPC:9 APC:720 FPC:15 SAV:NA
 VOL:1/7 DUR:X DAM:0 CLS:EOD GRP:HY

This removes all impurities from one cubic meter of any liquid, assuming the caster is familiar with the proper composition of that material.

Purify Matter
 CST:8 MPC:9 APC:900 FPC:18 SAV:NA
 VOL:1/7 DUR:X DAM:0 CLS:DOA GRP:GEAL

This removes all impurities from one cubic meter of any solid material, assuming the caster is familiar with the proper composition of that material.

Rain of Beasts
 CST:13 MPC:18 APC:1800 FPC:36 SAV:NA
 RAN:100 DUR:10MI DAM:0 CLS:EPA GRP:SHBE

This causes an unnatural rain storm to arise. As the rain hits the ground the drops are transformed into cats and dogs, some of them not fully formed, which flop around on the ground, run up and down, howl and generally create havoc and annoyance for anyone in the area. They get underfoot and inhibit movement and will attack if they are attacked, though they are mostly frightened. They disappear completely when the spell runs out.

Rain of Slime
 CST:7 MPC:16 APC:1600 FPC:32 SAV:AGI
 RAN:30 DUR:10MI DAM:20AP CLS:EPA GRP:HY

This causes slime to fall from the sky within the indicated radius, causing all in that area to have to make an AGI roll or fall to the ground. In addition, all in the area lose the indicated number of AP each round as long as they are in the area up to the duration of the spell.

Reattach Limb
 CST:10 MPC:19 APC:600 FPC:12 SAV:5
 RAN:1 DUR:X DAM:0 CLS:CNB GRP:PHNE

This will rejoin a limb or other major body piece to the original body as if it were never removed, assuming the limb has been removed for less than a day and the body is still alive. It is intended to attach a limb to its native body, though there is only a CONx6% chance of failure with a foreign limb of the same species and general physical status. There is a chance of failure in any case of CONx3%.

Regenerate Limb
 CST:23 MPC:14 APC:5200 FPC:104 SAV:NA
 RAN:1 DEL:1MI DAM:120H CLS:CRF GRP:PH

This will regrow a severed limb, taking 1 Month plus a number of days equal to the percentage of body hit points regrown to fully regrow that limb. The limb will not be functional until the spell has run its course. Regrows full limb in extended time period

Regenerate Organ
 CST:23 MPC:15 APC:5400 FPC:108 SAV:NA
 RAN:1 DEL:1We DAM:5 CLS:CRF GRP:PH

This spell regrow any bodily organ, assuming that the character does not die during the delay in which the organ is growing and is not already dead. Spells like Suspend Animation can keep a character alive on the border of death while this spell works on vital organs. It is the primary cure for # effects on the damage chart.

Regeneration
 CST:9 MPC:9 APC:900 FPC:18 SAV:NA
 RAN:5 DEL:10MI DAM:6H CLS:CQE GRP:PH

This allows the caster to regenerate up to the indicated amount of damage to his body, distributed as desired. It can heal any type of damage except burn damage. It will not knit or set bones or cure paralysis or internal hemorrhaging.

Regrow Flesh
 CST:13 MPC:8 APC:3000 FPC:60 SAV:NA
 RAN:1 DEL:10a DAM:20H CLS:CRF GRP:PH

This allows the caster to regrow an area of flesh, muscle, fat, cartilage and fiber for a single target up to the indicated number of hit points of damage. It does not allow the regeneration of bones or organs. The flesh grown by this spell will be the same in form and strength as the spell replaced.

Reincarnation
 CST:20 MPC:21 APC:1500 FPC:30 SAV:S
 RAN:X DUR:X DAM:0 CLS:ADJ GRP:PR

This causes a recently disincarnated (slain) spirit to be reincarnated in the first available body appropriate to his level of Karma. It is most likely that available bodies will be newborn infants, but it is also possible that he will find his way into a body which has somehow lost its spirit. The spirit will not necessarily find a human body, especially if it has negative Karma Points. If the character has less than -100KP he will go to whatever hell its faith condemns it. If he has less than -80KP his spirit will be reincarnated into a much lower life form, like a crustacean or insect. If he has less than -60KP his spirit will seek out a lower animal, serpent or lizard, like a snake or rat. If he has less than -40KP he will come back as a major animal or bird, like a lion or hawk. With less than -20KP he will come back as a human of lower social status than in his previous life. If he has from -20KP to +20KP he will come back in a more or less similar life situation. If he has over +20KP he will be reborn in a higher social situation, about 4 points of SOC higher. If he has over +40KP he will be reborn with as much as 8 more SOC. If he has more than +60KP he will be reborn with as much as 12 more SOC. If he has more than +80KP he will be reborn with as much as 16 more SOC. If it is not possible to raise his SOC that much, the leftover points should be assigned to other stats. If he has over +100KP he will be assumed into whatever heaven is appropriate to his faith.

Remove Barrier
 CST:8 MPC:8 APC:2500 FPC:50 SAV:MAG
 RAN:1 DUR:1 DAM:0 CLS:ASC GRP:ENMI

This spell will remove magically maintained and created physical barriers on which it is cast. It will eliminate barriers of up to 5MP in strength.

Reopen Wounds
 CST:12 MPC:12 APC:3500 FPC:70 SAV:TAL
 RAN:10 DUR:1We/S DAM:5 CLS:CQD GRP:PHPRNE

This causes all wounds which a single target has sustained in the week prior to the time the spell is cast to reopen and resume their worst status during that time. Multiple wounds in the same area are cumulative and it negates any natural or magical healing done in that time. It can be fatal or at least inconvenient, and works on all types of damage and damage results.

Repel Undead
 CST:13 MPC:9 APC:650 FPC:13 SAV:WIL
 RAN:10 DUR:1MI DAM:6B CLS:AGC GRP:NEPR

This causes spirits and creatures which can be defined as undead to be driven away from and shun the caster if they fail a WILx3% roll. The effect centers around the caster for the duration of the spell. A being can be defined as undead if it lacking one or more of the elements Mind, Body and Spirit.

Repel Water
 CST:12 MPC:6 APC:300 FPC:6 SAV:NA
 RAN:5 DUR:10MI DAM:0 CLS:EGD GRP:HY

This spell makes a single target of up to man-size repel all water which touches it, it also allows one to stand on or walk on water, though the surface is rather slippery and unsteady.

Resiliency/Magical Armor
 CST:9 MPC:5 APC:1400 FPC:8 SAV:NA
 RAN:7 DUR:1MI DAM:AV+1 CLS:IFF GRP:EN

Each CL of this spell gives the target magical protection equivalent to 1 point of AV against all types of attacks to any area of his body.

Resurrection
 CST:17 MPC:26 APC:12000 FPC:240 SAV:NA
 RAN:1 DUR:X DAM:40H CLS:CRC GRP:PR

This raises a single subject from the dead. The body must be present for the spell to work, and the spirit must still be linked to the body. A spirit will generally stay around for WIL squared hours, minus the number of positive or negative Karma Points the character has. Resurrection heals all damage to the body which would be fatal, up to the minimum level necessary to return the character to life, up to a total of 40HP worth of damage. It must be cast at a higher CL if more damage needs to be healed. It will not heal any lesser wounds or even near-fatal wounds. It will not reassemble a dismembered body or rejoin or regrow limbs or organs which are completely destroyed, nor will it work on ashes or ground up bits. Those who are resurrected suffer a loss of 106 points of WIL and 103 points of CON after returning to life.

Restore Consciousness
 CST:9 MPC:11 APC:350 FPC:7 SAV:NA
 RAN:10 DUR:1CR DAM:0 CLS:BRC GRP:PHMY

This will restore a single target to consciousness regardless of the cause of his unconsciousness, though after the first CR whatever caused his unconsciousness will come back into effect and if a roll is required he must make it to remain conscious.

Restore Flesh
 CST:10 MPC:7 APC:4000 FPC:80 SAV:NA
 RAN:1 DEL:1Ho DAM:10H CLS:CRD GRP:PH

This spell will straighten withered, twisted or deformed limbs and cure other deformities of the muscles and flesh, whatever their cause. It will heal the equivalent of 10 points of damage.

Restore Senses
 CST:14 MPC:9 APC:5400 FPC:108 SAV:NA
 RAN:1 DUR:1 DAM:5 CLS:BRD GRP:PHMY

This restores to a character any of the five senses which have been temporarily lost or afflicted, regardless of the cause, so long as it is not permanent physical maiming or alteration. It will only restore one sense per casting.

Restore Will
 CST:8 MPC:5 APC:3600 FPC:72 SAV:NA
 RAN:1 DUR:X DAM:20WP CLS:BRD GRP:MY

This restores Will Points which a single subject has lost, whatever the means. Each CL restores the indicated number of WP up to his maximum.

Reverse Aging/Restore Youth
 CST:16 MPC:25 APC:5900 FPC:76 SAV:WIL
 RAN:1 DUR:X DAM:0 CLS:CEC GRP:EN

This reduces the physiological age of a single target by up to 10 years per CL. The effects are permanent, and multiple CL can combine for a dramatic reduction in apparent age.

Sandblast
 CST:3 MPC:6 APC:60 FPC:2 SAV:MIS
 RAN:34 DUR:1 DAM:6B CLS:DJG GRP:GE

This causes a high-speed spray of sand particles to strike a single target, doing overall damage if the caster hits successfully. The damage is from abrasion and is treated as burn damage.

Sandstorm
 CST:16 MPC:11 APC:400 FPC:8 SAV:AGI
 RAN:30M DUR:1MI DAM:280 CLS:OJA GRP:GE

This creates a swirling storm of sand which damages all persons within the indicated radius, doing the indicated damage to all in the area each round for the duration of the spell and also causing them to lose 20 AP during each round of the effect.

Scent Illusion
 CST:16 MPC:9 APC:900 FPC:18 SAV:NA
 RAN:3M DUR:10MI DAM:0 CLS:8MA GRP:CO

This creates the artificial perception of any scent which the character is familiar with and chooses to reproduce. It must be created in the locus of the caster, but the scent itself can spread from there up to a normal range for that type of scent.

Scent Tracking
 CST:15 MPC:7 APC:250 FPC:5 SAV:TAL
 RAN:10 DUR:10MI DAM:0 CLS:8BB GRP:WIL

This allows the caster to follow the scent trail of a particular quarry as if he were a tracking animal. To establish the scent he will need something which has the scent of the quarry and a place from which to start following the trail. The quarry has a TALx3% chance of eluding tracking, but this may be modified for actions he takes or special conditions.

Scrying
 CST:16 MPC:11 APC:1000 FPC:20 SAV:NA
 RAN:17/X DUR:10MI DAM:0 CLS:AAB GRP:ENSH

This allows the caster to gaze into a reflective surface and see scenes which are far away, up to any distance or even outside the material plane. To focus on the scene, he must be familiar with the place he is scrying or with a person or object which he is scrying. The image shown will be of a 10M square area around the point of focus.

Seal Cracks
 CST:4 MPC:13 APC:800 FPC:16 SAV:NA
 LEN:3/T DUR:1Se DAM:0 CLS:DNC GRP:EN

This seals and makes water tight any cracks or joints which the caster can trace with his finger up to the total length indicated.

Sealing
 CST:3 MPC:10 APC:600 FPC:12 SAV:NA
 RAN:1 DUR:10MI DAM:80R CLS:DNC GRP:EN

This will seal a door or other movable barrier in a shut or open position so that the indicated cumulative or sudden damage needs to be done to it by hitting or pushing to move it. Remember that Impact Damage is only half cumulative.

Seeking Arrow
 CST:12 MPC:16 APC:500 FPC:10 SAV:MIS
 RAN:1 DUR:1We DAM:5 CLS:AEG GRP:EN

An arrow on which this spell is cast, when shot from a bow, will seek out and strike a specific target who the firer has in mind, assuming he is fairly familiar with that target from personal contact or through magical linking. The arrow will fly at a speed of 10Kph for the duration of the spell or until it finds its target. When it has a clear shot at the target it will strike with the force, accuracy and speed of the bowshot with which it was initially fired.

Seeking Blade
 CST:3 MPC:5 APC:300 FPC:6 SAV:NA
 RAN:1 DUR:1MI DAM:AR+3 CLS:DJC GRP:EN

This temporarily increases the accuracy of a weapon, increasing the effective AR of the wielder by 3 per CL.

Seeking Flame
 CST:20 MPC:28 APC:1340 FPC:7 SAV:AGI
 RAN:1000 DUR:1MI DAM:120B CLS:GJB GRP:PY

This creates a ball of flame from the caster's locus, which travels up to the maximum range to strike a single target with which the character is familiar. That target can take only half damage if he rolls within AGIX3% on the arrival of the attack.

Sensory Link
 CST:7 MPC:11 APC:270 FPC:5 SAV:NA
 RAN:1K DUR:10MI DAM:0 CLS:8NB GRP:CO

This puts the caster in direct, interactive contact with an illusion of his own creation. He can see through the eyes of the illusion, or at least from its locus, can direct the actions of the illusion remotely, and if he wishes to heighten the level of the interface, he can use any of his other senses through the illusion. Remember that a Visual Illusion is necessary to support this spell.

Sever Soul
 CST:6 MPC:7 APC:1200 FPC:24 SAV:SPE
 RAN:10 DUR:5 DAM:0 CLS:AOC GRP:MY

This separates the soul of a single target from his physical body. It can be used on a living or dead target, assuming the dead spirit is still sticking around (spirits stay with the body for WIL squared hours), however the exact way that this spell works varies slightly depending on the status of the target. Once a person has died, he begins to lose (WIL squared)/10 WP each hour after death until all his WP are gone and he goes to his just reward. This can be modified for the character's KP by reducing the number of WP to work with by his positive or negative amount of KP, if the GM wishes characters to be drawn to their fate a bit more speedily. What this spell does is to sever the link between soul and body prematurely, working as a WIL attack, initiating a Will Battle in which the attacker does his WIL as a max damage each CR and the defender loses that damage from his WP. The victim can fight back and take any other actions within his power while the Will Battle goes on, but if he loses the spirit is severed from the body. Once the spirit is severed from the body it remains in the area until its time runs out. Its WP do not regenerate, but if it has the ability to initiate a Will Battle it may attempt to repossess its body. The WP lost in the Will Battle return to the victim immediately after he is removed from the body, but the body has an artificial number of WP equal to the amount of WIL damage done by the attacker. The spirit may then attempt to repossess his own body by battling that artificial WIL or may attempt to possess someone else. A spirit thus severed has the power to attempt possession for the WIL squared hours which remain until it vanishes to its ultimate destination. The spirit substitute in the despoiled body remains there for a number of hours equal to the attacker's WIL squared. Remember that while in spirit form WIL damage will regenerate but WIL loss to time as departure approaches is non-regenerable.

Shadow Travel
CST:10 MPC:10 APC:900 FPC:18 SAV:NA
RAN:10K DUA:1 DAM:0 CLS:CKD GRP:DA
This allows the caster to transport himself through one shadow to any other shadow within range, essentially walking into the first shadow and out of the other instantaneously.

Shaking Death
CST:10 MPC:20 APC:1500 FPC:30 SAV:CON
RAN:10 DEL:1Ho DAM:5 CLS:CEB GRP:SHWE
This causes a single target to enter a series of degenerative muscle spasms which limit his mobility and eventually lead to his death at the conclusion of the spell. The victim's AP are reduced by 40 and he loses 1 HP overall every 5 minutes until at the end of the hour, if he fails at CONx3% roll he dies.

Shape Metal
CST:7 MPC:18 APC:3900 FPC:76 SAV:NA
RAN:1 DUR:1X DAM:0 CLS:DPC GRP:GE
This allows the caster to reshape metal with his bare hands, manipulating it as if it were soft clay. He can make it into any form he chooses and it solidifies when he thinks he is done or after 10 minutes, whichever comes first. At one CL the spell lets him work one Cubic Meter of metal. Note that the metal thus shaped will not be tempered to any status other than that which it had originally.

Shape Stone
CST:7 MPC:18 APC:3900 FPC:76 SAV:NA
RAN:1 DUR:1X DAM:0 CLS:DPC GRP:GE
This allows the caster to reshape stone with his bare hands, manipulating it as if it were soft clay. He can make it into any form he chooses and it solidifies when he thinks he is done or after 10 minutes, whichever comes first. At one CL the spell lets him work one Cubic Meter of stone.

Shapechange
CST:10 MPC:10 APC:700 FPC:14 SAV:NA
RAN:5 DUR:1Ho DAM:0 CLS:CPE GRP:BESH
This allows the caster to assume the form of any animal or person which he has seen, with the accuracy of the simulation dependent on his familiarity with the form and the accuracy of his recollection. He cannot assume a form which he has not seen. He gains all the physical attributes of the form he assumes, but not necessarily the knowledge of how to use them. Thus, if he became a bird he would be without the flying skill. Being a wolf would not give him a wolf's combat skill, etc. There are additional spells which will simulate these abilities, however. Clothes and equipment are not included in the spell.

Shatter Eardrums
CST:10 MPC:14 APC:1500 FPC:30 SAV:TAI
RAN:10 DUA:1X DAM:0 CLS:CPB GRP:PHSH
This shatters the eardrums of a single target, rendering him permanently deaf, though the damage can be repaired with a Regenerate Organ spell.

Shattering
CST:4 MPC:11 APC:2300 FPC:46 SAV:NA
RAN:1 DUR:1 DAM:5 CLS:DPC GRP:WI
This will shatter non-organic material or dead organic material, such as rock, glass, wood or metal. It causes any object of up to 1 Cubic Meter in volume to shatter or does the equivalent of 40 points of damage to a larger object.

Shatter Ray
CST:10 MPC:13 APC:350 FPC:7 SAV:MIS
RAN:10 DUA:1 DAM:5 CLS:CPG GRP:WI
This creates a ray-type attack which causes a limited amount of organic material to solidify and shatter. It will destroy any body area hit up to 20% of total HP, or it has an effective MD of 20 for other, larger areas.

Shrivel Tongue
CST:9 MPC:12 APC:1300 FPC:26 SAV:TAI
RAN:10 DEL:1Ho DAM:5 CLS:CPB GRP:FNHPH
This literally causes a single target's tongue to shrivel up in his mouth so that he is incapable of articulate speech for the duration of the spell.

Sign of Blinding
CST:4 MPC:7 APC:1100 FPC:22 SAV:AGI
RAN:10 DUA:1 DAM:500 CLS:DMF GRP:RU
When drawn in the air this symbol will expand into a pattern of magical bonds which will entangle a single target if he fails an AGIx3% roll. If he is entangled he will have his AP reduced by 30 until he can break free with a STRx3% roll or less. If he breaks free he will take the indicated damage as the bonds snap. The sign is visible only to the target on which it is cast or to those with Mana Sight.

Sign of Darkness
CST:11 MPC:11 APC:1200 FPC:24 SAV:NA
RAN:10 DUA:10MI DAM:30AP CLS:DMF GRP:RU
This creates a symbol of darkness which seems to suck into itself all light in the indicated area, causing total darkness for the duration.

Sign of Flame
CST:7 MPC:7 APC:550 FPC:11 SAV:AGI
RAN:10 DUA:1 DAM:6BL CLS:DMF GRP:RU
This creates a burning symbol which will strike a single target if he fails an AGIx3% roll, doing the indicated burn damage and leaving an impression like a brand in the shape of any continuous symbol the caster chooses to draw. Damage done is located.

Sign of Light
CST:6 MPC:6 APC:350 FPC:7 SAV:NA
RAN:10 DUA:1MI DAM:0 CLS:DMF GRP:RU
This creates a glowing symbol drawn by the caster which hangs in the air where it is cast for the indicated period, casting light equivalent to that of a torch throughout the indicated radius.

Sign of Power
CST:8 MPC:12 APC:750 FPC:15 SAV:WIL
RAN:10 DUA:1MI DAM:5 CLS:AGF GRP:RU
This causes any entity of a spiritual nature or of extra-planar origin to have to make a WILx3% roll or be driven away from the caster for the indicated duration, having his AP reduced by 50 should he attempt to attack or approach within the given range of the caster during that period.

Sign of Sealing
CST:8 MPC:12 APC:600 FPC:12 SAV:NA
RAN:1 DUR:10Da DAM:20R CLS:DMF GRP:RU
When drawn on a movable surface like a door or window this will immobilize or seal shut that moving object until someone does the indicated damage to it in a single blow, or a percentile roll is made within the total combined applied strength divided by 3. Until one of these conditions is met the target will remain sealed. The sign is visible to Mana Sight but not to normal vision.

Sign of Warding
CST:5 MPC:15 APC:900 FPC:18 SAV:JUD
RAN:10 DUA:1We DAM:5 CLS:CGO GRP:ENPR
This sign, when seen as a written image or when made in the air will cause those seeing it to lose WP if they fail a JUDx3% roll. Once that save is made against a stationary sign it need not be made again. If the sign is made in the air it has a duration of only 1 minute, but does double damage. It can be set up to effect anyone of a specific moral orientation, such as those with many positive or negative karma or dharma points, though it will work against only one of those four areas. It causes the difference between the caster's DP or KP and the viewer's DP or KP, as specified, to be subtracted directly from the target's WP and at the same time it does half of that damage as AP damage to the target and 1/5th of that damage as HP damage to the target.

Silence
CST:8 MPC:9 APC:720 FPC:15 SAV:INT
RAN:10M DUA:1MI DAM:0 CLS:BEA GRP:CO
This makes the radius indicated completely silent, blanking out all noise and sound originating within that area or entering it for the duration of the spell.

Silent Scream
CST:12 MPC:20 APC:2500 FPC:50 SAV:WIL
RAN:10 DEL:1Ho DAM:5 CLS:BNB GRP:ENMY
This spell induces a series of terribly painful neuro-muscular spasms to run through the body of the target, immobilizing him with pain and possibly killing him. The effects are characterized by horrible grimaces and contortions. It does 50 points of AP damage each CR, plus 1 point of real overall damage every minute, which in the course of an hour adds up to near fatal damage.

Simulacrum
CST:10 MPC:16 APC:2400 FPC:48 SAV:NA
RAN:5 DUR:10Da DAM:0 CLS:DMF GRP:ENNE
This creates a duplicate form from the physical essence of the caster which can operate and function just as the caster would, under his command and direction, but capable of thought and decision making within limits. The caster essentially loans part of his own substance to this creation, giving it a certain percentage of his characteristics and statistics which it uses to form itself. The casters stats are reduced by the amount donated for the duration of the creation, while the creature has stats equal to five times the amount donated. The stats of the creation cannot be greater than those of the original. Donation can be done evenly overall or greater with some stats and less with others, as the caster chooses. The life of the creation can be extended so long as the caster is willing to leave his stats reduced by the indicated amount. However the percentage by which the stats are reduced is added up cumulatively to determine a permanent loss of characteristics which may result. The permanent characteristic loss is equal to the percentage donated multiplied by the number of days of duration, divided by 5, with 5 subtracted from this total. Thus, if a mage were to donate 20% of his stats across the board for three days, he would have all his stats reduced by 20% for each of those

days, and have a permanent loss of ((20x20x20)/5)-5%-7% from each stat involved. This provides a nice limiting factor. Some of the effects of this can be reduced by keeping some stats low in donation. It is also possible to save some pain by increasing the CL of the spell to increase the duration so that the rate of permanent reduction is lower. Note that it is possible to have more than one simulacrum at a time and that the stat reduction effects and stat loss effects are all cumulative.

Sincerity
CST:3 MPC:6 APC:450 FPC:9 SAV:INT
RAN:5 DUR:10MI DAM:0 CLS:BDI GRP:MYEN
This will make whatever the caster says during its duration completely convincing as if it were revealed truth to any who hear it and fail an INTx3% roll. It essentially makes liars and comen as effective as possible.

Skill Enhancement
CST:6 MPC:7 APC:850 FPC:17 SAV:NA
RAN:5 DUR:1Ho DAM:20SP CLS:BED GRP:MY
This increases skills temporarily by making available the indicated number of SP. It works only to enhance skills which the character has previously spent SP on and they cannot be increased beyond twice their original level.

Sleep
CST:2 MPC:9 APC:800 FPC:16 SAV:WIL
RAN:3 DUR:10MI DAM:0 CLS:CIC GRP:EN
This causes a single target to fall asleep instantaneously if he fails a WILx3% roll, remaining asleep for the duration of the spell or until awakened on command of the caster, by taking damage or by being shaken awake, which will take 106+1 CR to be effective.

Sleepless Death
CST:9 MPC:15 APC:900 FPC:18 SAV:CON
RAN:1 DUR:1We DAM:5 CLS:BEB GRP:ENMY
This causes a single target to be unable to sleep for the duration of the spell, during which time he will become weaker and weaker until at the end of the delay period he will die. This takes the effect of the character losing 1 HP and 1 FP per hour from the moment of the casting of the spell. Every 8 hours he loses 1 point of CON and STR as well. When all these stats reach 0 he lapses into a coma. At the end of the week of delay all life functions cease. While the spell is in effect normal regeneration of HP and FP ceases. Finally, as the spell progresses, the victim loses AP each day. His AP are reduced by five times the number of days that he has been suffering under the spell. Thus, in the first day his AP would be lowered by 5 and in the last day they would be lowered by 35.

Slow Time
CST:13 MPC:13 APC:2350 FPC:47 SAV:TAI
RAN:10 DUR:10MI DAM:0 CLS:AEO GRP:WI
This slows the flow of time in a limited area. The practical effect is to halve the Activity Points of all those within range except for the caster who is immune and retains his full AP. It also has the same effect on ongoing activities and phenomena, halving their rate of progress.

Sobriety
CST:6 MPC:10 APC:600 FPC:12 SAV:CON
RAN:1 DUR:10Da DAM:0 CLS:CFB GRP:PH
This protects a single target or the caster himself from the effects of all forms of alcoholic beverages for the indicated duration. At the point where he should become drunk he remains sober if he can roll within CONx3%.

Social Characteristic Enhancement
CST:6 MPC:16 APC:360 FPC:8 SAV:NA
RAN:5 DUR:10MI DAM:1CP CLS:AEE GRP:ENMY
This temporarily enhances one of the characteristics ZEA, CHA, APP or SOC by the indicated amount. That increase is indistinguishable from a natural characteristic of the increased value.

Sonar Vision
CST:5 MPC:16 APC:800 FPC:16 SAV:NA
RAN:5 DUR:10MI DAM:0 CLS:BED GRP:MY
This allows the caster to see with sound, in the manner used by bats and some marine mammals, by bouncing sound waves off objects and creating a sort of topographical map in the mind of the area around him. It does not allow one to see color or much detail, or differences in flat surfaces, but it will show objects and outlines regardless of light or conditions.

Sonic Distortion
CST:6 MPC:9 APC:1600 FPC:32 SAV:WIL
RAN:3 DUR:10MI DAM:0 CLS:BPC GRP:EN
This causes all sound entering the indicated area to be distorted so that it cannot be understood or comprehended in any way. It will interfere with sound-based spells, especially any bardic spells or other spells which use Singing as an element and

spells which require verbal instruction. It also interferes with the Incantation skill if it is used within the radius, though not if it is used outside the radius to send effects into the radius.

Sonic Shield
CST:5 MPC:7 APC:180 FPC:4 SAV:NA
RAN:5 DUR:10M1 DAM:0 CLS:GME GRP:COEN

This protects the caster from sonic attacks including bardic magic and non-magical or magical sonic effects for the duration of the spell.

Soul Searing
CST:14 MPC:13 APC:2300 FPC:48 SAV:WIL
RAN:3 DUR:1M1 DAM:100AP CLS:AQB GRP:SONEMY
This spell induces intense pain in entities which are primarily spiritual in nature or of extra planar origin, such as demons and undead. If the victim fails a WILx3% roll he loses the indicated amount of AP for each CR that the spell lasts and suffers severe pain during that period, which may encourage him to cooperate with the caster.

Sour Milk
CST:8 MPC:15 APC:3200 FPC:64 SAV:CON
RAN:100 DUR:1We DAM:0 CLS:CPC GRP:BESHEN
This causes milk to go sour, either a specific store of milk or milk inside a cow so that that cow's milk is tainted for a period of a week. The cow may make a CONx3% roll to keep its milk pure, but milk which is outside the cow gets no resistance roll.

Spatial Awareness
CST:5 MPC:6 APC:720 FPC:15 SAV:NA
RAN:3 DUR:10M1 DAM:0 CLS:BEA GRP:MYEN
This gives the caster unusual awareness of events happening around him, without his having to see those events or actions. It gives him a CLxTAL% Chance of anticipating blows from the side or behind so that he can prepare for them.

Spectral Projection
CST:10 MPC:6 APC:360 FPC:8 SAV:NA
RAN:5 DUR:10M1 DAM:0 CLS:ADE GRP:SOSH
This spell allows the caster to project his body into the spirit plane directly. It turns him temporarily into a spectral entity. His body retains the ability to manipulate substance, but becomes insubstantial itself, though weapons borne can do damage to material targets. In this form he can pass through solid objects if he can roll within WILx3% and cannot be harmed by physical weapons if he can make a INTx3% roll in that round to let them pass through his body. This does not work against magical or blessed weapons. The caster can take a total mass of 100kg into the spectral plane including himself.

Speech
CST:6 MPC:14 APC:420 FPC:9 SAV:NA
RAN:1 DUR:10M1 DAM:0 CLS:DJJB GRP:DIEN
This will temporarily endow an inanimate object with speech, though such speech can only be heard by the caster. The intelligence and knowledge of such an object is limited by its experience and the degree to which it has interacted with intelligent beings. It may also have a personality based on its experience and need not necessarily respond to questions truthfully or cooperatively. To make this spell useful, it is assumed that objects have some sort of spirit and can, to a degree, observe what goes on around them, though their perspective may be peculiar.

Spell Alteration
CST:9 MPC:8 APC:1200 FPC:24 SAV:S
RAN:1 DUR:X DAM:0 CLS:APB GRP:EN
This allows the caster to alter the fundamental nature of a spell, provided its CL is lower than the CL of this spell. For each CL over the CL of the subject spell the caster may alter one of the letters of its CLASification to any other possible letter, essentially changing it to another spell. For example, he could change Repel Water (EGD) to Turn Undead (CGD). Note that for this to work a passive or stationary subject is needed, most likely a spell set in a matrix. The altered version of the spell lasts for as long as the original version would have lasted and shares all of its other stats.

Spell-Locking
CST:10 MPC:11 APC:800 FPC:16 SAV:NA
RAN:1 DUR:1We DAM:10MP CLS:AFB GRP:EN
This essentially protects an established spell from tampering and investigation. For the purposes of negation and dispellation effects it adds the indicated amount to the total MP/strength of the spell. In addition, for each CL of this spell which is thrown on another spell or complex of matrixed spells, someone attempting to analyze or alter that spell must increase the CL of the spell he is using by two in order to negate the effects of this protection.

Spirit Teaching
CST:8 MPC:9 APC:450 FPC:9 SAV:NA
RAN:5 DUR:1H0 DAM:20SP CLS:BMD GRP:MY
This will allow the caster to learn skills which he does not know through the means of spiritual instruction. Each CL allows him to have the indicated number of SP to devote to any skills which he knows of or has observed for the duration of the spell.

Statueform
CST:5 MPC:6 APC:420 FPC:9 SAV:NA
RAN:5 DUR:10M1 DAM:0 CLS:DPE GRP:GE
This transforms the caster into stone without doing him any permanent harm. His flesh is turned to rock and he cannot move or be harmed save by things which would destroy stone. He retains awareness of himself and what goes on around him for the duration. The statue form is made from whatever type of rock or earth material the caster is standing on at the time, so long as there is at least 1 cubic meter of it present. He takes on all the characteristics and resistance of the stone from which he is made.

Steal Knowledge
CST:7 MPC:9 APC:1100 FPC:22 SAV:JUD
RAN:1 DUR:1H0 DAM:20SP CLS:BOC GRP:MY
This allows the caster to steal knowledge from another person. It will remove the indicated number of SP from skills of the caster's choice which the target has demonstrated in his presence and give him those SP and the skills which they were devoted to. The target loses that portion of his ability and the caster gains it for the duration of the spell. It will work with any skill and increased CL can increase the amount transferred. If the number of SP transferred are less than the total which the target has devoted to that skill, he retains what is left over and essentially shares the skill with the caster.

Steal Sight
CST:3 MPC:14 APC:1000 FPC:20 SAV:TAL
RAN:10 DUR:1H0 DAM:0 CLS:8IC GRP:SHREN
This causes a single target to lose his ability to see for the duration of the spell.

Stealth
CST:4 MPC:5 APC:600 FPC:12 SAV:INT
RAN:5 DUR:1M1 DAM:0 CLS:BED GRP:CO
This allows the caster to move and act with enhanced stealth and reduced chance of being observed, making his form less easily spotted and his movements more silent. It has the direct effect of giving the caster a 15% bonus on all stealth-related rolls. Additional Casting Levels add the same amount again.

Stone Travel
CST:9 MPC:12 APC:360 FPC:8 SAV:NA
RAN:100K DUR:1 DAM:0 CLS:DKKE GRP:GE
This allows the caster to assimilate into a piece of rock and emerge anywhere that a piece of the same type of rock is present. Both pieces of rock must be at least 1 Cubic Meter in volume. It can also be used with other earths, such as various metals. The destination must be within the range, the caster must touch the departure stone and the transport is instantaneous.

Stoneflesh
CST:4 MPC:4 APC:800 FPC:16 SAV:NA
RAN:5 DUR:1M1 DAM:1AV CLS:CPD GRP:GE
This transforms the skin of the caster to a stone-like consistency. Each CL gives the caster 1 point of absorption AV all over his body against club, edge and point damage. However, each CL also lowers his AP by 3 for as long as the spell lasts.

Striking Stones
CST:3 MPC:7 APC:70 FPC:2 SAV:MIS
RAN:10 DUR:1 DAM:16CL CLS:DJG GRP:GE
This causes one or more stones to rise up from the ground and strike a single target if the character rolls to hit successfully. Each additional CL adds one stone and each stone does separate located club-type damage.

Substantial Illusion
CST:15 MPC:12 APC:2000 FPC:40 SAV:NA
RAN:3M DUR:10M1 DAM:6S CLS:BDP GRP:CO
This gives substance to illusory creations, endowing them with lifting and damaging capabilities. The illusion can do up to the indicated amount of damage and manipulate material objects including lifting up to 5kg of material. The specific type of damage is up to the caster. Higher CL will increase the damage proportionally. Remember that a Visual Illusion is necessary to support this spell.

Sudden Death
CST:16 MPC:22 APC:2300 FPC:46 SAV:CON
RAN:10 DUR:1 DAM:5 CLS:CPB GRP:MY
This causes the target to die abruptly in a quick, briefly painful shutdown of all bodily functions. There is a CONx3% roll to avoid death, but if the roll is made successfully, the target still takes 1020 overall damage.

Summon Air Spirit
CST:15 MPC:19 APC:7000 FPC:140 SAV:WIL
RAN:10K DUR:10M1 DAM:0 CLS:ALD GRP:AE
This spell will summon an earth elemental who will remain for the duration of the spell. It will have full physical substance, but will not serve the caster unless given a good reason. The form the elemental will take is not fully fixed, though it will tend to be humanoid. It will have around 80 HP and around 100AP. It can attack with two wind blasts or lightning bolts for about 1012 damage each and it will have a STR of approximately 24 with a DC of around 15. These stats are variable to some degree, depending on weather conditions. The elemental will appear to materialize from he air when summoned and has human level intelligence. Most elementals of this sort have from 100 to 200 WP.

Summon Darkness
CST:5 MPC:9 APC:150 FPC:3 SAV:NA
RAN:10R DUR:1M1 DAM:30AP CLS:GGA GRP:DA
This causes night-like darkness to cover the indicated radius around the caster. The darkness reduces the effective AP of everyone in that area by the indicated amount for the duration of the spell. There is a limit to how much darkness can restrict movement, so additional CLs cannot be used to increase AP loss.

Summon Earth Spirit
CST:15 MPC:19 APC:7000 FPC:140 SAV:WIL
RAN:10K DUR:10M1 DAM:0 CLS:ALD GRP:GE
This spell will summon an earth elemental who will remain for the duration of the spell. It will have full physical substance, but will not serve the caster unless given a good reason. The form the elemental will take is not fully fixed, though it will tend to be humanoid. It will have around 60 HP and around 80AP. Its fists or other appropriate attacks will do 1012 damage and it will have a STR of approximately 24 with a DC of around 15. These stats are variable for the form and the type and strength of the earth from which it is drawn. In a region of sedimentary rock it might be weaker, while in a region of igneous and metamorphic rock it might be stronger. The elemental will appear to rise up out of the ground when summoned and has human level intelligence. Most elementals of this sort have from 100 to 200 WP.

Summon Fire Spirit
CST:15 MPC:19 APC:7000 FPC:140 SAV:WIL
RAN:10K DUR:10M1 DAM:0 CLS:ALD GRP:PY
This spell will summon a fire elemental who will remain for the duration of the spell. It will have full physical substance, but will not serve the caster unless given a good reason. The form the elemental will take is not fully fixed, though it will tend to be humanoid. It will have around 80 HP and around 80AP. It can use two flaming hand attacks for about 1012 damage each and it will have a STR of approximately 24 with a DC of around 15. These stats are variable for the volume of fire from which it is drawn and other appropriate conditions. The elemental will emerge from the fire when summoned and has human level intelligence. Most elementals of this sort have from 100 to 200 WP.

Summon Fish
CST:8 MPC:18 APC:720 FPC:15 SAV:TAL
RAN:100 DEL:10M1 DAM:0 CLS:CKO GRP:HYBE
This summons all of the fish of a specific type which are within the indicated radius directly to the locus of the caster, calling them directly from the water and depositing them around him, so that they seem to leap out of the water and land at his feet.

Summon Genius Loci
CST:12 MPC:16 APC:5800 FPC:116 SAV:WIL
RAN:1000 DUR:10M1 DAM:0 CLS:ALD GRP:SH
This will call up an animistic spirit from the region in which it is cast, usually a guardian spirit or spirit of the given place. Such spirits vary in power and orientation depending on the nature and history of the place and events which have happened there. This includes the summoning of guardian spirits of woods and rivers, even when they approach an almost godlike level of power. It gives no guarantee of control or cooperation.

Summon Object
CST:8 MPC:14 APC:650 FPC:13 SAV:NA
RAN:1000 DUR:1 DAM:1kg CLS:OKB GRP:WI
This allows the caster to summon to him any object within range with which he is familiar by touch and which masses less than 1kg. It will be summoned regardless of material barriers and will appear in his hand.

Summon Spirit of the Dead
CST:8 MPC:14 APC:2500 FPC:50 SAV:WIL
RAN:X DUR:10M1 DAM:0 CLS:ALB GRP:NE
This will summon up a dead spirit with which the caster is familiar or to which he has some sort of bond through remains or personal effects. The ease

with which the spirit may be summoned varies depending on how long it has been dead and its WIL at the time of death. Each spirit has a resistance equal to 3 times its WIL plus 3 times the square root of the number of years since its death. The chance of successfully obtaining the spirit after successfully casting the spell is 100-Resistance as a percentage. However, the caster can expend WP to reduce the resistance at a rate of 1 WP per point off of resistance. However, once a spirit arrives, if it is hostile, it may be necessary to engage it in Will Battle as well or contain it inside a Triangle of Binding, lest it attempt to possess the caster or someone else. The spirit will remain in the material world for the duration of the spell, but need not be fully cooperative.

dead spirit

Summon Water/Create Spring

CS1:4 MPC:7 APC:340 FPC:7 SAV:NA
RAN:1 DUR:10a DAM:0 CLS:ELD GRP:HY

This will summon up water from beneath the surface of the ground to form a spring which will last for the duration of the spell. It will draw the water from the nearest available underwater source, and depending on the nature of the source and the availability of water in the region the duration may be greater or less than indicated at the GM's discretion. There may be a delay in achieving results if the nearest water is at a significant distance.

Summon Water Spirit

CS1:15 MPC:19 APC:7000 FPC:140 SAV:WIL
RAN:10K DUR:10M1 DAM:0 CLS:ALD GRP:HY

This spell will summon a water elemental who will remain for the duration of the spell. It will have full physical substance, but will not serve the caster unless given a good reason. The form the elemental will take is not fully fixed, though it will tend to be humanoid. It will have around 80 HP and around 60AP. It can fire two waterblast attacks for about 1012 damage each and it will have a STR of approximately 24 with a DC of around 15. These stats are variable for the size of the body of water from which it is drawn. The elemental will appear to rise up out of the water when summoned and has human level intelligence. Most elementals of this sort have from 100 to 200 WP.

Suspend Animation

CS1:6 MPC:15 APC:2200 FPC:44 SAV:WIL
RAN:5 DUR:1Ye DAM:0 CLS:CEC GRP:MYEN

This places the caster in a state of suspended animation for the duration of the spell. It lowers all of his body functions to a minimal level, so that in the course of a year his body goes through about a week of subjective physiological time. The result is that at the conclusion of the term of the spell the subject is extremely hungry and rather weakened and dehydrated, but alive. It also increases resistance to cold and adverse conditions and keeps characters at a # result for slow death from dying until after the spell wears off. Of course, while in this state the subject cannot defend himself or make any actions and rousing him before the spell wears off will be extremely difficult and possibly dangerous to him.

Systemic Purge

CS1:10 MPC:19 APC:1350 FPC:27 SAV:NA
RAN:1 DUR:1 DAM:0 CLS:COO GRP:PHMY

This removes all foreign substances from the blood and tissue of a single target or the caster himself, provided such poisons or foreign materials are not present in sufficient volume to be fatal. It is excellent for effecting instant sobriety or curing a hangover.

Tactile Illusion

CS1:6 MPC:9 APC:900 FPC:18 SAV:NA
RAN:3M DUR:10M1 DAM:0 CLS:BMA GRP:CO

This will give the illusion of tactile sensation to an object or to an illusion created with one of the other illusion spells. It can make something feel like anything which the caster is familiar with and can give illusions the feel of solidity, though not the ability to manipulate or effect real matter.

Telekinesis

CS1:8 MPC:9 APC:650 FPC:13 SAV:NA
RAN:10 DUR:1M1 DAM:16S CLS:BKC GRP:MYWI

This allows the caster to move material objects with the raw force of his mind with no visible connection between the force exerted and the caster. He can do up to 6 points of damage with a blow from the spell or cause 30 points of AP damage. He can also move 1kg of mass at 10kph or any equivalent action. Fine manipulation is not necessarily possible unless the character can make an INT roll adjusted for the difficulty of the manipulation as determined by the GM.

Telepathy/Project Thought

CS1:3 MPC:10 APC:1200 FPC:24 SAV:WIL
RAN:10 DUR:10M1 DAM:0 CLS:BAC GRP:MY

This allows the caster to initiate direct mental communication with anyone of his choice who is within range. He can only telepathize with one

person at a time, but can switch from person to person at choice within the duration. It allows the caster to send his thoughts into the minds of others and to receive those thoughts which someone he is in communication with chooses to make available to him.

Teleport

CS1:19 MPC:13 APC:500 FPC:10 SAV:NA
RAN:10K DUR:1 DAM:0 CLS:AKE GRP:WZ

This transports the caster and additional material to a total of 100kg anywhere within the indicated range, instantaneously, assuming he is familiar with the location to which he is teleporting, such familiarity requiring having spent significant time there.

Teleport Others/Go Away

CS1:21 MPC:14 APC:1500 FPC:30 SAV:ITAL
RAN:1/10K DUR:1 DAM:0 CLS:AKO GRP:WZ

This transports a single target massing up to a total of 100kg anywhere within the range, so long as the destination to which the target is sent is familiar to thecaster, such familiarity requiring that he have spent significant time there. Transport is instantaneous. The target may make a TALX3% roll to avoid being teleported.

Thorn Barrier

CS1:10 MPC:10 APC:1000 FPC:20 SAV:NA
RAN:10 DUR:10M1 DAM:12PL CLS:CFF GRP:HE

This summons up a wall made of woven thorns, presenting a formidable barrier to those who wish to pass through it, who may take damage from it. Any attempt to pass through the barrier will cause the indicated damage, and will fail unless a STR% roll is made. The barrier can be cut through, but it is necessary to do 60 points of damage to the barrier to break through it.

Thoughtseeker

CS1:16 MPC:30 APC:3200 FPC:64 SAV:S
RAN:60M1 DUR:5 DAM:100WP CLS:AMB GRP:MY

This creates an artificial spirit which is programmed to seek out specific thought patterns. When it finds them, it will expend itself as a WIL attack against the WP of that person. If it eliminates the WP of a person, that person dies. If it has WP left over at this point it will carry on to the next nearest person with that thought pattern, carrying this on until it has expended all of its damage potential. It expends WP in units of 10 per round. Each WP it uses up knocks an equal number of WP off the victim, but it loses the WP thus expended. It is also subject to attack through a Will Battle if the victim has that ability and is aware of what is going on.

Timestop

CS1:20 MPC:17 APC:550 FPC:11 SAV:NA
RAN:10R DUR:10M1 DAM:0 CLS:HNA GRP:WI

This freezes time in the indicated radius area for the duration of the spell. During that time no one in the area or entering the area may move or perform any actions with the exception of the caster. However, though the caster can move and manipulate objects and persons, the substance of those persons and objects is frozen in time and cannot be damaged or altered in any way.

Touch of Death

CS1:14 MPC:11 APC:1200 FPC:24 SAV:WIL
RAN:1 DUR:1 DAM:5 CLS:858 GRP:NE

This will kill a single target who the caster touches, at his touch, if that target fails a WILX3% roll. It kills by destroying the mind, without leaving a mark on the body. If the target is attempting to evade the fatal touch the caster must roll to hit.

Trace Teleport

CS1:13 MPC:15 APC:5400 FPC:108 SAV:NA
RAN:100K DUR:1 DAM:0 CLS:HDD GRP:WI

When a person has teleported into or out of an area where this spell is cast, the caster can use this spell to discover where he teleported from or to, with an image good enough to effect his own teleport to that place. It will also work with spells which function similarly to teleport, generally those spells with K as the middle letter of their classification.

The Traitor Tongue

CS1:5 MPC:10 APC:300 FPC:6 SAV:CON
RAN:10 DUR:10M1 DAM:0 CLS:CJB GRP:SHEN

This gives the caster control of the tongue of a single target within range, allowing him to dictate mentally the words which come from that person's mouth for the duration of the spell. It does not effect or alter body movements and if the victim resists speech can be somewhat distorted.

Transfer Damage

CS1:5 MPC:16 APC:450 FPC:9 SAV:ITAL
RAN:1 DUR:1 DAM:10HS CLS:COB GRP:PHMY

This will transfer damage up to the indicated limit from the caster to any other person who he can touch, if he can hit the target and the target fails a TAL save. The wounds transferred are duplicated more or less exactly.

Transfer Mana

CS1:10 MPC:7 APC:800 FPC:16 SAV:NA
RAN:1 DUR:X DAM:10MP CLS:AKO GRP:EN

This will transfer the indicated amount of mana from one mana receptacle to another, assuming the spirits or enchantments controlling both are willing. It will transfer mana from one person to another, from a person to a magical item or from one magical item to another. It will only work on raw mana, not mana which has been imprinted with a spell, so while it might remove the power reserve from an item it will not remove its matrix or its potential for power. Items are considered unwilling unless sentient and consenting or created by the caster.

Transformation

CS1:7 MPC:14 APC:3000 FPC:60 SAV:ITAL
RAN:3 DUR:1Ho DAM:0 CLS:DCP GRP:BEEN

This allows the caster to transform a single target within range into a living specimen of any creature with which he is familiar, with his size in the new form proportional to his relative size in his original form, with all of the physical attributes of the form, but without the mental attributes. The target does get to attempt a TALX3% roll to avoid the effects.

Transfusion

CS1:7 MPC:9 APC:650 FPC:13 SAV:NA
RAN:1 DEL:1M1 DAM:20HS CLS:EKO GRP:PH

This will transfer blood from one person to another to negate the effects of the indicated amount of overall poison or blood loss damage and transfer them to the person who is donating the blood to the original victim.

Translate Speech

CS1:8 MPC:10 APC:2100 FPC:42 SAV:NA
RAN:10 DUR:10M1 DAM:0 CLS:BPO GRP:DI

This will cause the caster to perceive the speech of another person on whom it is cast as being in his own language, as closely translated as possible, by reading the surface thoughts of the speaker and expressing them in the caster's mind in his familiar idiom.

Transmutation

CS1:9 MPC:13 APC:2700 FPC:54 SAV:NA
RAN:1 DUR:X DAM:0 CLS:DPD GRP:AL

This will transform up to one kilogram of matter from one material to another. The mass of the substance is maintained so it will become smaller or larger depending on change in density after the transformation. This is known most commonly intended for the transmutation of lead or other substances into gold. One kilogram of gold is worth about 700M.

Treehouse

CS1:11 MPC:11 APC:2300 FPC:46 SAV:NA
RAN:10 DUR:10a DAM:0 CLS:CPD GRP:HE

This will weave the branches of a decent-sized tree into an elevated dwelling which with interior space of about 10 Cubic Meters, enough to house three people in some comfort. It shelters well from wind and rain and will keep animals out.

Triangle of Binding

CS1:12 MPC:8 APC:1000 FPC:20 SAV:S
RAN:1M DUR:10M1 DAM:5 CLS:AFF GRP:NE

This creates a magical triangle for enclosing spirits summoned after death. The triangle has a WP strength against WIL attacks equal to four times the caster's WIL. Spirits must first face that barrier if they wish to break free from the triangle.

Triggering

CS1:4 MPC:9 APC:1500 FPC:30 SAV:NA
RAN:1 DUR:1We DAM:0 CLS:AAC GRP:EN

This gives an enchanted item the ability to release its power on receiving a command or being exposed to a specific circumstance. When the spell is cast the caster establishes conditions under which the spell or power it is linked to will be activated. This can be any conjunction of conditions, any event, or even a mental command from the caster or some other person as specified. Once the conditions are set they cannot be changed until the spell has run out. Activating the trigger with a mental command has a delay equal to the 1/10th of the APC of the spell or power which is being activated or 30AP, whichever is higher.

True Flight

CS1:2 MPC:5 APC:300 FPC:6 SAV:NA
RAN:1 DUR:1CR DAM:AR+3 CLS:DJC GRP:EN

This increases the chance of a missile weapon hitting the target at which it is thrown or fired. It adds two to the attacker's Missile AR with that weapon.

True Sight

CS1:5 MPC:6 APC:200 FPC:4 SAV:NA
RAN:5 DUR:10M1 DAM:0 CLS:BEE GRP:ENPR

This allows the caster to see the true nature of things. He can see through illusions and even see the outline of the true form of a shapechanged

creature. It will only see truly through spells which cost 15 or fewer MPC unless cast at a higher CL to compensate for this limitation.

Truthspeak

CS1:6 MPC:7 APC:350 FPC:7 SAV:WIL
RAN:1 DUR:10M1 DAM:0 CLS:8JD GRP:DI

This compels the target to speak only the truth for the duration of the spell, should he fail a WILx3% roll. If he makes the roll he need not indicate that he is lying and the caster may not know whether he is telling the truth or not. While the character is telling the truth, there is nothing to dictate how much of the truth or what aspect of it he relates. Half truths and slightly twisted truths are possible.

Tsunami/Tidal Wave

CS1:11 MPC:23 APC:750 FPC:15 SAV:AGI
RAN:100 DUR:3M1 DAM:5 CLS:8JA GRP:HY

This calls up a tidal wave which strikes any area adjacent to a decent sized body of water. All persons in that area take a 30 point overall attack at the start of the effect and 2 points of damage per round thereafter. An AGI save can halve the damage from the initial attack, but the later effects continue. Similar damage is done to structures and any flora or fauna which get in the way.

Turn Undead

CS1:3 MPC:9 APC:550 FPC:11 SAV:WIL
RAN:10R DUR:1M1 DAM:0 CLS:CGO GRP:PRNE

This repulses from the caster any beings which can be defined as undead, that is missing one or more of the elements Mind, Body and Spirit. If such beings fail a WILx3% roll they cannot approach within the indicated radius around the caster.

Turn Wood

CS1:2 MPC:4 APC:240 FPC:5 SAV:NA
RAN:5 DUR:1M1 DAM:DR+3 CLS:CGC GRP:HE

This will cause objects made of wood or with wood as one of their major components to resist striking the caster. Each CL increases the caster's DR against wooden objects by the indicated amount.

Unbinding

CS1:5 MPC:11 APC:550 FPC:11 SAV:NA
RAN:1 DUR:1 DAM:50MP CLS:BNC GRP:ENSH

This will break magical bonds of all sorts, doing the indicated number of MP damage to the bond. The resistance of the bond is equal to the number of MP put into it when cast. If this is exceeded it will break or be dispelled.

Unclean Calling

CS1:11 MPC:14 APC:200 FPC:4 SAV:MIS
RAN:10 DUR:1 DAM:20S CLS:CKG GRP:PR

This spell is rolled as missile ray attack. The caster specifies an organ or bone which he is calling to himself and then attacks/locates with that as his aiming area. Sub-location is automatically rolled to determine what specific result he gets. He may not get the organ or bone he intended, but sub-location will determine what he actually gets. The immediate result of the spell will be an automatic # damage result or an S result if in a limb. This effect bypasses armor.

Unravelling

CS1:20 MPC:12 APC:1450 FPC:29 SAV:NA
RAN:10 DEL:10M1 DAM:50MP CLS:AOA GRP:ENSH

This negates enchantments up to a total strength of the indicated MP within the radius given. It strikes against the matrix of an enchantment, and need only overcome the actual MP of the enchantment, not any MP reservoir involved.

Unsealing

CS1:3 MPC:10 APC:600 FPC:12 SAV:NA
RAN:1 DUR:10M1 DAM:40I CLS:DNK GRP:EN

This will do the indicated amount of damage specifically towards breaking open doors which are magically sealed. It must be cast at the second CL to negate 1CL of Sealing. Remember that Impact Damage is only half cumulative.

Veil of Death

CS1:56 MPC:35 APC:8000 FPC:160 SAV:CON
RAN:10 DUR:10M1 DAM:0 CLS:CSF GRP:NEEN

Those passing through this invisible magical barrier must make a CONx3% roll or drop dead on the spot. This effects all persons passing the barrier for the duration of the spell.

Veil of Madness

CS1:15 MPC:10 APC:1400 FPC:28 SAV:WIL
RAN:10 DUR:10M1 DAM:0 CLS:8PF GRP:MY

This creates an invisible barrier of magical force which causes all those passing through it to go temporarily insane. Those effected, after failing a WILx3% roll will lose 60 AP in the round immediately following affliction, 50 the next round, 40 the next, etc until the AP loss reaches 0. In addition, they will be afflicted for the next day by a tendency towards paranoia and psychosis, manifesting as seems appropriate to the GM. They

are also likely to be violent and alienated in the first few rounds after being effected and are likely to attack friends and companions.

Visible Trail

CS1:7 MPC:13 APC:3500 FPC:70 SAV:S
RAN:10 DUR:10M1 DAM:0 CLS:AOB GRP:OIEEN

This causes a person to leave a trail of mana which is visible if the caster rolls within 3 times the targets TAL. The spell can be cast on a person or on a place where he was present within the duration of the spell. The trail can be followed to locate the target. The power of any magic items in the possession of the target might also be added into the roll.

Visual Illusion

CS1:6 MPC:19 APC:900 FPC:18 SAV:NA
RAN:3M(v) DUR:10M1 DAM:0 CLS:OMA GRP:ICO

This creates an illusory image conforming to a mental image developed by the caster. It can be of up to 3 Cubic Meters in volume and looks fully real, in full color and three dimensions. In addition, it will display action and movement as programmed by the caster for the duration of the spell, and if it is within his sight he can direct its actions as he observes it. Although such an illusion looks real, it has no substance or ability to manipulate reality or material objects, nor can it issue sound unless appropriate accompanying spells are employed.

Visual Masking

CS1:7 MPC:12 APC:2000 FPC:40 SAV:WIL
RAN:1 DUR:1W1 DAM:0 CLS:BPC GRP:EN

This obscures the appearance of a single surface up to one square meter, such as a face or a written page. The normal appearance of this surface is replaced by an unfocused blur for the duration of the spell. Observers can see through the blur if they make a WILx3% roll, but otherwise the area covered by the spell is obscured.

Voice of Commanding

CS1:8 MPC:10 APC:320 FPC:7 SAV:WIL
RAN:10 DUR:10M1 DAM:0 CLS:BJA GRP:EN

When the caster of this spell gives a simple command, all those within range who hear it will be forced to comply, so long as it does not cause them immediate life-threatening danger and if they fail a WILx3% roll. The action cannot take longer than the duration of the spell, and the instructions should consist of no more than a simple sentence of command.

Voice of the Wind

CS1:6 MPC:6 APC:440 FPC:9 SAV:NA
RAN:1K DEL:10M1 DAM:0 CLS:AND GRP:AE

This allows the caster to send his voice out on the wind so that it will be heard by anyone he chooses to direct it to who also comes into contact with that particular breeze or wind. It travels to its destination at the speed of that wind, and is fully audible to the target at the volume that it was originally spoken. Note that this may be used to enhance the range of some spells which depend on being heard, but the effectiveness of this should be carefully arbitrated by the GM.

Wakefulness

CS1:4 MPC:10 APC:250 FPC:5 SAV:NA
RAN:5 DUR:3da DAM:0 CLS:8IE GRP:MY

This allows the caster to remain awake for up to the duration of the spell without having to sleep. During that period he will regain FP at a rate of his FI every three hours. However, after the spell wears off he will lose his FI every hour for a number of hours equal to the number of total hours he was under the effects of the spell. The spell ends when it runs out, when the character goes to sleep or when he voluntarily cancels it.

Wall of Darkness

CS1:13 MPC:12 APC:1400 FPC:28 SAV:NA
RAN:10 DUR:10M1 DAM:20B0 CLS:8MF GRP:DA

This creates a wall of darkness 10Mx10Mx1M. Anyone entering it will become disoriented, taking the indicated damage overall plus 50 potential AP damage.

Wall of Destruction

CS1:30 MPC:12 APC:2100 FPC:42 SAV:NA
RAN:10 DUR:10M1 DAM:20B0 CLS:8HF GRP:WJ

This creates an invisible barrier of force which, rather than stopping movement, disintegrates anything which passes through it, doing the indicated damage overall not only to persons, but to each object they wear or carry, so that in addition to damaging flesh, armor, weapons and even clothing can be destroyed.

Wall of Flame

CS1:16 MPC:17 APC:1000 FPC:20 SAV:AGI
RAN:10 DUR:10M1 DAM:40B0 CLS:8MF GRP:PY

This creates a wall of flame 10Mx10M by 1M thick. Anyone passing through it takes the indicated amount of overall flame damage, unless they make an AGIx3% roll, in which case they take half damage.

Wall of Sleep

CS1:4 MPC:10 APC:750 FPC:15 SAV:CON
RAN:10 DUR:10M1 DAM:0 CLS:8CF GRP:EN

This creates an invisible barrier. Anyone passing through it for the duration of the spell will fall asleep until the spell wears off, unless they make a CONx3% roll.

Wall of Steel

CS1:8 MPC:15 APC:2000 FPC:40 SAV:NA
RAN:10 DUR:10M1 DAM:160R CLS:8MF GRP:GE

This creates a wall of steel 10M by 10M and 1M thick. This wall stands for the duration of the spell, unless it can be broken through by doing the indicated amount of damage to one area.

Wall of Water

CS1:6 MPC:12 APC:1400 FPC:28 SAV:STR
RAN:10 DUR:10M1 DAM:20C0 CLS:8MF GRP:HY

This creates a wall of fixed and flowing water 10M high and 10M wide and 1M thick. Anyone attempting to enter this wall of water takes the indicated amount of damage as well as 50 points of potential AP damage. It is not possible to batter through the wall with weapons, but if one enters the wall, survives the damage and has enough AP left to make a STRx3% roll one can pass through it.

Wall of Stone

CS1:6 MPC:12 APC:1800 FPC:36 SAV:NA
RAN:10 DUR:10M1 DAM:80R CLS:8MF GRP:GE

This creates a wall of solid stone, made from the available stone with 10Mx10Mx1M dimensions, capable of withstanding the indicated amount of damage in an area before a hole can be broken through it. The resistance of the stone may vary by 20 points in either direction depending on what is available.

Ward of Defense

CS1:18 MPC:17 APC:2000 FPC:40 SAV:NA
RAN:1 DUR:10/1M DAM:30DR CLS:8MF GRP:ENRU

When drawn on a surface, this symbol will trigger the indicated effect when conditions defined by the caster are met within the indicated range of the symbol. The symbol is visible to Mana Sight, but not to normal vision. In this case the range effected is usually a specific object on which it is drawn. The first DUR value is the time that the ward stays in effect, while the second is the duration for which the triggered effect lasts. The ward will only trigger its effect once unless the CL is increased. In this case the effects are to make it harder to hit the object on which the ward is drawn, increasing its DR by the indicated amount.

Ward of Flame

CS1:14 MPC:12 APC:750 FPC:15 SAV:NA
RAN:10/T DUR:10/1M DAM:40B0 CLS:8MF GRP:ENRU

When drawn on a surface, this symbol will trigger the indicated effect when conditions defined by the caster are met within the indicated range of the symbol. The symbol is visible to Mana Sight, but not to normal vision. The first RAN value given is for the size of the effect, while the second is the RAN at which the caster can draw the ward. The first DUR value is the time that the ward stays in effect, while the second is the duration for which the triggered effect lasts. The ward will only trigger its effect once unless the CL is increased. In this case the effects are to envelope one or more targets in the area in flame for the indicated damage divided among the targets struck. Targets may make an AGIx3% roll to avoid being in the area of flame.

Ward of Lightning

CS1:9 MPC:19 APC:550 FPC:11 SAV:AGI
RAN:1 DUR:10/I DAM:16B0 CLS:8MF GRP:ENRU

When drawn on a surface, this symbol will trigger the indicated effect when conditions defined by the caster are met within the indicated range of the symbol. The symbol is visible to Mana Sight, but not to normal vision. It effects only those who come into direct contact with the object on which it is drawn. The first DUR value is the time that the ward stays in effect, while the second is the duration for which the triggered effect lasts. The ward will only trigger its effect once unless the CL is increased. In this case the effect is to release a lightning charge for the indicated damage when triggered.

Ward of Warning

CS1:9 MPC:10 APC:1800 FPC:36 SAV:NA
RAN:10/T DUR:10da DAM:0 CLS:8MF GRP:ENRU

With this spell the caster draws a symbol on any surface. While creating this ward the caster must define conditions which will trigger it, and if those conditions occur within the indicated range and in line of sight of the surface which the ward was drawn on, the ward will be triggered. The effect of this ward is to send up an alarm, lasting for any duration specified by the caster and producing any sound which the caster is capable of making himself while casting the spell. Once the alarm has been given the ward will reset itself and will repeat the alarm anytime the same conditions are met during the duration. Note that conditions to trigger the alarm can be as simple or complex as the caster desires, from any intrusion into the area to specific actions by specific individuals.

Water Road
CST:6 MPC:6 APC:800 FPC:16 SAV:NA
RAN:1 DUR:1M1 DAM:0 CLS:EPF GRP:HY

This solidifies an invisible pathway on the surface of a body of water, essentially making that area of water which is 2M wide and 50M long as solid as earth for the duration of the spell, so that it can be walked across. The road begins at the point touched by the caster and goes to any point within range.

Water Travel
CST:8 MPC:11 APC:250 FPC:5 SAV:NA
RAN:1000 DUR:1 DAM:0 CLS:EKE GRP:HY

This allows the caster to merge with a body of water at one point, become immaterial and emerge from anywhere else in that body of water instantaneously as limited by the range given.

Waterblast
CST:2 MPC:7 APC:170 FPC:4 SAV:MIS
RAN:10 DUR:1 DAM:600 CLS:EMG GRP:HY

This fires a focused blast of water at a single target, doing overall club damage in the amount indicated, with a Stun Damage Modifier for AP damage of 5.

Waterspeech
CST:3 MPC:7 APC:560 FPC:12 SAV:NA
RAN:10 DUR:10M1 DAM:0 CLS:EAA GRP:HY

This allows the caster, when underwater, to speak and be understood, as if in open air, by other persons who are also underwater, assuming they can understand the language he is speaking and are within range.

Waterspout
CST:6 MPC:16 APC:130 FPC:3 SAV:MIS
RAN:100 DUR:1M1 DAM:400 CLS:EJG GRP:HY

This causes the eruption of a powerful spout of water from any point in a body of water aimed anywhere within the indicated range of the point where it erupts. It does the indicated overall damage to a 3M square area, affecting everyone in that area as overall club damage and used as a missile attack against each person in that area, rolled separately. As an alternative they can be given AGIX3% rolls to evade instead of rolling as a missile attack.

Whisper of Death/Sibilant Whisper
CST:13 MPC:21 APC:500 FPC:10 SAV:WIL
RAN:1 DUR:X DAM:5 CLS:B3B GRP:NE

This spell causes a single target to drop dead on the spot. It requires the caster to whisper in the ear of the victim, passing on the secret knowledge which will destroy the victim's mind and cause him to die on the spot. There is a WILX3% roll to survive the spell. If the character survives, he suffers a WIL attack which permanently destroys up to 50MP.

Whispered Shout
CST:9 MPC:11 APC:900 FPC:18 SAV:NA
RAN:1000 DUR:10M1 DAM:0 CLS:B8A GRP:ENMY

This causes the caster's voice to carry with unusual potency and with unique focus, so that he can choose to have his voice, spoken at normal volume, heard by anyone within range, specifying which people will hear him and which will not, and with them hearing it as if spoken by someone standing next to them.

Will/Mind Blast
CST:6 MPC:7 APC:1900 FPC:38 SAV:SPE
RAN:10 DUR:1 DAM:5 CLS:B8C GRP:MY

This works as a single attack, without initiating a Will Battle, but attacking as a blast, destroying the WP of the target. The attacker has a MD in WP of twice his WIL and the target cannot strike back unless he can initiate a Will Battle on his own. The WP destroyed will regenerate, but if the victim's WP goes below 0 he can be considered braindead and will not regenerate WP, though his body will remain alive and he can be animated with appropriate spells.

Will Binding
CST:6 MPC:17 APC:2000 FPC:40 SAV:S
RAN:3 DUR:1M1 DAM:WIL CLS:AIC GRP:50

This spell initiates a Will Battle with a demonic or extra planal spirit for the purpose of dominating his will so that he will be subservient to the caster and can be compelled to perform a specific action or to enter into a particular item or locus to perform a set function. Once the spirit is dominated, the spell binds him to a specific object or the completion of a specific task. Once that job is done or once the duration of the spell runs out, the spirit returns whence he came, though he has the option to counterattack against the summoner before he departs, with whatever WIL has regenerated by that point. It can compel the spirit to use any powers he has in this purpose as seems appropriate.

Will Domination
CST:5 MPC:10 APC:500 FPC:10 SAV:SPE
RAN:10M DUR:10M1 DAM:WIL CLS:B3C GRP:MY

This initiates a will battle between the caster and a living target so that the winner will take over control of the actions of the loser. The will battle is concluded as normal, with the WIL of each combatant indicating his maximum damage per attack in WP and his WP acting as HP for surviving the attack. When one person's WP reaches 0, the other may take over command of his body, making him totally subservient to his will until such a time as the loser has regenerated enough WP to initiate another Will Battle, which he may do at any time after being dominated. Each attack in a Will Battle costs 30 AP, and attacks can be made at will for the duration of this spell until the combat is over. Those involved in battle can also choose to take physical action in addition to or instead of a will attack. It will not work on extraplanal or spiritual beings.

Wind Barrier
CST:15 MPC:12 APC:720 FPC:15 SAV:STR
RAN:10 DUR:1M1 DAM:2400 CLS:FFF GRP:AE

This creates a wall of moving wind, invisible, but capable of keeping people from passing through it. Anyone who enters the barrier must make a STRX roll to pass through. In addition, he will take the indicated amount of overall damage whether he makes it through the barrier or not, with a corresponding loss of 60 AP for the attempt.

Wind Blast
CST:5 MPC:7 APC:42 FPC:1 SAV:MIS
RAN:10 DUR:1 DAM:600 CLS:F3G GRP:AE

This fires a blast of wind at a single target, doing the indicated amount of overall club-type damage, with a Stun Damage Modifier of 5 for determining AP damage, which is an important element of the attack.

Windriding
CST:13 MPC:9 APC:300 FPC:6 SAV:NA
RAN:5 DUR:10M1 DAM:0 CLS:FOE GRP:AE

This allows the caster to take an immaterial form and ride on the available winds in the general direction that it is going. If the wind is low, he can move at 10kph in the direction of his choice. He can also alter the direction of the wind he is riding with 10kph worth of force. He can stay in motion for the duration of the spell, but for that full time he is immaterial and cannot manipulate reality. He can come out of the effect at any time, but once material he cannot remount the wind in this way. Windriding characters are visible, but transparent as outlines or hazy images. The spell will allow up to 100kg of mass including the mass of the caster to be transported.

Winds of Change
CST:16 MPC:16 APC:2300 FPC:46 SAV:TAL
RAN:30 DEL:10M1 DAM:20MP CLS:CPA GRP:ENSH

This calls up a supernatural wind with afflicts all those in the indicated area. If they fail a TALX3% roll which must be made each CR they lose 20MP each time they fail. When they run out of WP they are transformed into an animal form of less than their own mass which is chosen by the caster. The caster can choose up to 3 forms to be randomly assigned to those afflicted.

Wither Limb
CST:11 MPC:14 APC:1500 FPC:30 SAV:TAL
RAN:10 DUR:X DAM:50% CLS:CPB GRP:SHNE

This will effect one limb on a single target. It halves STR in that limb and also halves DEX or AGI, whichever applies. The effect can be treated as a permanent loss of half the HP in that area. It can be cured by the application of a Restore Flesh spell.

Withering
CST:8 MPC:24 APC:3600 FPC:72 SAV:CON
RAN:3 DUR:X DAM:6HS CLS:CEC GRP:HENEPH

This will cause living or non-living organic matter to wither, losing tissue strength and integrity. It causes the indicated damage, which can be located as a missile attack or done as general overall damage. If it is done as an overall effect the target may make a CONX3% roll to avoid damage. This does not apply with a missile-type attack.

Woodweave
CST:10 MPC:10 APC:1000 FPC:20 SAV:NA
RAN:10 DUR:10M1 DAM:0 CLS:CFE GRP:HE

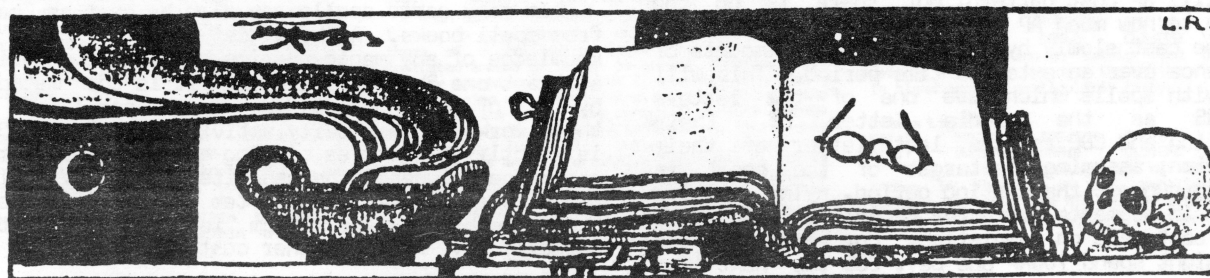
This will take herbal growth and animate it to weave together to form a barrier which will make passage difficult. The barrier is 10M square and about 1M deep, and it takes by 10M and it takes 50 points of damage to cut a passage through the barrier. Note that suitable vegetation should be available and the resistance of the barrier may vary depending on the specific material available.

Word of Command
CST:6 MPC:7 APC:220 FPC:5 SAV:WIL
RAN:10 DUR:1M1 DAM:0 CLS:B3A GRP:EN

This allows the caster to speak a single-word command which will effect all who hear it within range. All those persons have to obey that one-word command to the best of their ability for the duration of the spell. Commanding them to die will cause them to hesitate for the duration of the spell. Each higher CL can add one word to the command, or perform any of the usual increasing functions.

Word of Warding
CST:4 MPC:10 APC:600 FPC:12 SAV:TAL
RAN:10 DUR:1M1 DAM:600 CLS:CGO GRP:ENPR

With this spell the caster speaks a mystic word which triggers the effects of the spell, establishing an area of the given radius, in which any who enter with hostile intent towards the caster will take the indicated amount of overall damage each round that they are in the stated area.



V: SPELL CASTING

5.1 LEARNING SPELLS

Spells are learned much like any other skill, with time and Learned Skill Points spent to learn them. For information on some basic restrictions on the availability of high-power spells see the skill Magical Research (1311). The time to learn a spell can be found under the skill Memorization (2114) which skill will also speed up spell learning.

Multiple Skill Levels of spells can be learned. The basic effect of multiple SL is that they act as a multiplier of the character's Magic Index. His effective MI with a given spell is Base MI times Skill Levels divided by CST. Remember that if a character has free skill benefits they can be applied to spells just as they would be to any other skill.

Spells have contribution just like other skills, but since they are not grouped like other skills it works somewhat differently. Spells contribute to each other if the first two letters of their three letter classification match. To be able to use contributive points to a spell you must have at least one Skill Level of that spell bought with real Learned Skill Points. Thus, if a character had 5 SL of Earthquake (DJA) he would have 5 contributive points which he could use on Dust Storm (DJA) and any other spells beginning with the letters DJ, but he would have to buy at least one real Skill Level of each spell he wanted to apply those points to.

5.2 CASTING THE SPELL

A spell is cast when all costs (Mana Points, Fatigue Points and Activity Points) have been paid and the Magic Index (MI) is successfully rolled within on 1D100. The MI for a given spell is equal to the character's Basic MI (DEXxJUD) divided by the CST of the spell. Thus, a character with a general MI of 300 would have an MI of 100 with a spell with CST 3. The MI can be altered fairly easily by spending more AP. Note that an MI roll of 96-00 always fails. If a spell is attempted and the caster cannot pay all the costs the spell fails regardless of the MI. When a spell is cast and fails the caster should consult the Fumble Table which accompanies this section to see what the specific result of that fumble is. When two spells are thrown in the same area they may interact and the casters should consult the Spell Interaction Table to see what happens.

5.3 COSTS FOR CASTING SPELLS

When a spell is cast it has certain costs in time, exhaustion and magical energy. The time a spell takes is its Activity Point Cost (APC). A character must spend the required AP to cast a spell before it will actually take effect. If he spends fewer AP the spell will have more chance of failure. If he spends more it will have a greater chance of success. If the AP used are half what is required the MI is halved, and other reductions in AP have parallel MI reductions. If AP used are increased by 100% the MI is increased by 50%, just as with AP alteration for other skills. If increased this amount twice (three times base cost), MI is doubled, etc. Each additional increase of 100% of the cost adds 50% of the original MI. This follows the standard skill AP cost pattern, but there is no top restriction to how much AP can be spent on a spell. A spell can be cast slowly by the use of small amounts of AP in sequence over an extended time period. This will only work with spells which have one of the letters EFGIKMNOPQRS as the middle letter of their classification and CDE as the last letter of their classification, assuming the target of the spell is available throughout the casting period. The casting can be done in segments, with the FP cost paid in parts and the MP cost paid on completion. For example, the character might spend 100AP one day, 200 the next and

then 60 the next to complete a 360AP cost spell.

The cost for a spell in Mana Points (MPC) should be listed with the spell. When the spell casting is completed the MPC is subtracted from the character's total MP. If a character somehow has negative MP he loses a number of Hit Points and Will Points each day equal to the number of MP he is below 0 until he regenerates up to his full MP. Rates of MP regeneration can be found in RoleCraft.

The cost for a spell in Fatigue Points (FPC) is equal to the total AP spent on the spell divided by 50 (APC/50). The FPC given with each spell is for the basic APC. If more AP are used in casting the spell then more FP are spent proportionally. This is paid as the AP are expended, so each time 50 AP are used 1 FP is spent.

5.4 VARIABLE SPELL CASTING

Spells all have set effects, but the power and intensity of the effects can be increased. This is fairly simple. Any effect can be increased, including Range (RAN), Duration (DUR), Damage (DAM), the Saving Throw (SAV) and the number of targets effected. To increase effects the character casts the spell as if it had a higher CST and MPC. Each time these two factors are increased by one increment of their value one of the spells stats may be increased in a parallel manner or the Saving Throw of the target can be reduced by 5 (Saving Throws are generally 3x the appropriate characteristic). Each increase of an increment of CST and MPC is called a Casting Level (CL). The increased CST is used in determining the Magic Index for that casting of the spell and the increased MPC must be paid as well. For example, a character casting Bladesharp (CST2, MPC6) could use it at CST4 and MPC12, increasing the damage which is normally 2 to 4 instead. If his Base Magic Index were 400, his MI with Bladesharp would normally be 200 if he had only 1 SL. When cast at CL 2 as in this example his MI would be reduced to 100. There is no limit to how high this increasing can go, except for the ability of the character to pay and how low he is willing to let his MI go.

For reference, provided here are a list of spell stats and what steps they increase by or how to modify them. Note that on several of these stats the rate of increase is incremental rather than multiplicative.

Range (RAN): S/T, 1, 5, 10, 50, 100, 500, 1K, 5K, 10K, 50K, 100K, X

Duration (DUR): I, 1CR, 1Mi, 10Mi, 1Ho, 12Ho, 1Da, 1We, 2We, 1Mo, 1Se, 1Ye, 1De, 1Ce, X

Damage (DAM): DAM x CL

Saving Throw (SAV): Each CL reduces by 5%

Number of Targets: Each CL can increase the original number of targets by 100%.

For additional reference, here are some formulae for determining pertinent areas of spell casting: $MI = (BMI \times SL) / (CST \times CL)$, $MPC = BMPC \times CL$, $FPC = APC / 50$. Plus, as a special treat the formula you will all be wanting to figure out on your own, how to get the best possible APC with a 95 Magic Index: $Best\ APC = APC / (MI / 95)$

Remember that whenever APC is increased or decreased FPC changes appropriately and whenever CL are increased MPC is increased proportionally.

5.5: CHARMS AND SPELL BOOKS

In many cases spells may also be cast as Charms or from spell books. A Charm is a spell cast without knowledge of any magic casting skill, but memorized to at least one SL by the caster. It is the method used by lots of common people who use a spell or two in their work or other daily activities. Casting Charms is exactly the same as casting a normal spell, but the caster gets none of the benefits of magical skills and his effective magic index after all modifications for the SL he has of the Charm is half what it would normally be. All the other costs must be paid at the

normal rate. Charms still face the difficult social restrictions which limit their availability, so not just anyone can go out and learn any spell they want as a Charm.

Spells are often written down for recollection by those who have exposure to more spells than they can memorize. Spells can be cast from a written text with some restrictions. Spells cast from spell books can be cast as Charms or as normal spells if the caster has the appropriate skills. However, regardless of skills, if a spell is cast from a book the APC of the spell is doubled. If it is cast from a book as a charm the APC is still doubled and the caster's effective MI is also halved. All the other costs must be paid in full and FPC varies with APC.

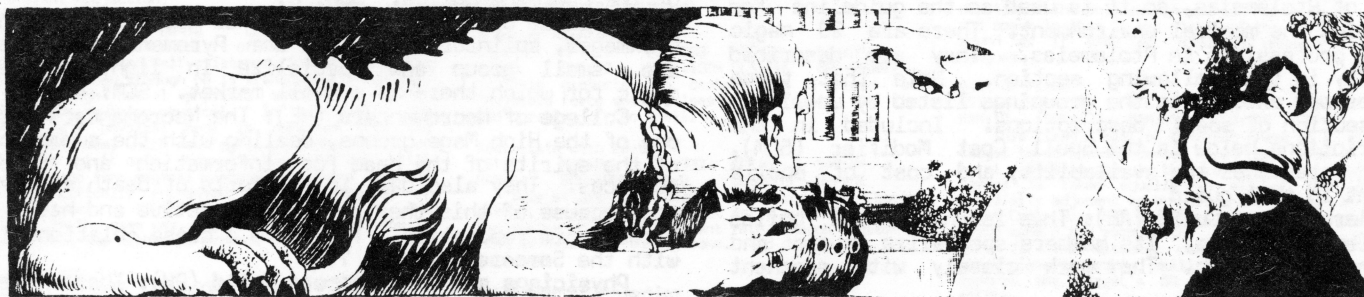
5.6 SAVING THROWS

There are two basic types of Saving Throws, those for Active Characteristics and those for Passive

Characteristics. Both types can be increased by spending AP, but this works differently in both cases. Both are treated as a percentile roll and if the character rolls within his Saving Throw on 10100 he avoids the effects of the spell cast at him.

For Passive Characteristics you get an automatic 3xCHAR save at no cost. For the first 25 AP spent this is increased by one multiplier and each additional 25 AP would increase the multiplier by half an increment, so that spending 75 AP would give a 5xCHAR roll. It can not be increased beyond a multiplier of 5. Passive characteristics are TAL, ZEA, SOC, CHA, APP, and CON.

For Active Characteristics AP must be spent to have a save and there is no Saving Throw if no AP are spent. Each multiplier for the characteristic costs 15 AP with a maximum limit of a 5 multiplier, so for 75 AP one could have a 5xCHAR save. Active characteristics are STR, DEX, AGI, INT, WIL and JUD.



FUMBLES

WHEN SPELLS INTERACT

Spells interact when their targets are the same or if one target is in the area of the second spell or if their areas overlap. Interaction also happens if spells of target classifications (last letter of classification) BCD or G are cast from one target at the other. If interaction takes place by the situation meeting these criteria the Spell Interaction table should be consulted, comparing the middle letter of the classifications (effect) of the two spells to determine the result.

SPELL INTERACTION TABLE

A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
1	2	3	4	-	5	5	-	1	-	5	-	-	-	-	-	-	-	-
B	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
C	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
D	6	-	-	-	-	6	6	-	-	6	6	-	-	-	-	-	-	-
E	7	-	-	8	7	7	7	7	3	5	7	9	9	9	9	9	9	9
F	10	10	10	10	7	8	-	-	-	-	-	10	-	10	-	-	-	7
G	-	-	-	-	-	11	-	-	-	-	-	-	-	-	9	-	-	-
H	-	-	-	-	-	-	11	-	-	-	-	-	-	-	-	-	-	-
I	-	-	-	10	-	-	-	12	12	-	-	9	9	9	9	9	9	-
J	13	13	13	13	-	-	13	-	11	-	13	14	14	-	-	-	-	5
K	-	-	-	-	-	-	-	-	-	9	-	-	-	-	-	-	-	-
L	-	-	15	-	15	15	15	-	-	9	-	-	-	-	-	-	-	-
M	-	-	15	-	15	15	15	-	-	-	11	9	9	9	9	9	-	-
N	10	10	10	10	-	-	-	-	9	14	14	12	9	-	-	-	-	-
O	-	-	-	-	-	16	16	16	16	17	14	14	12	16	16	16	16	16
P	1	2	3	4	2	5	5	5	-	1	4	5	9	10	10	13	9	-
Q	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	18	18	12
R	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	12	12	9
S	-	-	-	-	-	-	-	-	5	5	12	12	-	5	5	-	12	11

- Garbled communications/instructions/command
- Opposite result or answer from correct
- Error in time, amount, duration or content
- Error in distance, direction or targeting
- Wrong target/subject effected
- Transfer effect of subject spell onto caster, or make caster its target/destination.
- Intended effect transferred to effect subject spell itself
- Effects either combine or negate (need chart)
- Subject spell goes berserk with deformed, partial or damaging result, with CL of acting spell added to CL of subject spell and damage at a rate of M06 per CL in physical damage, or corresponding levels of other sorts of damage where appropriate.
- Subject spell negated, unless targetted specifically for the product or locus of the acting spell, amount negated is up to CL of acting spell.
- Subject and acting spells both take same target, with combined power and with both having equal chance of dominance
- Both spells negated, unless one is of higher CL, in which case any left over CL carry on through.
- CL of acting spell increased by CL of subject spell, with that spell negated.
- Give control of both spells to caster of active spell.

- Thing created takes on some or all characteristics of target/object of subject spell, possibly combined with original intent. Alternatively, thing summoned will be changed along same lines.
- Effects of subject spell transferred onto caster of acting spell, up to CL of acting spell, or Caster of acting spell becomes target/subject of subject spell, as appropriate.
- Casters of both spells included in effects of subject spell.
- CL of subject spell increased by CL of acting spell, with that spell negated.

WHEN SPELLS ARE FUMBLER

A spell is fumbled when the character rolls higher than his Magic Index on 10100. If his MI is higher than 100 then he still fumbles if he rolls 96 or more on 10100. When a fumble is rolled consult the Fumble table to find out the exact result. The GameMaster should use discretion in customizing results. The Fumble Table determines a result by comparison of a 10100 roll and the Effect (middle letter) of the spell classification.

FUMBLE TABLE

10100	A	B	C	D	E	F	G	H	I	J	K	L	M	N	O	P	Q	R	S
1-30	1	2	1	2	5	2	2	2	2	1	4	8	5	5	5	2	2	5	5
31-55	1	2	2	4	8	13	5	5	5	2	5	10	8	6	6	6	3	8	7
56-75	5	5	5	5	7	7	6	6	6	5	7	11	9	7	8	8	8	14	10
76-90	14	14	14	14	9	19	13	10	16	14	12	16	10	13	10	10	15	18	19
91-100	15	15	5	15	20	7	7	19	17	18	13	17	19	19	19	20	20	19	19

- Garbled communications, information, instructions, command.
- Opposite result/effect or answer from correct.
- Error in time, amount, duration or content.
- Error in distance and/or direction.
- Random wrong target/subject effected or produced.
- Effects of spell transferred onto caster or he becomes target.
- Spell repeats again and again, draining full mana cost until the mage can make a TALx3% roll to stop it. He may roll once per casting.
- Spell goes berserk with partial or increased result, leading to deformity and nonstosity.
- Product of spell explodes doing MPCx3 as max overall damage of appropriate type to caster and half to anyone within original spell range.
- Effect delayed for 10100% of its original duration.
- More powerful being of same type summoned
- Summoner goes to summonee rather than the expected way.
- All pentacles and protections in area are dispelled up to 3 times the MPC of this spell.
- Caster loses MPCx5 AP and is stunned.
- Caster loses MPCx5 UP and goes mildly insane and disoriented.
- Animation or creation has free will (if possible, or roll again).
- Animation or creation has free will and is hostile (if possible, or roll again).
- Control of spell given to nearest inimical character or foe
- Caster of spell included in its effects.
- GM discretion. Do your worst.



VI: MAGIC IN SOCIETY

Where magic exists it will have a profound effect on the society around it, much in the way that technology effects modern society. Even if the effect of magic is only a negative reaction from superstition it will profoundly alter the environment.

In a magic using society there will be institutions, traditions and even laws which govern magic and these can be one of the most important limiting and controlling factors on the power and scope of magic.

6.1: MAGE GUILDS AND COLLEGES

Magecraft is essentially an academic and commerical pursuit. Mages are organized into specializations. In the major population centers these are focused around professional guilds and colleges, essentially organizations to promote particular types of magic, to provide a forum for information exchange and to protect the practitioners of that particular craft. In Ysgarth the greatest center of the magical arts is the great city of Ptolemeias, so it is used as the guideline for defining the magical environment. There are 20 magic using professions in Ptolemeias. They are described briefly in the following section. Note that these correspond exactly to the groupings listed by spell in the section of spell descriptions. Included in the descriptions below is the Spell Cost Modifier (SCM), which determines the availability and cost of spells learnt in that guild.

Aeromancers Guild (AE): This is one of the guilds of elemental mages. Its members specialize in air and weather type magic. They work closely with merchant shippers. SCM: 5.

Artificers Guild (AR): This is really a sub-group of the College of Enchanters. Artificers specialize in making magical tools and items and are closely involved with the weapon and device making trades. SCM: 6.

College of Alchemists (AL): Alchemists are Low Mages who work with chemicals, minerals and other substances and compounds to perform rather specialized magics. Their services are in great demand commercially and they are allied with the Artificers and Enchanters. SCM: 5.

Bardic Colleges (BA): There are a number of Bardic Colleges in Ptolemeias and in other major cities. Some of the major ones include the College of Hergest, the College of Aneirin, the College of Rhydderch and the College of Myrddin. They specialize in musical training and in musically generated magic of all sorts. Each college also has its own sub-specialization. SCM: 4.

Beastmasters Guild (BE): Beastmasters are Low Mages and a fairly small guild. They work mostly in rural areas in animal training, domesticating and controlling. SCM: 4.

Conjurors League (CO): Conjurors deal in illusion and deception magic. They are one of the least reputable of the Low Mage guilds and find their market among the criminal and the ignorant, though some members view themselves as artists. SCM: 4.

Darkmages Cabal (DA): Darkmages are a very small low-mage group, a splinter branch of the Pyromancers Guild. They deal in magic involving darkness and night and have lots of clients among thieves. SCM: 4.

Diviners Guild (DI): The Diviners are the largest and most powerful of the Low Mage guilds. They deal in all sorts of information magic and have reciprocal arrangements with the Colleges of Sorcerers and Necromancers. SCM: 5.

College of Enchanters (EN): Enchanters work with magic of a lasting sort, creating magical artifacts, manipulating magical power and working directly with Mana. They work closely with the College of Wizards. They are one of the most elite of the High Mage

colleges and have an exclusive, almost hereditary membership, though some apprentices are recruited from their outstanding natural talent. SCM: 7.

Geomancers Guild (GE): This elemental mage guild works closely with the building trades and specializes in manipulating earth and stone. SCM: 5.

Herbalists Guild (HE): Herbalists specialize in plant and nature magic and they have lots of clients among farmers and gardeners of all sorts. Their work is not enormously profitable but there is much demand for it. SCM: 4.

Hydromancers Guild (HY): These elemental mages work with water and liquids. They work closely with farmers and seagoing merchants, providing irrigation and nautical protection. SCM: 5.

College of Mystics (MY): Mystics might technically be defined as priests rather than mages, but they are organized commercially. They work with magic of the mind, including informational, psychic and some healing magic. They are one of the most elite and restrictive of the Low Mage guilds. SCM: 6.

Alliance of Lightmages (LI): This group, like the Darkmages, splintered off from the Pyromancers. They are a small group and specialize in light-oriented magic for which there is a small market. SCM: 4.

College of Necromancers (NE): The Necromancers are one of the High Mage groups, dealing with the summoning of the spirits of the dead for information and other services. They also deal in all sorts of death spells, and because of this they are very secretive and have a rather grim reputation. They have a close relationship with the Sorcerers. SCM: 7.

Physicians and Chiroprancers Guild (PH): These mages specialize in all sorts of healing magic. They are extremely wealthy. They limit membership to their guild and access to their spells rigidly. Membership is almost entirely hereditary and they make sure that healing prices stay high. SCM: 8.

Pyromancers Guild (PY): This is the most prominent of the elemental mage guilds. Pyromancers specialize in fire magic and are well employed by armies and in manufacturing trades. SCM: 5.

College of Runists and Graphomancers (RU): These mages work with written and inscribed magic. The main body of their commercial work is in runic enchantment and wards for enchanting items and areas respectively. SCM: 4.

College of Sorcery (SO): Sorcerers deal in summoning demons and other spirits and they are closely allied with Necromancers. They also have a somewhat dubious reputation. SCM: 7.

College of Wizards (WI): The Wizards are the last of the High Mage guilds, specializing in the most powerful magics which bend the very nature of reality. Their membership is small and selective and it takes years to achieve mastery. SCM: 7.

All of these are unified under the authority of the Archimage's College which is headed by the High Archimage Thazaydon. They all provide educational, support and quality control functions and make sure that the price of magic remains high so that mages can profit well with reasonable effort. They are similar in purpose and function to other commercial guilds, but some of them take care to maintain an especially low profile because of the distasteful nature of some of their work. The Archimage's College is dominated by the four High Mage professions, Sorcerers, Enchanters, Necromancers and Wizards, and they are the most exclusive of the magic using professions and keep the tightest reign on the availability of their spells. Another major grouping among mages is between the Elemental Mage Guilds, consisting of the Aeromancers, Geomancers, Hydromancers and Pyromancers whose spells are generally in high demand in trade and industry. The remaining mage professions make up what are called the Low Mage Guilds.

6.2: THE APPRENTICESHIP SYSTEM

The standard training system for mages is that of apprenticeship, though there are local and individual variations. Generally a person embarks upon a magic using career at an early age, from 7 to 10 years by becoming an apprentice in the service of a Master Mage. A Master is a mage who is a full member of his guild and is in commercial practice on his own. As an Apprentice he lives with the Master, works in his business and learns from him. After 5 to 8 years, depending on aptitude the Apprentice must be approved by the Master at which point he becomes a Journeyman and is given access to the guild library and allowed to learn more than the most basic spells. He continues to serve his Master, but can be hired away with his Master's consent and will probably also be paid a small salary for his work. After another 5 to 10 years the Journeyman may become a Master in his own right and be entitled to join the guild. To become a Master a Journeyman has to pass a test which usually involves some sort of original research and be recommended to the guild by his Master. He also needs to be able to establish himself in business. This system keeps the number of Masters in operation in a specialty under control. Journeymen are the largest of these groups and are kept back to some degree by the Masters. Competition within a household is keen and some Journeymen may not move on to Master status for decades. As a result Journeymen are a discontented lot and once they become Masters they tend to be rather self-satisfied. It should also be noted that to become an Apprentice the applicant or his family must pay a fee equal to $SCM \times 3000$ Marks to the Master which is split evenly with the guild. In addition, when a Journeyman qualifies and wishes to become a full Master he must pay $SCM \times 5000$ Marks as an entry fee to the guild. In addition he will have to pay either $SCM + 5\%$ of his income each year to maintain membership or $SCM \times 1000$ Marks, depending on which rate his guild prefers to set.

As a general guideline, the following are the qualifications for advancement within the guild structure. Note that there is a level of status above Master, that of Adept, a sort of emeritus status voted to senior mages because of their expertise and renown which exempts them from guild dues and makes them life members of all councils, part of a very small and elite group. Apprentice: payment of fee and the acceptance of the Master, which will generally require that the candidate have TAL, DEX and JUD of at least 12. Journeyman: acceptance by his Master, combined SL of at least 10 between at least one Empowering and at least one Casting skill, plus at least 80% of the spells of CST 7 or less in his specialty. Master: recommendation of his Master, payment of guild fee, acceptance by the guild, at least 15 combined SL of Empowering and Casting skills, at least 60% of the spells in his specialty of CST 12 or less, plus successfully researching and designing one completely original spell in the scope of his specialty for addition to the guild library. Adept: having served as a Master for at least 10 years and achieved the general acclamation of the guild for original research and dedication. As implied above, the availability of spells is limited within the guild structure. Generally, unless their Masters have a need for them to know them, Apprentices are taught no spells over CST 7 and Journeymen are taught no spells over CST 12.

Not all mage training follows this exact pattern, even in an urban setting. In smaller cities there is usually just one general mage guild but a similar process is followed. The main alternative system is one of schools. Many guilds in small and large cities operate schools which give Apprentice mages their basic training and once they graduate they are hired out of these schools as Journeymen by Masters. A mixed

alternative is for Apprentices training with specific masters to spend some of their training time in a guild run school and some of it training in their Master's house. Nothing is absolutely fixed or rigid and many alternative systems are possible, including Apprenticeship loans or indentures for those not wealthy enough to pay the full fee.

In rural situations the specialization of magic is much less well defined. A mage in a small town will not have a guild, he may be the only mage. The same applies to a mage living in a more remote region. Such mages usually have spells from a variety of related specializations which they have gathered ecclectically and traded with other such mages. This sort of 'hedge wizard' will generally take on one apprentice at a time and that apprentice will live with him until the mage feels he is ready to retire or until the mage dies. At this point the apprentice will probably take over the mage's business.

6.3: SPELL AVAILABILITY

In all of the variants of the learning system outlined above one factor remains constant. A training mage can only learn those spells which are available to him from his Master or through a guild system. Even the most accomplished Master will keep only a limited number of spells on hand or in his mind and should the trainee want to learn others he will have to learn them from a guild library. Unfortunately, this costs money, even for members of the guild and even guild libraries may not be complete in their field.

The chance of a character finding a given spell in a guild library is based on his SL of magical research and the size of the area that guild serves. The formula is $((Area \text{ Urban Population}/10000) + SL) / (CST \text{ of Spell}) \times 10\%$, rolled on 1D100. If he does find it he will have to pay a fee to the guild of $SCM \times CST \times 500$ Marks to make a copy of it and to be licensed to use it. There is no cost for learning a spell from your Master except for the original fee paid to enter his service. Naturally, giving copies of spells or teaching them to anyone other than your own apprentices is strictly prohibited. The chance of one's own master having a given spell in his library is based on his Rank, the SCM and the CST of the spell. The formula to find if a Master has a given spell is $(RNK / (CST + SCM)) \times 50\%$. The typical Master will have a Rank of between 12 and 18.

It is also possible to learn spells from other guilds which have amiable relationships with the guild to which you belong. Such exchange service is expensive and generally only available to Masters. The chance of finding a given spell is found the same way, but the cost is equal to $SCM \times CST \times 2000$ Marks. Trade arrangements can be made with Masters in other guilds at about 20% less cost, but these must be registered with his guild. The most common method of getting spells from another guild is to hire a Journeyman from that guild to work in your shop part or full time.

Charms have already been mentioned, but the limits on their availability and the cost involved should be detailed. Charms can really only be acquired by purchase. If you are not a member of a guild the cost will be considerably higher than the cost is for acquiring a normal spell. In general, learning a spell with a low CST as a Charm is not too difficult, but as the CST rises the expense becomes much more severe. In addition, Charms can only be acquired on a sort of grey market and they will not be sold by guilds, which have a firm resolve not to expand the body of spells in lay hands. The chance of finding a particular spell as a charm is equal to $(Urban \text{ Population}/200) / (CST^2) \%$ rolled on 1D100. Thus, in a city of 100,000 population a spell with a CST of 5 would have a 20% chance of being available as a charm, while a spell with CST 15 would have only a 3% chance of being available. The cost of a Charm is generally $CST^2 \times 3000$ Marks.

VII: MAGICAL SUB-SYSTEMS

There are a number of magical specialties which need to be gone over briefly and clarified or expanded upon. These involve magical subsystems which may have important ramifications or additional details or aspects which should be taken into consideration by the GameMaster.

7.1: ENCHANTMENT

Enchanters and several associated mage professions are at least to some degree involved in the manufacture of magical items and other long-term functional enchantments. Most of the work of the enchanter is done with the spell Create Matrix and several associated spells. In creating a magic item or a locus of fixed magic.

In creating a magic item you first cast Create Matrix. It must be cast at a Casting Level Sufficient to contain the MPC of all spells which you wish to have function in that magic item plus whatever reservoir amount of mana you wish to provide to power those spells. You then select the spells you wish to have in the item and cast them into the matrix, paying the full costs for the spell as if casting them normally. In addition you almost always have to cast Triggering into the matrix as well so that it is linked to the spell to be triggered so that the item will function. The cost of Triggering should be paid and the conditions on which the item will be triggered should be set. Whatever space is left over can be filled with MP through a spell like Transfer Mana, or made self filling with a spell like Mana Gathering. For example, if you wished to create a Ring of Flamebolts, you might cast Create Matrix at CL 7 to give the item a 70 MP capacity. To this you would add Triggering, which would take up 9 MP and a CL 3 Flamebolt which would take up 24 MP. This leaves 53 MP as a reservoir, enough to fire 2 Flamebolts each with an 18 Maximum Damage. Transfer Mana would be used to fill this reservoir. Such an item would last for a week and could be recharged repeatedly within that time. The initial creation of the item would cost $12+9+24+21$ MP plus the 48 MP in the reservoir, for a total of 114 MP, a sizeable amount for any mage. Fortunately spells like Mana Gathering can be used to create Mana generating devices and Apprentices are always available to give up their Mana for their masters. In general magically produced items should sell for around 300 Marks per point of Mana used in their manufacture, so that Ring of Flamebolt would cost about 34,000 Marks and 14,000 Marks per 48 MP recharge. For comparison a listing of magic items can be found in WorldCraft.

Alchemy functions in a manner similar to Enchantment, but the powers involved are placed into Catalysts, Devices and Unguents and must be triggered by appropriate use of these items. No trigger is needed with an alchemical creation as it is triggered when used appropriately (consumed, sprinkled, drunken, rubbed on, turned on, etc). In addition, the types of spells which may be put into Alchemical creations are strictly limited and each Alchemical creation works only once, though these creations will stick around for a full month before losing power. For example, a Salve of Healing might be created with the spells Heal Wounds and Create Unguent for a total MPC of 21 and the capacity to heal up to 6 points of damage. Alchemy is a limited, inexpensive alternative to real Enchantment.

7.2: SPIRIT MAGIC

Spirit magic is one of the most potentially powerful types of magic. Most spirit summoners can be classed as Necromancers and Sorcerers and their numbers are small and they are feared by the ignorant and superstitious. Necromancers deal with the summoning of the spirits of the dead and with all manner of death

spells. Sorcerers summon demonic type spirits and gain power through bargains made with them, which potentially opens up a wide variety of powers to them.

The heart of both types of magic is the Will Battle, which can be initiated with a number of spells. Will Battle allows one to dominate or at least immobilize a powerful spirit to keep it in one place while bargaining with it or using other specialized spells to coerce information from it. To make this more feasible, there are a number of protective spells like Pentacle of Binding and Circle of Protection which enhance the ability of the caster to control summoned spirits.

The main advantages of summoning the spirits of the dead is in obtaining information. While many minor Necromancers act as mediums to bring people together with deceased relatives, there is great power in finding out the secrets of the past from the dead and in making the dead serve you in body and spirit. Spirits can be used in enchantment in place of spells like Create Matrix and they can also be employed as servitors. Of course, the Necromancer must either have a way to force the spirit to serve (and there are several spells for this purpose) or he must be able to offer something the spirit might want. This is difficult with good spirits who have to be summoned from some appropriate paradise, but for the evil and discontented spirits who are doomed to something less desirable the promise of reincarnation, which can be achieved with the right spells, is usually enough to work out some sort of pact. Of course, some spirits are more powerful than others, and there are undead of great power who can be treated much like demons and can even grant powers or perform unique services and may have special interests, including feeding on human flesh or souls. In Ysgarth the Wrathlords are the greatest of the undead spirits and the Vurdalac are probably the most powerful of the corporeal undead, but lesser spirits like the Draugr, Fylgia and Lamiae also have power to offer to the ambitious Necromancer. The names and powers of some of the major Wrathlords are included on the accompanying list of demons and spirits.

Sorcery deals almost exclusively with the summoning of demons. The general practice is to establish a pentacle, summon a demon into it, make a deal with the demon and in return receive some service or be given a power, all of this within the limits of the demon's abilities. There are three main ranks of demons. These are Imps (summoned with Lesser Summoning), Demons (summoned with Prime Summoning) and Demon Lords (summoned with Greater Summoning). The Demon Lords are the most powerful of these and have the most to offer. Generally Imps will have only one weak power and will only be able to grant it to someone for a period of no more than a month, but they are easy to control and compel. Demons usually have a range of related powers and are in the service of some Demon Lord. The powers they grant may last for as long as a year. Demon Lords can have a wide variety of powers and are very strong in the areas they specialize in, with virtually no limit on what they can grant or for how long. Price is commensurate to value received. Imps generally require an offering of money or some blood or a small animal. Demons usually ask for the sacrifice of a large animal or perhaps more depending on the nature of the request. At the very least a Demon Lord will want a human sacrifice and for really serious powers and services they will demand the soul of the caster and possibly the souls of others. These to be rendered after a negotiated term of service. Nothing should be given up cheaply, but there are some Demon Lords who have unusual affinities for particular items or deeds and they may have special agendas of people to be destroyed to serve their own plans. No

demon is to be taken lightly, and if not controlled they would much rather possess and control the summoner or someone near him than do service at any price. Remember that they are tricky and bound by few rules and their goal is always the damnation and degradation of all they can reach. A list of Demon Lords is provided for reference with their Will Points included.

There are some additional spirits who fall on the periphery of demonkind yet are still quite powerful. These include the major elementals like the Daevas and Djinni. These spirits can be treated like demons, but their motivations are a bit more human and they are not quite as evil or destructive as true demons, though they are also not as powerful as the greatest Demon Lords. They are listed with the other demons and spirits.

The main spell used to initiate a Will Battle with a spirit is Will Binding. It should be noted that this spell does not force the spirit into any service. It merely assures that it will not depart until dismissed by the summoner and that if a bargain is struck it will fulfill its part of the bargain. When powerful spirits are defeated in a Will Battle they do not come fully under the control of the attacker, but are merely subdued temporarily. Note that the most powerful spirits will often make deals if summoned without being defeated in a Will Battle if enough incentive is offered.

7.3: HEALING

Healing involves a number of spells and is for the most part they are self-explanatory. It should be made clear that bodily damage is differentiated by Club, Edge, Point and Burn damage and that the proper spell must be used to heal each of these. The accessibility of magical healing is extremely limited by both religious spell casters and commercial Physicians and this keeps the cost high. In addition the spell Ressurrection is frowned on by almost all religions as an unholy denial of destiny which steals worthy souls from their reward and the service of their god and saves undeserving souls from their due punishment. This perspective is not shared by all religions, but it is common enough that Ressurrection is seen as unclean in the popular imagination and some will consider the ressurected to be monsters akin to the undead.

7.4: ILLUSION

Illusion, as practice by Conjurers, is focused on several spells. Working in combination spells like Visual and Auditory Illusion can create almost anything the caster can imagine. In combination with spells like Sensory Link and Substantial Illusion the illusion created can become almost real. In fact if enchantment and illusion spells are combined skillfully and at high power it is possible to make an autonomous illusion which could pass for a living thing unless analyzed magically. The potential power of illusion is great if worked with intelligently.

Illusion exists to be believable and GameMasters should be fully aware that there is no Saving Throw against an illusion in normal circumstances. Unless characters have a concrete reason not to believe in something or come in contact with an illusion in a way which gives its nature away or the creator of the illusion is clumsy they should have no reason or chance of seeing through the illusion. Now, if a bear appears to walk 3 feet off the ground they might get a $TAL \times 3\%$ roll to sense something suspicious, but otherwise let illusions be what they are meant to be.

7.5: SHAMANISTIC MAGIC

Shamans exist in a strange situation. They are somewhere between mages and priests. They practice magic, generally based on TAL, but at the same time they function much like priests in their societies.

Shamans can be extremely powerful because of this mixed function and since they are usually part of a tribal or rural society they can achieve an elevated status. Many tribes are headed by Shaman priests. Shamanistic knowledge is passed on from generation to generation from one Shaman to another and the same body of spells is maintained and sometimes expanded on. Some Shamans whose tribes settle down may move to urban areas and set up practice as non-guilded healers or diviners, especially where there are large populations of settled people of tribal background and ancestry. Alternatively they may be drawn into the larger, established priesthood, though they are always kept a little bit apart. Shamans usually serve a group of deities and they use both magical and priestly power to cast their spells, though this often divides their learning and power.

It is possible to cast spells with both Mana Points and Piety Points, but there are some limitations on what would potentially make a spell caster twice as powerful. Mana Points and Piety Points cannot be combined in the casting of a spell. When a spell is cast it must be powered either by one or the other. If a mage/priest learns a spell he must specify if it is to be cast with Mana Points or Piety Points. If he learns multiple Skill Levels of the spell he must specify whether they are for MP or PP use of that spell. It is possible to have multiple SL of a spell divided between the two castings, but only those appropriate to the type of casting being used will count in modifying the Magic Index when the spell is being cast. However, SL of a spell learned for one type of casting do contribute to SL for another type of casting and skills like Relative or Contagion can be used interchangeably.

7.6: MAGICAL MANIFESTATIONS

While most magic is invisible to the naked eye, there are some spells which produce visible side-effects and most spells produce effects which are visible to those who have Mana Sight or other similar skills or spells. Most of these visual manifestations are in the form of colored light and forms. A simple system for determining visibility is explained here and in the accompanying charts.

Before determining what a visual effect looks like it is necessary to determine the intensity of the effect which determines the chance of seeing it. This is based on the Medium and Effect letters of the spell's classification. These are the first and second letters. These are identified as Visible (V), Partly Visible (P) and Mana Visible (M). How these intensities combine between the two classifications determines the visible intensity of the spell. Mediums ABCH have a V intensity. Mediums DEF have a P intensity. Medium G has a V intensity. Effects ABCDGHILJO have M intensity. Effects EKPQ have P intensity. Effects FMNRS have V intensity. If the combination is VV the result is visible to the naked eye. If it is VP or PV it is faintly visible. If it is PP, VM or MV it can be seen with Mana Sight at Difficulty 3 on the Skill Application Table. If it is MP or PM it can be seen with Mana Sight at Difficulty 5. If it is MM it can be seen with Mana Sight at Difficulty 7.

The specific appearance of the spell depends on the Medium and Effect classifications as well, with these determining the colors involved. If the colors are mixed the manifestation will appear as a swirl or a merger of the colors. Effect A is gold. Effect B is silver. Effects C and G are red. Effect D is green. Effect E is blue. Effect F is white. Effect H is black or invisible. Medium A is silver. Mediums B, C and D are yellow. Mediums E, P and S are red. Mediums F, K, L and M are black. Mediums G, H, I and J are blue. Mediums N and O are green. Mediums Q and R are gold.

How the spell is targetted, with the third letter of the classification determines what the visual effect looks like. If the Target is A or E it appears as a nimbus around the caster. If it is B it appears as a nimbus joining the caster and his target. If it is C it appears as llines of force or a nimbus on the target at the time of casting, but then fades. If it is D it appears as a nimbus on the caster during casting and then as a nimbus on the target. If it is F it appears as a nimbus on the target in the shape which is being formed. If it is G it appears as a sphere or small glow in the hands of the caster or on the part of his

body from which the missile is being targetted.

For an example of how this works, the spell Circle of Blades (DMF) would appear as a barrier of green and black lines as it was being cast, but it would only be faintly visible. Teleport (AKE) would be visible to Mana Sight at a Difficulty of 5 and would look like a nimbus of black and gold around the caster.

This system can add some character to magic and allows a person with Mana Sight in a magical duel to have some idea what is being cast on him so that he can make preparations.

DEMONS AND SPIRITS

DEMON	DESCRIPTION/ATTRIBUTES	WP
Lucifer/Sathanas	Light-bringer, All-powerful, Knowledge, Envy, Arrogance	1000
Asmodeus	Impurity, Incest, Invisibility, Deception, Arithmetic	900
Beelzebuth	Lord of Flies, Disease, Plague, Pestilence	700
Astaroth	Prophecy, History, Sloth, Wealth, Writing, Mobs	750
Satanachia	Warleader, Adversary, Subjection of Wives and Maidens	650
Belial	Evil, Advancement, Friendship, Success, Politics	700
Baal	Silence, Wisdom, Invisibility	700
Clau-neck	Riches, Hidden Treasure	600
Agallarept	Espionage, Mystery, Secret Knowledge	500
Fleurety	Labor by Night, Hail, Storm	500
Lucifuge Rofacale	All Wealth, Riches, Hidden Treasure	600
Sargatanas	Invisibility, Transportation, Open Locks, Clairaudience	450
Nebiros	Affliction, Analysis of Metals, Minerals, Plant/Animal	650
Frimost	Potency, Power over Wives and Maidens	400
Sirchade	Knowledge of Animals	450
Agares	Immobility, Returning Runaways, Language, Earthquakes	550
Vassago	Past, Present, Future, Finding the Lost, Good Nature	600
Gangyn	Liberal Arts, Teaching, Necromancy, Drowning	500
Valefor	Theft	500
Amor	Procure Love, Peace and Reconciliation, Hunting	400
Barbathas	Science, Enchantment, Treasure, Prediction	350
Palmon	Music, Art, Science, Secrets, Enslavement, Loss of Will	550
Buer	Philosophy, Logic, Herblore, Healing of Diseases	450
Gusion	Divination, Advancement	400
Beleth	Procurement of Love	500
Lerajie	Archery, Infection of Wounds	400
Eligor	Reveals Hidden, Causes War, Arouses Lust	400
Zepar	Arouses Lust in Women, Transforms Women into Forms	600
Surgat	Opens Locks	500
Botis	Prophecy and Reconciliation	450
Buethin	Herbs, Gems, Transportation	400
Zaleos	Love and Sex	400
Purson	Concealment, Divination	400
Morax	Herbs, Gems, Astronomy, Arts	400
Ipos	Wit, Courage, Prophecy	400
Berith	Alchemy, Transmutation, Prophecy, Deception	600
Caap	Philosophy, Love, Hatred, Insensibility, Rescue	500
Stolas	Astronomy, Herbs, Mineralogy	450
Sabanak	Building, Fortification, Torment, Infection, Worms	750
Vapar	Seafaring, Storms, Oceanic Illusion, Infections	550
Focalar	Drowning, Ship Sinking, Winds, Sea	450
Shax	Blindness, Deafness, Confusion, Embezzlement, Theft	450
Bifrons	Building, Demolishing, Storms	500
Vuall	Friendship of Foes, Prophecy, Love	450
Hagenti	Transmutation of Metals and Liquids, Wisdom	400
Procel	Discover Hidden, Geometry, Science, Warm Water	400
Furcas	Philosophy, Rhetoric, Astronomy, Logic, Chiromancy	500
Ballam	Invisibility, Wit, Prophecy	550
Allocen	Astronomy, Science	400
Chaim	Knowledge of Animal Speech, Prophecy	450
Orobas	Advancement, Protection, Strength of Will	400
Gomoray	Love of Young Girls, Prophecy and Divination	400
Ose	Science, Divination, Shape-Changing	400
Oriens	Wit, Evil, Flame, Transformation	500
Vapula	Manual Skills, Philosophy	500
Zagan	Wit, Transmute Liquid, Mint Coinage	400
Valak	Locate and Attract Serpents, Locate Treasure	400
Andras	Discord, Assassination	400
Flauros	Burning Death of Foes, Protection from Spirits, History	400
Cimeries	Grammar, Logic, Rhetoric, Finding the Lost, Disguise	400
Decarabia	Herbs, Stones, Illusory Birds	400
Amaymon	Fire, Poison, Violence, Vengeance	550
Azazel	Sorcery, Divination, Necromancy, Sexual Prowess, Goats	600
Belphegor	Location, Invention, Wealth, Discovery	650
Moloch	Death to Children, Barrenness, Famine, Sexual Prowess	650
Seere	Speed of Action, Transportation	550
Amuscias	Silence, Felling of Trees	450
Murmur	Philosophy, Necromancy	400
Magoth	Revenge, Spite, Hidden Treasure	500
Sammael	Drought, Famine, Wind, Dry Wells, Death, Destruction	800
Lilith [F]	Lust, Destruction, Evil, Magic	600
Bune	Moves the Dead, Wisdom, Eloquence, Information	400
DAEVAS	DESCRIPTION/ATTRIBUTES	WP
Angra Mainyu	Earth, Darkness, Evil, Destruction	1000
Jani [F]	Menstruation	500
Ako Mano	Evil	500
Sauru	Anarchy	500
Naonhathya	Pride	500
Taurui	Degradation	400
Zairisha [F]	Degradation	400
Aeshma	Rage	600
Vasi Kineju	Evil, Vengeance	400
Verkana	Destiny	600
Akarna	Power	600

DJINNI	DESCRIPTION/ATTRIBUTES	WP
Malik Katshan	Fire	700
Baktanus	Desert	500
Malik Asman	Winds	700
Palavan	Warrior	400
Malik Kariz	Seas	600
WRATHLORDS	DESCRIPTION/ATTRIBUTES	WP
Nathyrashan	Wrathking, Elements, Nature	800
Sulosanusen	Fire, Magic	600
Uleadatheshadur	Water, Liquids	500
Thalirabasir	Earth, Metals	500
Aethushrisar	Air, Winds, Storm	500
Cheleadabathar	Darkness, Destruction, Doom	700
ABYSS DEMONS	DESCRIPTION/ATTRIBUTES	WP
Zaedukrom	Power, Vision, Prophecy, Magic	800
Arekitach	Alchemy, Souls, Devices, Invention	700
Sjaelastavar	Music, Magic, Mercy	500
Krodamin	Crafts, Design, Invention	400
Maltukrom	Religion, Faith, Mystic Arts	600
Jaekradur	Martial Arts	300
Krogach	Punishment, Suffering, Judgement	400
Vathlak	Air, Battle	400
Chrodag	Wisdom, Knowledge	500
Narauk	Pain, Treachery	400
Kalravak	Assassination	500
Kaltermik	Building, Construction, Earth	500
Sjoekig	Madness, Assassination	300



VIII: HOLY POWER

The same basic system applies to priestly spell casting which has already been outlined for standard TAL-based magic, but there are some significant differences and variations and some important background which need to be explained and illustrated.

8.1: CASTING PRIESTLY SPELLS

The same spells and skills are used by priests as are used by mages, though the availability may vary and there are some spells, those listed in the group PR, which are unique to priestly spell users.

Priestly spells are cast with Piety Points instead of Mana Points. They function in pretty much the same way, but Piety points originate in Zeal rather than Talent and they are regenerated through the use of the skill Prayer rather than over a flat period of time.

The power of Piety Points comes from a deity worshipped and served by the priest rather than from himself, so that power can be taken away if he falls from grace with his god, though he does not lose any of his skills or knowledge should this happen. Priests do have some additional skills to work with, such as Prayer and Divine Aid, but while this makes their route a bit more educationally challenging it also gives them some flexibility not shared by mages.

When a priest casts a spell he uses the same skills as a mage and has a magic index determined the same way within which he must roll to succeed. He must take time and pay all the appropriate costs, though he pays Piety Points in place of Mana Points. When a priest fumbles a spell he is subject to the same fumble and interaction effects as a mage, for once the Mana leaves him as an effect, its ultimate source is of little relevance. You may wish to alter the probability of priestly fumbles, since the gods might not be so careless as to allow their servitors such a mistake, but then even the gods must bow to random fate.

8.2: HIERARCHY AND TRAINING

While priests do not belong to guilds or colleges or serve apprenticeships, their system of education and advancement can be set in a generally parallel form, though there will be titular and structural variations from church to church.

People generally enter the priesthood at the same age that they would be apprenticed as mages and they usually have to pay a fee to enter the priesthood, in return for which their needs are provided for and they are educated. They begin at the rank of Novice and then progress through levels of initiation. As an Acolyte they begin to learn the secrets of the faith and when they achieve a high enough degree of knowledge they are made full-fledged Priests or Initiates. Above that there is only the status of High-Priest, or an upper priestly hierarchy within which advancement is based on achievement and skill. Novices are the equivalent of Apprentices, Acolytes are the equivalent of Journeymen and Priests are the equivalent of Masters for comparison with the guild system. The qualifications for advancing in this system are similar to those of the guild system though no original magical research is required, this need being replaced by an obligation to do administrative service or take over an outlying parish when one becomes a junior Priest.

The main distinction between the priestly hierarchy and the guild system is that the church is a single body with everyone being a part of it at different ranks and in different functions. There are even priests who have no magical skills at all but achieve the same status for their administrative skills. This means that the role of money is de-emphasized in the priesthood because everyone is working together rather than being an individual operator. Temples do keep spell libraries, but access to these is not restricted by money but by the favor of the upper-echelons of the priesthood and the need which superiors see for one to have a spell. Priests do not pay to get spells unless

they get them from outside of their own church. Instead they have to wheedle them out of the administration.

As with mages the situation for rural priests is somewhat different from that of their bureaucratized urban brethren. Training in a small, local temple is usually far more informal. Local priests take a couple of acolytes and train them in the basics, eventually sending them on for further training in a major religious center or if it is a localized cult training them as their own replacements. There are also travelling priests who operate in a similar manner.

Despite this general system there are wild variations from church to church or even within a faith, because faith breeds variance and diversity. The names of the ranks may be highly variable and all sorts of strange systems may exist in local churches or small and specialized cults. There are also those secret faiths and cults which have very strange practices and beliefs.

8.3: SPELL AVAILABILITY

The general principles of spell availability for priests are outlined in the previous section. The spells available in the library of a given church or from a given mage are limited based on the nature and orientation of that faith. On the accompanying Ysgarth god list are listed abbreviations of mage groupings which can provide a guideline for the type of spells which would be available for a given faith. In most cases two lists are provided to give a more diverse selection. Spell availability is limited by exactly the same formulae as apply to mages in similar circumstances. Spells can be obtained from other churches within the same pantheon for the same price that mages would pay for spells from another guild than their own.

8.4: THE RELIGIONS OF YSGARTH

Accompanying this section for reference and illustration is a lengthy list of deities from Ysgarth. This listing follows the pattern set by the churches of the great city of Ptolemeias where religious life is intricate and highly developed and many faiths have their central temples and administrative structures. Ptolemeian religion has a complex system of rankings and rivalries based on the position which temples hold on Gods Street, a winding way in the heart of the city. The importance of a temple relates directly to its distance from the top of the street. Several characteristics are provided for each church. Some of these are:

Wealth (WEA): Relative wealth of the temple in the city. Yearly budget of the temple is equal to WEAx10000M.

Popularity (POP): Popularity of the church and the number of worshippers. The total worshipping body in the city is equal to POPx50. The number attending services each week (divided between the services) is POPx10. The number of priests and administrators is POP/2. The number of worshippers throughout Ysgarth is POPx5000, though this varies greatly for temples which are heavily concentrated in the city itself or in another specific area.

Status (STA): Relative ranking of importance of the specific church in the city.

Address (ADD): Position which the church occupies on Gods Street. Those with asterisks have their main temple somewhere else in the city.

Spell Lists: Indicates what mage spell lists are appropriate for a particular priesthood. The specific abbreviations are explained at the head of the listing.

Group (GRP): Abbreviations for the pantheon or background mythological group to which each deity belongs. Specific abbreviations are explained at the head of the listing.

Racial: Abbreviations for the racial groups which follow each particular deity. Specific abbreviations are explained at the head of the listing.

GODS OF YSGARTH

Racial Groups: Kymri, Kernwyk, Oscan, Gott, Vaen, Aesc, Gael, AeGera, Etruan, Evarian, Macheri, Ukral, Saxe, Achajan, Ilchanian, Vbrates, Karamani, Arani, Phari, Khazak, Almid, Achaja, Heliaga, Khusik, Tectan, Arojikan, Sindhi, Ptolemaian, Batrag, Trozard, Durgga, Tylweith, Koryanet.

Spell Lists: Aeromancer, Hydromancer, Pyromancer, Geomancer, Beastmaster, Eclairist, Echanter, Sorcerer, Lightmage, Darkmage, Conjuror, War magic, Divine, Shaman, Necromancer, Wizard, Priest, Physician, Bard, Runist, Mystic

Pantheons: AESir, Vanir, Jottun, Celtic, Breton, Kymric, Gaelic, Gallic, Egyptian, Aztec, Babylonian, Roman, Olympian, Titan, Greek, Persian, Germanic, Finnish, African, Hindu, XXX(Other).

FAITH/DEITY	ATTRIBUTES/INTEREST AREA	Temple	Ranking	Spells	GRP	Racial
WEA	POP	STA	ADD			
Gilrod	Fire/Darkness/Time/Magic	155	131	1	1	PY/EN XXX PT
Baldr	Light/Sun/Speech/Beauty	158	159	2	2	PR/LI AES AEGOF
Gwyn	Hunt/Storm/War/Death/Wild	160	161	3	3	AE/BE KYM KYGAKETY
Sutekh	Dark/Evil/Faith/Loyalty	118	153	4	4	DA/MY EGY AGPT
Odin	Father/War/Betrayal/Sky	158	150	5	5	AE/UA AES GAGOFRR
Aranythd[F]	Mother/Fertility/Harvest	143	130	6	6	BE/PR KYM KYKE
Hor(Horus)	Vengeance/Martial Arts	125	136	7	7	LI/UA EGY AG
Ahriman	Darkness/Power/Evil/Earth	120	108	8	8	DA/SO PER ILPTET
Dylan	Sea/Waves/Darkness/Storm	145	151	9	9	HY/EN KYM KYGAK
Belenus	Sun/Light/Spring/Rebirth	138	140	10	10	LI/PR CEL GAKYKEOS
Nodens(Nudd)	War/Sky/Herd/Tides	153	155	11	11	AE/LI CEL GAKYKE
Ormuzd	Light/Sun/Energy/Creature	118	128	12	12	LI/PR PER ILALKA
Zehuti(Thoth)	Magic/Moon/Secret Power	150	107	13	13	SO/DI EGY ETAGEV
Sin	Moon/Time/Dream/Justice	110	28	14	14	LI/DI BAB PTILVO
Coel	Sky/War/Wisdom/Ancient	130	146	15	15	AE/EN GAE GA
Ymr/Jottun	Nature/Ice/Fire/Storm	43	105	16	16	EN/EN JOT AEAVALK
Anpu(Anubis)	Tomb/Guardian/Guide/Death	75	138	17	17	NE/EN EGY AGPT
Thanatos	Death/Suicide/Despair	28	155	18	18	MY/NE GRE PTETACHE
Maaduk	Sun/War/Storm/Terror	41	91	19	19	PY/LI BAB PTILVO
Ba'al	Storm/Disease/Harvest	115	104	20	20	SH/AE MID VOBA
Ogmios(Ogma)	Strength/War/Learning	128	133	21	21	DI/UA CEL GAKYKE
Mergal	War/Death/Dark/Fate/Evil	41	70	22	22	DA/SO BAB PTILVO
Arawn	Winter/Illusion/Otherworld	140	148	23	23	DA/HY KYM KYKE
Kronos	Time/Void/Chaos/Father	135	106	24	24	WI/AE TIT PTETAC
Tyche[F]	Fate/Luck/Nature/Guidance	113	90	25	25	EN/CO ROM ETSAOSEV
Llew(Lugh)	Sun/Healer/Craft/Magic/War	137	141	26	26	EN/UA CEL GAKYKE
Ptah	Creator/Energy/Void/Craft	122	94	27	27	WD/DA EGY AGPTET
Dionysos	Drink/Dance/Madness/Nature	123	102	28	28	CO/BE OLY HEETSA
Heldallir	Guardian/Battle/Rainbow	122	125	29	29	LI/DI AES AEFROGOVA
Freyr	Rain/Sun/Crops/Travel/Death	147	130	30	30	SH/NE VAN VAGAEFRDOWY
Ishtar[F]	Dawn/Sunset/War/Love/Hate	103	86	31	31	DA/LI BAB ETILVO
Nerthus[F]	Mother/Hunt/Moon/Darkness	111	122	32	32	BE/SH GER MAGOFREV
Zeus	War/Sky/Lighting/Father	125	120	33	33	AE/UA OLY HEMAAC
Mithras	Light/Crops/Victory/Morals	104	119	34	34	LI/UA PER SAILMA
Cybele[F]	Caverns/Earth/Beasts/Hills	133	135	35	35	BE/EN ROM SAEVOSET
Maponos(Mabon)	Harper/Youth/Healer/Hunter	128	123	36	36	BA/BE KYM KYKEOS
Pwyll	Wisdom/Strength/Afterworld	73	87	37	37	WA/PR KYM KY
Tiwaz(Tew/Tyr)	War/Strength	71	97	38	38	WA/SH AES AEAVALK
Ousir(Osiris)	Judge/Sun/Death/Harvest	110	101	39	39	PH/LI EGY AGPTMA
Freyja[F]	Beauty/Love/Death/Magic	79	88	40	40	SH/CO VAN VAFRAEDW
Eset(Isis)[F]	Mother/Magic/Lust/Travel	107	92	41	41	EN/SD EGY ETAGMPT
Cernunnos	Wild Nature/Moon/Magic	106	99	42	42	DA/BE GAL OSEVYKKE
Hecate[F]	Mother/Magic/Fertility	104	95	43	43	SH/EN OLY MAETHE
Llyr(Ler/Lir)	Seas/Father/Honor/Justice	31	42	44	44	HY/AE CEL KYGAK
Bright[F]	Mother/Learning/Craft/Arts	27	66	45	45	BA/UA GAE GA
Gefjon [F]	Fertility/Magic/Language	25	42	46	46	CO/UA EGY VAFR
Bastet(Bast)[F]	Cats/Sun/Music/Dance/Healer	69	68	47	47	BE/CO EGY AGPTMA
Govannon	Smith/Rage/Strength/Crafts	97	53	48	48	EN/UA KYM KYGAK
Ullr	Hunt/Snow/Honor/Magic	65	98	49	49	CR/EN AES VAEUKAR
Crom Cruach	Hills/Dark/Evil/Spider	98	81	50	50	DA/NE GAE GAKYKEVAKO
Dagda	Ruler/Earth/Nature/War	86	85	51	51	WA/PR GAE GA
Gwydion	Forest/Wisdom/War/Priest	63	37	52	52	EN/UA KYM KYKE
Hodr	Blind Fate/Mischance/Poetry	26	41	53	53	HY/DA AES AE
The Fomor	Death/Dark/Sea/Illusion	86	92	54	54	HY/DA AES AE
Rana[F]	Sea/Death/Drowning	100	83	55	55	HY/NE KYM KYKE
Math	Magic/Enchantment/Wisdom	96	64	56	56	EN/BE KYM KYKE
Moloch	Fire/War/Destruction	62	27	57	57	PY/NE MID AJVOMA
Bragi	Poetry/Runes/Song/Skalds	40	82	58	58	BA/UA AES AE
Aegir	Sea/Storm/Brewing	79	91	59	59	HY/UA VAN AEFRGA
Dian Cecht	Medicine/Jewelry/Smith/Artist	88	61	60	60	PH/PR GAE GAKYKE
Shamash	Sun/Divination/Growth	36	29	61	61	LI/DI BAB ILAL
Ra	Sun/Ruler/Guide	146	157	62	62	LI/PR EGY AGMPT
Van	Commerce/Father/Victory	26	63	63	63	SH/PR VAN VA
Dagon	Seas/Storm	64	71	64	64	MID VOBAARILPH
Hoenr	Battle/Honesty	37	77	65	65	WA/PR AES AE
Sir[F]	Earth/Family/Marriage/Corn	39	78	66	66	GE/PR AES AEVA
Taranis	Thunder/Storm/War	93	62	67	67	GAL OSEVGOFR
Hela[F]	Shadow/Darkness/Underworld	91	77	68	68	NE/EN VAN VAEFRGOGSA
Danu[F]	Mother/Hills/Wildlife	38	41	69	69	BE/SH GAE GA
Njord(Njorthr)	Trade/Sea/Fertility/Moon	69	77	70	70	AE/HY VAN VAFRGOAE
Loki	Fire/Deceit/Disorder/Chaos	61	40	71	71	CO/PR AES AE
Sathanas	Evil/Deception/Afterlife	63	25	72	72	SO/CO MID PTVOILSAET
Manannan	Sea/Trade/War/Afterworld	154	145	73	73	HY/EN GAE GAKY
Lakmu	Serpent/Chaos/Creation	37	59	74	74	GE/DA BAB TRILVOAL
Kvasir	Meade/Poetry/Visions	41	75	75	75	EN/HY AES AEVAUFRAR
Enlil	Storm/Wolves/Flood/Rain	22	108	76	76	AE/HY BAB ILVOBA
Shu	Light/Force/Energy	36	30	77	77	LI/VI EGY AGPT
Gwythir	Sky/Wind/Fire/Anger	24	58	78	78	LI/PR KYM KY
Keb(Geb)	Earth/Strength/Growth	22	24	79	79	GE/UA EGY AGPT
Dusares(Dushara)	Meteor/Volcano/Earthquake	58	57	80	80	GE/PR ROM OSETEV
Athene[F]	War/Wisdom/Arts/Sciences	88	114	81	81	WA/VI OLY HEACMA
Macha[F]	Battle/Madness/Anger	35	56	82	82	WA/VI GAE GA
Tezcatlipoca	Chaos/Destruction/Mind/Dark	21	23	83	83	NE/DA AZT TE
Brân	Underworld/Might/War	58	74	84	84	WA/EN GAE GAKY
Manawyddan	Wisdom/Magic/Sea/Afterworld	55	55	85	85	EN/HY KYM KY
The Morrighu[F]	War/Destruction/Desolation	26	54	86	86	WA/PH GAE GAKY
Rhannon[F]	Birds/Horses/Wild Nature	54	53	87	87	BE/EN KYM KYKE
Proteus	Sea/Change	42	43	88	88	CO/BE GRE ACHAMPT
Credulad[F]	Nature/Seasons/Spring	88	112	89	89	DI/PH KYM KYKE
Dis Pater	Father/Otherworld	81	49	90	90	MY/PR ROM SAEVOSET
Donnar(Thor)	Storm/War/Virtue	149	142	91	91	AE/PR AES FRAEGO
Easus	Forest/Agriculture/Animals	33	52	92	92	HE/UA ROM OSEVSA
Teutates	Guardian/War/Trade/Healing	85	72	93	93	PH/UA GAL OSGOEKVE
Epona[F]	Horses/Death/Rebirth	53	51	94	94	GE/PR GAL EVSADS
Ucanos	Sky/Father	32	50	95	95	AE/PH TIT ACETHE
Okeanos	Seas/Father	25	25	96	96	HY/PR TIT ACETHE
Axieras(Ceres)[F]	Mother/Crops/Corn/Bounty	84	51	97	97	GE/HE TIT OSEVETAC
Priapus	Fecundity/Lust/Potency	82	111	98	98	EN/CO GRE ETSAEVOS
Poseidon	Ocean/Horses/War	23	22	99	99	HY/UA OLY ACETEV
Frigg[F]	Forenight/Marriage	52	98	100	100	SH/MY AES ASVAFRGO
Sobekh(Sebek)	Crocodile/Rivers/Guardian	30	37	101	101	HY/DA EGY AGAPT

Loviatar[F]	Disease/Pain/Death	32	28	102	89	PH/SH FIN UKKA
Diana(Artemis)[F]	Maiden/Hunt/Nature/Chastity	75	43	103	90	BE/HE OLY HEACET
Hades(Pluto)	Death/Afterlife	19	33	104	91	NE/DA OLY ACETEV
Cadmus(Hermes)	Messenger/Travel/Trade	45	37	105	91	DI/PH OLY HEACET
Ukko	Sky/Thunder/Justice	51	30	106	92	PR/PR FIN UKKA
Fortuna[F]	Fertility/Womanhood/Fate	71	38	107	93	EN/MY ROM SAESETEV
Gaia[F]	Fertility/Bees/Honey	50	39	108	94	MY/PR TIT HEETAC
Sarapis	Healing/Death/Afterlife	79	48	109	95	PH/NE ROM ETSAG
Sol Indiges	Sun/Father	65	73	110	96	LI/PR ROM SAESETEV
Succellus	Fertility/Drink/Death/Mad	65	73	111	96	EN/GE GAL OSEV
Eleusis	Underworld/Harvest/Rebirth	49	37	112	97	GE/DA ROM ET
Asclepius	Healing/Wisdom	21	31	114	98	HY/PR ROM ETACHE
Ahtu	Sea	47	36	115	99	HE/BE GAL EVOS
Sylvanus	Woods/Nature/Fertility	12	13	116	100	SH/PR KYM KY
Hafan	Earth/Famine/Plague/Sun	8	7	117	101	DA/LI BAB ILVOAL
Anshar	Air/Sky/Light/Darkness	21	43	118	102	WA/PR EGY AGPTET
Onouris(Anhur)	War/Honor/Huntsman	11	21	119	103	PR/UA GAL OSEVKE
Donnotaurus	Bull/Rulership/Strength	17	22	120	104	PR/SH GAE GAKETV
The Y Mamau[F]	Mother/Nature/Elements	18	19	121	103	PH/SH EGY AGTPT
Bes[F]	Marriage/Birth/Music/Humor	7	10	122	104	BE/LI EGY AGPT
Khepera	Beetle/Sun/Change/Renewal	46	12	123	105	PR/UA AES AE
Forseti	Justice/Peace/Riches	76	33	124	106	EN/UA AES FRGOAEVA
Vidar	Smith/Crafts/War/Virtue	45	18	135	107	LI/EN GAE GAKYKE
Aengus	Love/Beauty/Light	28	17	126	108	CO/NE BAB ILALVO
Ereshkigal[F]	Death/Afterworld/Age	11	19	127	109	LI/UA OLY HESAC
Apollo	Sun/Music/Arts/Crafts	18	12	128	110	NE/SH AFR AJPT
Olorun(Orishala)	Judge/Death/Father	20	11	129	111	AE/VI BAB ILVOPT
Ramman	Justice/Storm/War	13	7	130	112	NE/GE EGY AG
Seker	Necropolis/Death	7	6	131	113	AE/LI BAB ILALPH
Anu	Wind/Storm/Sky/Peace	14	4	132	114	HY/VI BAB ILVO
Mummu	River/Language/War	10	16	133	115	PY/EN AFR AJPT
Ogun	Iron/Smith/Hunting/War	44	11	134	116	PR/EN AES AEF
Idhun[F]	Immortality	30	10	135	117	WA/SH AES AE
Modi	Anger/Rage/Berserker	15	20	136	118	GE/AE ROM OSETEV
Atargatis[F]	Elements/Destiny/City/Love	16	26	137	119	HE/BE MID ETSAEVMA
Dumuzi(Tammuz)	Harvest/Woodlands/Beauty	9	18	138	120	AE/VI EGY PTAGTMA
Uputu(Wepwawet)	War/Leader/Navigator	19	6	139	121	AE/DA BAB VOIL
Zu	Evil/Storm/Raven	15	16	140	122	AE/PH AFR AJPT
Shanga(Jakuta)	Storm/Thunder/Magic/Healing	6	5	141	123	EN/AE AZT TEPT
Quetzacoatl	Smith/Wind/Civilization	16	7	142	124	PR/UA HIN SIPT
Rama	Courage/Virtue/Duty/War	13	6	143	125	PH/PR HIN SIPT
Siva	Truth/Fertility/Destruction	6	11	144	126	EN/PR AFR AJPT
Damballah(Daboa)	Magic/Power/Life/Fertility	14	17	145	127	CO/EN AFR AJPTET
Legba(Eshu)	Evil/Thief/Disease/Magic	5	4	146	128	PR/AE EGY AG
Nut[F]	Mother/Sky	6	15	147	129	PR/PH EGY AGTPT
Athyr[F]	Dance/Song/Merriment/Women	5	26	148	130	WA/SH KYM KYKEOS
Teynon	War/Violence/Personal Honor	4	9	149	131	GE/HE CEL KEKYOGSA
Modron[F]	Mother/Earth/Nature	10	7	150	132	PH/VI AFR AJPT
Chukwu	Creator/Healer/Prophet	9	12	151	133	EN/NE VAN VAPAEFR
Gullveig[F]	Magic/Riches/Treachery/Death	6	8	152	134	NE/EN HIN SIMAPT
Kail[F]	Evil/Death/Vengeance	3	3	153	135	WA/PR AES AEF
Vail	Vengeance/Rage/Madness	3	3	154	136	PR/GE ROM ETEV
Contrebis	Trade/Town	5	2	155	137	GE/EN ROM ETEVOS
Dumatis	Walls/Construction/Masonry	4	6	156	138	HY/BE BAB ILALPH
Kingu	Waves/Fish/War/Fate	4	5	157	139	PY/PR EGY AG
Tum	Bull/Sun/King/Spirit	9	14	158	140	GE/PR ROM OSKEPT
Alisanos	Rock/Hills/Mountains	15	28	159	141	NE/PR BRI KEKYPTOSEV
Ankou	Death/Mystery/Afterworld	3	7	160	142	PR/UA KYM KYKE
Beli Mawr	Tribe/Father/Leader	3	6	161	143	HE/PR KYM KYKE
Amethon	Agriculture/Plowman	2	2	162	144	BE/PR KYM KYKEOS
Artio[F]	Bears/Wild Nature	4	9	163	145	HY/PR EGY AGPT
Tefnut[F]	Dew/Rain	5	5	164	146	HY/GE EGY AG
Ninru[F]	Irrigation/Precious Gems	4	9	165	147	WA/PR KYM KYGA
Don	Chieftain/Leader	4	9	166	148	PR/BE GAL OSKEYK
Cunomaglos	Huntsman	3	3	167	149	AE/PR JOT AEVAGO
Vili & Ve	Wind/Will/Faith	2	2	168	150	HY/PR KYM KYKE
Grannos	Curative Springs	3	16	169	151	PR/SH KYM KYKE
Kicval[F]	Hearth/Home	9	2	170	152	AE/PR AZT TEPT
Huitzilpoctli	War/Storm/Fire/Lightning	3	5	171	153	NE/PR FIN UKKA
Tuoni	Death/Necropolis/Afterlife	3	3	172	154	DI/MI FIN UKKA
Untamo	Seer/Dreams/Sleep/Mind	8	4	173	155	NE/PR AZT TEPT
Mictlantecutli	Death/Spider/Afterlife	11	21	174	156	HY/PR ROM PTKYET
Conditis	Rivers/The Cynfael	2	2	175	157	BE/PR GAL KYOSKE
Moccus	Swine/Herdsman	5	6	176	158	PH/PR EGY AGPT
Nakhet[F]	Childbirth/Healing	1	2	177	159	HY/GE ROM OSEV
Borvos	Hot Sulphur Springs					

YSGARTH CHARACTER SHEET MARK XXX: BACK SIDE

SPELL:	CST:	SL:	MI:	RAN:	DUR:
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SPELL:	CST:	SL:	MI:	RAN:	DUR:
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YSGARTH

This is the second of three books in the Ysgarth role-playing system, the first game to bring together fantasy and reality as a believable whole. Ysgarth is an advanced system, streamlined and unusually open-ended to encourage the imaginations of the players while providing a practical background and mechanical structure. Ysgarth is a challenge to the imagination, adding depth and texture to your fantasy adventures.

Ysgarth is more sophisticated than most other fantasy games and is designed for mature players who demand the best. At the same time it is simple and fun to play, because we have discovered that realism need not be complex if it is well thought-out. Ysgarth is a skill-based system and lets you create the character you want, with a well developed background and identity. Variety and flexibility are the greatest strengths of the system and they insure that every character and situation is unique.

SpellCraft contains everything you need to run spell casting characters including all types of mages and priests. It includes 50 special magic-related skills, over 500 spells (some of them sort of twisted), complete lists of over 200 demons, spirits and gods, plus all the mechanics for a magic system which will make you believe that magic can work. The emphasis is on flexibility, variety and believability as well as an accurate simulation of magical traditions from literature and history.

Character creation is covered in RoleCraft, the first book of the system, which also includes basic skills and the combat system. WorldCraft completes the three book set and explores world and campaign design as well as providing creatures, background characters and introductory scenarios.

Ysgarth opens the doors of your dreams, with the first mechanics to combine realism and simplicity to enhance rather than limit your imagination. There is no better route to fantastic adventure.

A REVOLUTION IN ROLE-PLAYING

