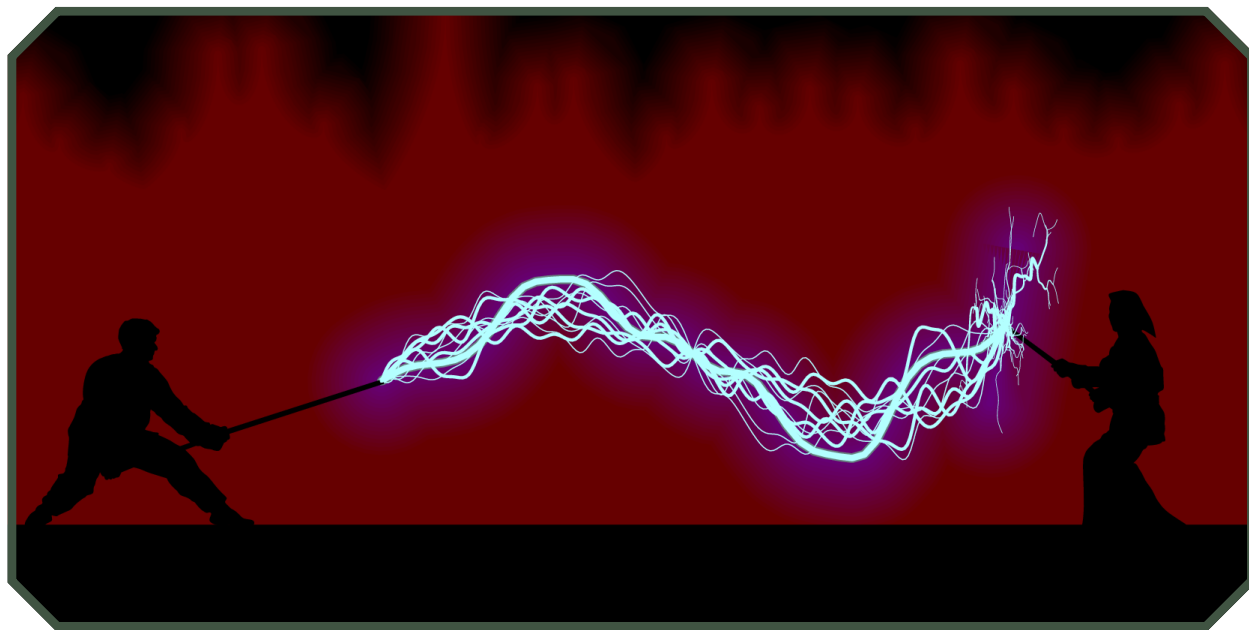


GURPS®

Fourth Edition

MODIFIED MAGIC



Written by TEVIET CREIGHTON

Based on *GURPS Magic*, 3rd Edition,

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INTRODUCTION

Magic is an essential component of any fantasy or generic roleplaying game. The standard *GURPS Fourth Edition* rules allow at least three different approaches to magic, each presenting a different answer to the question, “What is a spell?”

In the standard system, spells are *skills*. This is simple and straightforward, but doesn’t mesh particularly well with other skills: spells are highly specific, intricately interrelated, and governed by many special rules that don’t apply to other skills. In the optional system of ritual magic, spells are *techniques*. This fits more naturally into the *GURPS* game mechanics, but abandons most of the relationships among spells that gave the standard system much of its flavour. A third approach, increasingly emphasized in supplements such as *GURPS Powers*, is to treat spells as *advantages*. This is highly flexible, but lends itself to magically-endowed characters with a few individual in-born abilities, not scholars delving into a common body of knowledge.

This supplement takes a fourth approach, treating spells as *tools*. The skills to *use* these tools follow standard *GURPS* rules, while the tools themselves can be as specialized or idiosyncratic as desired, without distorting the rest of the game mechanics. This supplement can be thought of as a list of magical “gear” in the same vein as the *GURPS* technology catalogs.

PUBLICATION HISTORY

The standard *GURPS* spellcasting system was introduced in the first edition of *GURPS Fantasy*, by Steve Jackson, and expanded in subsequent editions of *GURPS Magic*. The third edition of *GURPS Magic* incorporated the contents of *GURPS Gri-*

moire, by S. John Ross and Daniel U. Thibault, and was updated to *GURPS Fourth Edition* standards by Michael Suileabhain-Wilson. This supplement is essentially a condensation and adaptation of the third edition of *GURPS Magic*, with revised rules and a few new spells.



ABOUT THE AUTHOR

Teviet Creighton is a physics professor and gamer living in South Texas. He has written several *GURPS* supplements – none published – including *GURPS Exotics*, a collection of (barely) hard SF races, and *GURPS Gya*, a hard fantasy gameworld. All supplements including this one were typeset using the `gurps.cls` class file.

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Rules and statistics in this book are specifically for the *GURPS Basic Set, Fourth Edition*. Page references that begin with B refer to that book, not this one.

CHAPTER ONE

PRINCIPLES OF MAGIC

Magic is a powerful force that can be manipulated with mental abilities called *spells*. A spell is a *learnable trait*, like a skill or a language, but behaves in some ways like a *tool*: it manipulates magical energy – called *mana* – to produce a specific effect. Spells can also be bound into *magic items*, giving a magic user an external (and shareable) focus for his abilities.

There are hundreds of spells, each specialized to produce a particular effect. Finding and acquiring the right spell for a task can be a painstaking process. A wizard who tries to *improvise* a spell on the spot, manipulating mana with the blunt instrument of his raw intellect, does so at a considerable penalty. The most experienced

wizards can create *new* spells for new tasks, but such magical experimentation is not for the faint-hearted.

Mysticism Versus Mechanism

The magical system described here is fairly mechanistic, with spells producing (for the most part) clearly-described and specific effects. There is good reason for making such a system the default system: it reduces the need for GM improvisation, and manages player expectations in a situation where “reality checks” are not applicable. Nonetheless, some of these spells, especially the more “mystical” ones, will still require GM interpretation, and the GM may wish to elim-

inate or modify others that do not fit the assumptions or “feel” of his setting. In some cases the spell description provides more specific guidance.

If a GM is looking for a less mechanistic and more mystical feel, the system of discrete spells with explicit effects may not capture the right tone, and the GM might consider an alternative magical system. Some possibilities are given in Chapter 18, particularly *Syntactic and Symbol Magic* on p. 143. Non-mechanistic magic will typically require more improvisation on the part of players and the GM, and it is important that they have the same expectations about the style of the campaign and the GM’s role in adjudicating effects.

LEARNING MAGIC

Each spell is a 1-point learnable trait, or *perk*: an integrated “tool” for manipulating magic. It requires 200 hours of learning to acquire a spell, assuming one has all the *prerequisites* (below). Follow the usual rules for *Improvement Through Study* on p. B292: 400 hours of self-study with a good set of textbooks, or 800 hours of on-the-job training, are equivalent to 200 hours of learning.

Acquiring a spell grants you the basic ability to cast that spell. It does *not* grant any particular facility with the spell. Your spell *skill* is a separate trait (see below), though spells and their skills are normally taught together.

In most settings, anyone can learn spells if they can find a teacher or

arcane tomes, though *magés* (those with the Magery talent) will be better at them. Magery offers its usual bonuses to all spell skills and reduces learning time. If a particular spell *requires* Magery to learn, that will be listed among its prerequisites. In many settings, Magery is also required to *cast* spells, though this can vary even within a given world; see *Mana Levels* (p. 7). If a character has no means of casting the spell he is learning, progress will be slower: double learning time.



PREREQUISITES

In magic, as with technology, developing a capability often requires “building the tools to build the tools”. But whereas a technological tool is a physical object separate from its creator or its user, a magical spell is a mental or spiritual construct tied to the mind of the magic user, and built up from underlying abilities. All but the most basic spells have one or more other spells as *prerequisites*, which the wizard must acquire before learning the advanced spell. Thus even though each spell costs a single character point, the most powerful spells can have prerequisite chains of dozens of simpler spells, representing a sizeable investment in education.

Some spells have other traits as prerequisites. Commonly, some level of Magery is a prerequisite for acquiring the more advanced spells.

A spell's *prerequisite count* is the total length of a spell's prerequisite chain; i.e. the number of spell prerequisites it has, including *their* prerequisites, and so on. This is a measure of the spell's difficulty and complexity. It is specified for all spells in the spell list, and should be computed for any new spells added by the GM or invented by players.

Possessing a magic item with a bound spell (see *Spellbind*, p. 100) satisfies the prerequisite requirement for learning later spells. However, the owner must retain possession of the item in order to *cast* spells learned with its aid.

SPELL SKILLS

Your skill at using a spell is a separate trait from the spell itself. Possessing a spell gives you the *ability* to cast it, while possessing its skill gives you *facility* at doing so. Each spell has its own skill, whose difficulty depends on the complexity of the spell, as given by its prerequisite count:

IQ/Easy (default: IQ-4)

0-3 prerequisites.

IQ/Average (default: IQ-5)

4-7 prerequisites.

IQ/Hard (default: IQ-6)

8-11 prerequisites.

IQ/Very Hard (default: IQ-7)

12 or more prerequisites.

Even if you have not learned the spell's skill, possessing the spell allows you to cast it at a default skill level. Related spells are grouped together into *colleges* (p. 9), with a standard default of -4 between spell skills within the same college, plus an extra -1 per difference in difficulty level if the spell skill being attempted is more difficult than the skill being used. A spell's skill also defaults to those of its *immediate prerequisites* at -3.

GMs may also consider allowing wizards to have skill in an entire college of spells, purchased as a wild-card skill (e.g. Fire Spells!). This only covers *skill* with the spells; the actual spells must be acquired individually.

Spell skills require the usual times to learn. The time is doubled if the student has no means of casting the spell: either by possessing the spell (and any necessary Magery), or by

having a magical item allowing him to cast the spell.

Different skills vs. different spells:

A few spells can be used in several distinct ways. This is represented by having several skills to operate the same spell. You buy the *spell* once, giving access to all its abilities; however, different skill rolls are required to activate the separate abilities. Usually the separate skills for a spell default to one another at -2.

In some other cases, the same *skill* can be used to cast different *spells*. Each different spell counts as a *familiarity* of the skill, with a -2 penalty for unfamiliar spells.

Example: The Shapeshifting spell has separate skills for transforming yourself or transforming others. If you've only ever learned to shapeshift yourself, your attempt to transform another person is at -2 (and vice-versa), unless you buy up the other skill. Different animal forms require separate Shapeshifting spells, but these all use the same skill: if you pick up the spell to shapeshift into a different creature, you start out with a -2 penalty, but you only need 8 hours of practice to eliminate the penalty.

CASTING SPELLS

"Casting" refers to the process of using a spell. This requires three things: (a) You must possess the spell (and its prerequisites): either through having learned it, or having an item that allows you to cast it. (b) There must be sufficient magical energy (*mana*) present for you to use the spell; see p. 7. (c) You must successfully roll vs. your skill with the spell, including any situational modifiers. This *can* be against a default.

In general, to cast a spell you concentrate for the required *casting time*, make your skill roll, and pay a certain amount of energy in the form of fatigue points (FP) or hit points (HP). If the skill roll succeeds, the spell is

cast: you pay the energy cost of the spell and it takes effect. If the roll is a critical success, *no* energy is paid, and the GM may enhance the effect of the spell as he wishes.

If the skill roll fails, the spell is not cast: if the spell *would* have cost any energy, you pay 1 point of energy; otherwise you pay nothing. If the roll is a critical failure, you pay the full energy cost, *and* the spell fails in a spectacular fashion, called a *backfire*. The GM is free to make up an effect, or roll a random effect on the *Critical Spell Failure Table*, below.

Information spells (p. 12) are an exception. The success roll for these spells is made by the GM in secret.

The spell is cast, and the energy cost paid, regardless of the outcome of the roll; the margin of success (or failure) determines what information is gleaned. In general, a success reveals the desired information, a critical success gives extra or more detailed information, failure gives no information; on a critical failure the GM *lies*.

Permanent spells normally require the spellcaster to have an effective skill of 15 or more at the time of casting: see p. 9.



CRITICAL SPELL FAILURE TABLE

Roll 3d on the table below. If the result is inappropriate – or if it is the result that the caster intended – roll again. The GM is free to improvise instead of using the table. Improvisations should be appropriate to the spell and the situation, and shouldn't kill the caster outright.

- 3 – Spell fails entirely. Caster takes 1d of injury.
- 4 – Spell is cast on caster (if harmful) or on a random nearby foe (if beneficial).
- 5-6 – Spell is cast on one of caster's companions (if harmful) or on a random nearby foe (if beneficial).
- 7 – Spell affects someone or something other than its intended target – friend, foe, or random object. Roll randomly or make an interesting choice.
- 8 – Spell fails entirely. Caster takes 1 point of injury.
- 9 – Spell fails entirely. Caster is stunned (IQ roll to recover).
- 10-11 – Spell produces nothing but a loud noise, bright flash of light, awful odor, etc.
- 12 – Spell produces a weak and useless shadow of the intended effect.
- 13 – Spell produces the reverse of the intended effect.
- 14 – Spell seems to work, but it is only a useless illusion. The GM should do his best to convince the wizard and his companions that the spell *did* work!
- 15-16 – Spell has the reverse of the intended effect, on the wrong target. Roll randomly.
- 17 – Spell fails entirely. Caster temporarily forgets the spell. Make an IQ roll after a week, and again each following week, until he remembers.
- 18 – Spell fails entirely. A demon or other malign entity appears and attacks the caster. (The GM may waive this result if, *in his opinion*, caster and spell were both lily-white, pure good in intent.)

TIME REQUIRED

Most spells take one second to cast. Take the Concentrate maneuver for one turn and attempt your skill roll. If you succeed, the spell takes effect instantly. No one can interrupt a one-second spell unless he took the Wait maneuver on his own turn before the caster began concentrating.

Some spells take more than one second to cast. This requires multiple, consecutive Concentrate maneuvers in combat. Make the skill roll on your last turn of concentration. You may “abort” an unfinished spell before it is cast, at no penalty, but you must start over if you wish to try again.

Blocking spells (p. 12) can be cast without concentrating, during another player's turn. They take the place of one of the caster's active defenses.

MAGIC RITUALS

Although spells are *mental* abilities, spellcasting is greatly facilitated by physical rituals. Normal casting of a spell involves gestures with both hands, subtle foot motions like dance steps, and a clearly-spoken incantation. However, a wizard may choose, or be forced, to omit part of the ritual; e.g. if he is bound or gagged, or wishes to conceal his actions. This results in a penalty to skill.

Omitting the foot movements gives a -2 penalty. Gestures with only one hand give a -2 penalty, while casting with no hand gestures at all results in a -4 penalty. Softly spoken incantations demand a -2 penalty, and no incantation requires a -4 penalty.

Having no physical ritual at all gives a total penalty of -10. However, in this case the casting time for the spell is *halved* (round up). The caster can further reduce casting time by accepting a greater penalty: each additional -5 halves casting time again.

If, on the other hand, a wizard has time to be especially precise with his movements and speaks the incantation loudly and articulately, doubling

the casting time, he gets +1 to his effective skill. This increases to +2 if the caster can consult notes or a spellbook while casting. Further enhancements to the ritual are possible using *Ceremonial Magic* (p. 13).

Blocking spells have no required ritual other than as mentioned in their description; however, that ritual is *required* in order for the spell to work (e.g. Command requires the caster to speak a word that can be heard by the subject, Deflect Blow requires a free arm to perform a parry, etc.). Certain other spells also have specific rituals in their descriptions that *must* be performed in order to cast the spell.

ENERGY COST

Each spell has an energy cost. When you cast the spell, you must pay this cost in either FP or HP. The better you know the spell, the less energy you need to cast it. If you know it well enough, you can cast it at no cost. Exception: Never reduce the cost of a *Blocking* spell (p. 12).

If your *base* skill with a spell – modified only by the -5 for low mana, if applicable – is 15 or more, subtract 1 from the cost to cast the spell. (This will also reduce the cost to maintain a temporary spell: see *Maintaining Spells* on p. 8.) If you have skill 20 or more, subtract 2 from the casting cost. Casting cost continues to decrease by 1 per five skill levels beyond skill 20. Energy is still going into the spell, but your skill lets you draw it from the surrounding mana instead of supplying it yourself! Calculate the entire cost for a spell (for instance, by multiplying cost for the size of the subject or the area affected) before applying energy cost reductions for high skill.

You normally pay the energy cost of a spell in FP. You can recover lost FP by resting.

Burning HP

You may also expend life energy to pay the cost of a spell. Mark off some or all of the cost against HP instead of FP: the spell is actually harming you!

Large beings with many HP do not necessarily have more magical energy to spend. If your base HP is 20 or more, it takes 2 HP to replace 1 FP. If your base HP is 30 or more, it takes 3 HP to replace 1 FP, and so on.

You are at -1 on your spell roll for each FP that is replaced in this way. This is instead of the usual shock penalty for injury, and High Pain Threshold has no effect. Using HP to power spells is dangerous, but it may be necessary if you are badly fatigued and must cast another spell. You may “burn” HP until you fall unconscious or die: if this happens, the spellcasting will fail.

Treat HP lost this way just like any other injury.

MANA LEVELS

These rules assume that magic requires an environmental condition or energy field in order to operate. This ambient energy is called *mana*, and its presence or absence is what distinguishes magical from mundane game worlds. Magic will work only if the *mana level* of the game world or specific area allows it, as follows:

No Mana: No one can use magic at all. Permanent magic effects are suspended and do not function while within a no-mana zone, but resume when taken to an area with mana. Temporary and lasting spells (p. 7) are dispelled when they enter a no-mana zone. This mana level occurs in isolated spots in magical worlds. Some entire game worlds can lack mana, making magic use impossible.

Low Mana: Only mages (those with at least the basic 5-point Magery advantage, p. B66) can cast spells, and all spells perform at a -5 penalty to skill. Other levels of low mana are also possible, with penalties ranging from -1 to -10. Ongoing spells are similarly affected; see *Spell Power*, p. 9. However, critical failures have mild effects or no effect at all. Low mana is suitable for game worlds where magic is possible but rare or secret.

Normal Mana: Only mages can cast spells. These spells work normally, according to all rules given in this chapter. This is the default mana level in most fantasy settings: mages use magic, others don't.

High Mana: Anyone who knows spells can cast them. *Mages* can cast them at reduced energy cost: reduce casting cost by 1, exactly as if the mage had skill 15. (If the mage *also* has skill 15+, the effects are cumulative.) This mana level is rare in most worlds, but some game worlds or geographic regions have high mana throughout.

Very High Mana: Higher levels of mana further reduce spell costs to mages, at -1 to cost per extra mana level. However, the reduction cannot exceed the caster's Magery level plus 1: higher levels of mana give no further benefit to that mage.

Sensing Mana

Mages cannot automatically sense the mana level of an area, but they may sense the change when they cross a boundary between levels. Roll vs. Perception+Magery-3. Add 3 to the roll if the mage was explicitly searching for the boundary.

SPELL DURATIONS

Some spells last only for a moment, while others can persist for some period of time, or even forever. Most spells can have different types of duration depending on *how* they were cast. There are four categories of spell duration.

Instantaneous spells produce an instant effect when cast and then end immediately. Note that some instantaneous spells appear to last longer because they leave behind a persistent but nonmagical effect – Flesh to Stone, for example, instantly turns a living being to stone and ends, leaving behind a stone statue. Instantaneous spells cannot be dispelled because they have no ongoing presence once cast.

Temporary spells have an initial energy cost to cast *and* an ongoing energy cost to maintain. This is the most common type of spell. The spell's description will list a time interval under its duration: this is not a fixed time limit, but is the amount of time over which the ongoing maintenance costs equal the initial casting cost. See *Maintaining Spells*, p. 8, for more details. Only temporary spells count as spells “on” for that caster, and can be cancelled at will by the caster (p. 8). Temporary spells are subject to anti-magic spells such as Dispel Magic, and if the subject of a temporary spell enters a no-mana region, the spell ends.

Lasting spells do not require maintenance, but have a limited effective duration. Typically, they last for some definite time or until some specific event ends the spell. For example, a Wish spell cast on a person lasts until he makes a wish. Like temporary spells, lasting spells can be dispelled with Dispel Magic, and end if the subject enters a region with no mana.

Permanent spells create a magical effect that lasts indefinitely and is more difficult to remove. Animated Golem is a good example: the magic force that animates the Golem persists until it has been physically destroyed. Many spells used to create magic items are permanent spells. A permanent spell, unlike temporary and lasting spells, does not end in a no-mana zone, but it is suspended until the subject leaves the zone. At that point the spell resumes. Permanent spells also will not be dispelled by a general Dispel Magic, though a Counterspell specifically targeting the permanent spell will still work. Note that some permanent spells may expire once certain circumstances are met. E.g. a *permanent* Wish spell, cast on an item, will still disappear once the bearer of the item uses it to make a wish; however it will not lose its enchantment if hit by Dispel Magic or in a No Mana zone. This durability is the key distinction between lasting and permanent spells.

Maintaining Spells

Temporary spells require energy to cast *and* maintain. Their description will include a *maintenance interval* in the duration, which is how long the spell will last *if* the caster expends additional energy equal to the casting energy. Thus, factors that affect the casting cost (high skill, increased area of effect, etc.) will also affect the cost to maintain.

The casting cost must be paid as a “lump sum” on the turn that the caster rolls to activate the spell. The maintenance cost, however, is paid out *incrementally* over the maintenance interval, counting from the turn *after* the spell was cast. Outside of combat, the caster can simply decide how many intervals (or fractions of an interval) he wants to maintain the spell, and set aside the corresponding energy cost. In turn-by-turn combat, however, it may prove important to know exactly when the maintenance costs “come due”. If the caster doesn’t pay the maintenance cost as it comes due, the spell will end.

If the casting cost is greater than the maintenance interval (in seconds), then divide the cost by the interval to determine how much energy must be paid each turn (starting on the turn after the spell was cast). If the division leaves a remainder, then add one energy to the *earlier* turns in the interval until the remainder is used up.

Example: Flame Jet has a casting cost of 3 and a maintenance interval of 2 seconds; the quotient is 1 energy per second with a remainder of 1 energy. Starting on his next turn *after* casting the spell, the caster must pay 2 energy, then 1 energy on the following round, in order to maintain the spell. Further maintenance will follow the same 2-1 alternation.

If the casting cost is less than the maintenance interval (in seconds), then the maintenance cost will be paid in 1-energy increments. Divide the maintenance interval by the casting cost – i.e. the number of increments –

to find the duration of each increment: the energy is paid at the *end* of each increment. If the division leaves a remainder, increase the length of that many *later* increments by one second, so that the increments add up to the total maintenance interval.

Example: Induce Euphoria has a casting cost of 3 and a maintenance interval of 10 seconds; the quotient is 3 seconds per increment with a remainder of 1 second, so the increment lengths are 3, 3, and 4 seconds, starting *after* the spell is cast. That is, the initial casting cost will keep the spell going for the caster’s next two turns. On the 3rd turn after the casting, he must pay 1 point of energy, or allow the spell to lapse. Another point is due on the 6th turn, and again on the 10th, 13th, 16th, 20th, etc.

Maintaining a spell is a free action and does not require concentration or a skill roll; however, the caster *must* be conscious. If the caster falls unconscious, his temporary spells will *immediately* end, whether or not any maintenance energy was “due” that turn. A wizard *can* rest while maintaining spells, simultaneously recovering and spending FP. Thus if the total maintenance cost of all spells the wizard has “on” is less than 1 per 10 minutes, the wizard can maintain them indefinitely, until he needs to sleep.

High Skill and Cost to Maintain

As described above, if you have a base skill of 15 or more (including -5 for low mana, if applicable), your casting cost is reduced by 1 (or 2 at skill 20, 3 at skill 25, etc.). This automatically lowers the maintenance cost by a proportional amount.

If your skill reduces the casting cost to *zero*, then it requires no energy to cast *or maintain the spell*. However, you must still be conscious to maintain your temporary spells, and they will lapse the instant you fall unconscious.

Concentration and Maintenance

You can maintain a temporary spell without concentration unless the spell requires constant manipulation and change; e.g., to maneuver a levitating object. Spells like this require you to take the Concentrate maneuver every turn. If you are distracted, injured, or stunned, you must make a Will roll at -3 to maintain concentration. In most cases, breaking concentration does not end the spell: the spell will remain in precisely the state it had when you were distracted, and does not respond until you can concentrate on it again. However, on a critical failure of your Will roll, the spell ends.

Casting another spell does not break concentration, but you suffer a skill penalty for doing two things at once (see below).

Casting Spells While Maintaining Other Spells

You can only cast one new spell at a time. However, you can cast new spells before older ones end. Apply the following modifiers whenever you cast spells while you have other spells active:

-3 for each spell you are *concentrating* on at the moment. See the individual spell descriptions to learn which spells require concentration.

-1 for each *temporary* spell you are maintaining. (Lasting and permanent spells do not impose this penalty.)

Changing Maintained Spells

A temporary spell with a variable area or magnitude of effect cannot be increased after it has been cast. However, you may choose to maintain only part of a spell’s area, or a reduced effect, paying the maintenance cost as if the spell had been cast at the reduced effect. This can be done at any time as a free action. The spell *cannot* subsequently be re-expanded to its original effect: you would need to cast the spell again.

Cancelling Spells

Instantaneous spells cannot be canceled because they have no duration. Temporary spells can be canceled by the caster at any time as a free action. Lasting spells *cannot* be canceled at will by the caster, unless that is specifically stated as a termination condition in the spell description. Permanent spells normally require powerful magic to remove.

One Try

Some spells only provide a wizard with one chance to affect a given subject. These spells note “One Try” in their descriptions. If such a spell fails, the caster (and any assistants) may not try that spell again on the same subject. Some spells permit only a single try within a given time pe-

riod – “one try per week,” for example. In this case, the caster(s) may try again after the appropriate time has passed. If no time period is specified, the caster(s) may *never* try again on that subject.

SPELL POWER

A spell’s *power* is the caster’s effective skill at the time of casting. If the spell resists other spells or attacks, it resists with its spell power. Some magical attacks can whittle away at a spell with repeated assaults, reducing its power incrementally. Changes in mana level also adjust the spell’s power. For example, if a spell is cast in a low-mana area (-5 to effective skill), and is later brought into a normal-mana area, its power *increases* by 5.

Temporary or lasting spells have a minimum power of 1, and end if their power drops to zero. *Permanent* spells have a minimum power of 15; however, they are only *suspended* if their Power drops below 15.

Note that this means a spellcaster must have a *minimum effective skill* of 15 when casting a permanent spell, or else the spell won’t function. *Exception:* If the spellcaster’s skill is less than 15 only because of low mana, the GM may allow the casting to proceed. If successful, the spell is cast, but is immediately suspended. If the subject later enters an area of higher mana such that the Power is 15 or more, *only then* will the spell take effect. You should make a note of the (normal-mana) power of all permanent spells on a subject.

DIFFERENT KINDS OF MAGIC

Many types of magic exist. Spells fall into “colleges” according to their subject matter, and “classes” according to the way they work.

COLLEGES OF MAGIC

Spells related by subject matter – e.g., fire, healing, or mind control – belong to the same college. The basic spells of a college are prerequisites for the more advanced ones. Some spells fall into more than one college. For instance, Earth to Air is both an Earth and an Air spell. This can be important when counting prerequisites or using default skills.

Spells in the same college have skills that default to one another at -4. GMs may also treat all the spells in a college as having a single “wildcard” skill.

Most wizards specialize in only a few colleges. This is the most efficient way to learn advanced magic. However, you may learn spells from as many colleges as you wish.

SPELL CLASSES

Each spell falls into one or more classes that define how it works in play. These classes are not mutually exclusive, except as explicitly noted in the rules below.

Regular Spells

Most spells fall into this class. A Regular spell affects a specific subject. Its energy cost usually assumes a human-sized subject (i.e. roughly 6'x2'x1'). For larger subjects, multiply the cost by the *median* (middle) dimension, in *yards*, rounding up. For most creatures with human-like aspect ratios, simply use the length in yards divided by 2. There is no cost reduction for smaller subjects. Regular spells that inflict (or heal) a specific amount of damage do not cost more for large subjects, since this is accounted for by the fact that the subject normally has more HP to begin with. Some regular spells have cost based on the subject’s *weight*, or other cost calculations noted in the description, overriding the general rule.

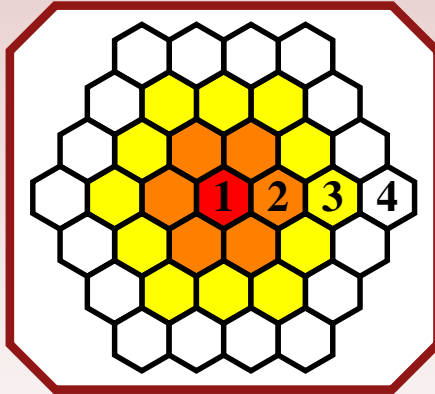
Regular spells work best if you can touch or see the subject. You do not have to see through your own eyes; any spell that lets you see by magical means will do. If you cannot touch the subject, apply a skill penalty equal to your distance in yards from the subject; e.g., -3 at three yards. Figure distance at the moment you roll the dice for the spell.

If you cannot touch *or see* the subject, there is a further -5 penalty. There are two ways to direct the spell:

- Name a target location. For instance, if you specify “One yard beyond the other side of this door,” you’ll get whoever is standing on the other side of the door. If there is nobody there, you wasted the spell.
- Name a subject; e.g., “The closest person in the next room,” or, “George, who I know is around here somewhere.” The GM determines the actual range to the subject. This is risky! If the subject is farther away than you think – or absent altogether – you are inviting failure or even critical failure!

Area Spells on a Battle Map

Represent Area spells on a battle map as follows. The area of effect of a spell cast over a one-yard radius is a single hex. The area of effect of a spell cast over a two-yard radius is a central hex and all adjacent hexes. The area of effect of a spell cast over a three-yard radius is a central two-yard area of effect plus the ring of hexes adjacent to that. And so on, building up larger areas by annexing successive rings of hexes.



Physical barriers usually do not affect Regular spells (unless the description says otherwise). Unless it backfires, the spell never hits the wrong target.

To touch an *unwilling* subject, make a roll vs. DX or any unarmed combat skill. If using an enchanted item that extends your touch (see Mage Touch, p. 95), roll vs. the appropriate melee weapon skill. This is part of the spellcasting ritual, *not* a separate Attack maneuver, and does no damage in itself; it merely delivers the spell. The spell can pass through armour and shields, so DR, DB, and Block defenses have no effect. Dodge or Parry can work, but a successful defense won't *stop* the spell: it will just give the caster a -1 range penalty to his skill roll. A *successful* Dodge and Drop may increase the range penalty, and possibly give a further -5 if the caster can no longer see the target; see *Diving for Cover*, p. B377.

Area Spells

These spells affect an area instead of an individual. They are cast on a surface – floor, ground, etc. – and their effects extend four yards (12 feet) up from that surface. Some Area spells work differently, affecting spherical volumes,

volumes *below* the surface, etc.; see the individual spell descriptions for details.

The area's size governs the energy cost, but not the difficulty of the roll. The cost listed for an Area spell is always its "base cost." The actual cost to cast the spell is equal to its base cost multiplied by the radius of the area of effect in yards (minimum one yard): base cost $\times 1$ for a one-yard radius, $\times 2$ for a two-yard radius, $\times 3$ for a three-yard radius, and so on.

Area spells with a fractional base cost, such as $1/2$ or $1/10$, cost a minimum of one energy point. A few Area spells specify a minimum cost, which you must always pay, even if it is larger than the base cost multiplied by the desired radius.

An Area spell affects every valid subject (person or object) in the area of effect. You may choose to affect only a part of the area, instead of the whole circle, but the cost is still the same – i.e., you may create an area of effect with "holes" in it, but must still spend energy as if you had filled the entire radius of the spell.

If you cannot touch any part of the affected area, apply a skill penalty equal to your distance in yards from the *nearest* edge of the area.

Otherwise, Area spells work like Regular spells.

Jet Spells

A Jet spell projects a continuous stream of matter or energy from the caster's hand. To cast a Jet spell, roll vs. your spell skill. There is no range penalty because you are casting the spell on *yourself*. If the roll is successful, the jet is activated: roll vs. DX-4 or your Innate Attack (Beam) skill to hit the desired target. This is treated as a melee attack with a weapon whose Reach is the length of the jet. The first attack is included in the spellcasting ritual and does not require a separate maneuver.

Most Jet spells are maintainable. Subsequent attacks require an Attack, All-Out Attack, or Move and Attack maneuver. The caster may also take other maneuvers such as Move, or Evaluate, or even Concentrate on another spell (the hand with the active jet cannot be used in spellcasting rituals so he will have to cast other spells one-handed). When not attacking, the caster should declare where he is pointing the jet. In confined spaces the GM may require DX rolls to avoid hitting walls, ceilings, or bystanders.

The jet can emerge from either hand: this must be decided at the time of casting. There is no off-hand penalty to *cast* the spell, but *attacks* with the jet will suffer the usual penalties if the jet is in the off hand. A wizard can have multiple jet spells active at the same time, as many as he has *hands* (feet and strikers can't "hold" a jet).

Jet attacks may be dodged or blocked, but not parried; nor can a jet parry other attacks. Whether ordinary armour or shields are *capable* of stopping the jet, and the amount of protection they afford, depends on the nature of the jet, as given in the individual spell descriptions. If a jet is capable of passing through a shield, then the shield's DB provides no benefit.

Melee Spells

Melee spells are cast on your hand (or an enchanted item that extends

Long-Distance and Time Modifiers

Most spells have a -1 penalty per yard between the caster and the subject. However, certain spells, particularly many *Information Spells* (p. 12) and *Weather Spells* (p. 24) are designed to work over large distances. Use the following skill modifiers:

<i>Distance</i>	<i>Penalty</i>
Up to 200 yards	0
600 yards	-1
1 mile	-2
3 miles	-3
10 miles	-4
30 miles	-5
100 miles	-6
300 miles	-7
1,000 miles	-8

with a further -2 per 10× distance.

Spells that deal with the past or future will also typically have penalties to skill depending on how far into the past or future the spell reaches. Standard time modifiers are as follows:

<i>Time</i>	<i>Penalty</i>
Up to 8 hours	0
1 day	-1
3 days	-2
10 days	-3
1 month	-4
3 months	-5
1 year	-6
3 years	-7
10 years	-8

with a further -2 per 10× time.

your touch; see Mage Touch., p. 95), and then delivered to the first target you strike. These spells require two skill rolls: a roll against spell skill to cast the spell, and a normal melee attack roll to hit the target with your hand or item.

To cast a Melee spell, concentrate for the required time, roll against spell skill at the end of the final turn of concentration, and pay the energy cost. No distance modifier applies because you are casting the spell on yourself! On a success, you energize your hand or item with the spell's magic. On your *next* turn, you must either hold your spell or attack with it.

If you hold your spell, your hand or item remains "charged." This costs no energy and requires no skill roll. You *cannot* cast another spell while holding a Melee spell (except for a Blocking spell; see below). You can take any other combat maneuver, but an attack with the energized hand or item discharges the spell. A parry with the hand or item does not discharge the spell; only an *attack* in combat is a part of the ritual.

A Melee spell held on an enchanted item persists for as long as you wield the item. If you lose hold of it, even for an instant, the spell drains away harmlessly. If someone *grabs* item, and you are both holding it on your turn, your attempt to wrench it free counts as an attack, and your opponent instantly suffers the spell's effects!

To attack, roll against DX or an unarmed combat skill to hit with a hand, or the appropriate Melee Weapon skill to hit with an item. This is a standard melee attack, and your target may attempt any active defense. If he succeeds, your spell is not triggered; you may try again next turn. If he fails, your melee attack does its usual damage and your spell affects him immediately.

Unlike the ritual "attack" used to deliver a Regular spell, a Melee spell requires a separate maneuver such as Attack, All-Out Attack, or Move and Attack. Thus a Melee spell may be slower, and it *requires* a successful hit to deliver the spell. However, it also does normal melee damage, and allows the caster to take additional ma-

neuvers (such as Move or Evaluate) before attacking.

Armor protects normally against some Melee spells, not at all against others. If the spell is one that ignores armor, neither an unarmed parry (even with an armored limb) nor a block can protect the target from the spell; nor does the shield's DB provide any benefit. Even if such a defense wards off the melee attack, the spell passes through the target's armor or shield and affects him.

Some Melee spells are Resisted (p. 12). These spells require a *second* roll against spell skill, when the spell actually takes effect, to overcome the target's resistance.

Missile Spells

This class of spells encompasses long-distance "projectile" or "bolt" attacks, such as Fireball and Lightning Bolt. Missile spells require *two* skill rolls: a roll against spell skill to cast the spell, and a roll against Innate Attack skill (p. B201) to hit the target.

To cast a Missile spell, you must concentrate for one second. At the end of your turn, roll against your

skill with the spell. There is *no* modifier for distance – you are creating a magical missile in your hand. On a success, you may invest one or more points of energy in the spell, as specified in the spell description. The missile then appears in your hand, “charged” to the desired level.

On your next turn, you have three options with your missile: make a ranged attack with it, hold it, or *enlarge* it. If you opt to enlarge your missile, you must concentrate for another second. At the end of your turn, you may invest more energy in the spell (again as specified in the description). This does not require a skill roll.

The turn after that, you have the same options: attack, hold, or enlarge. On your fourth turn, you may only attack or hold. You cannot spend more than three seconds building up a Missile spell.

Note that some Missile spells, such as Throw and Throw Spell, do not “charge” a missile in this manner: see the individual spell descriptions.

Once you stop enlarging a Missile spell, you may “hold” it in hand, ready to attack. You do not have to launch the missile until you want to. While holding a Missile spell, you may move up to your full Move, take a Wait or Aim maneuver, or even attack using the hand that isn’t “holding” the missile. You may defend normally. However, you *cannot* cast another spell (except for a Blocking spell; see below).

There is one drawback: if you are *injured* while you have a missile “in hand,” you must make a Will roll. If you fail, the missile immediately affects you!

When you are ready to attack, roll against your Innate Attack skill to hit. This is a standard ranged attack, subject to the usual modifiers for target size, speed, and range. Once launched, the missile flies in a straight line to the target. Physical barriers affect it just as they would affect any missile weapon.

Your target may block or dodge, but cannot parry (Parry Missile Weapons skill may work on some Missile spells, at the GM’s discretion). If he fails, the spell affects him. The *strength* of the effect depends on the energy invested. Most Missile spells inflict 1d of damage per point of energy. Damage Resistance – natural or from armor – protects normally against damaging Missile spells.

Blocking Spells

A Blocking spell is cast *instantly*, usually as a defense against either a physical attack or another spell. It is the magical equivalent of a block, parry, or dodge. You may cast only one Blocking spell per turn, no matter how skilled you are. You cannot attempt a Blocking spell against a critical hit.

If you try a Blocking spell, it *automatically* interrupts your concentration. You lose any spell you were preparing, exactly as if you had failed the Will roll to resist a distraction. If you are holding (not *casting*) a Melee spell, it is unaffected. If you are holding a Missile spell, you cannot enlarge it further but may retain it for later use. You may continue to *maintain* other spells, including Jet spells.

Blocking spells do *not* get an energy cost reduction for high skill. They require no physical ritual *except* as specified in the spell description, but any such ritual is *mandatory*. Normally this ritual takes the place of a block, parry, or dodge defense: if not specified in the description, assume that it replaces the caster’s block defense. The caster must be free to perform the specified action, and any penalties that would apply to the defense will apply to the spell casting.

Most Blocking spell only make sense as reactive defenses, but some can be used proactively. If you haven’t used up your defenses and have not cast another Blocking spell, you can cast one as a free action at the start of your turn (technically just before your turn starts), and then take another action during your turn.

Information Spells

Information spells are cast to gain knowledge. Some require you to touch the subject, while others function at a distance; see *Long-Distance Modifiers* (p. 11) for range penalties. Spells intended to find things are at -1 per “known” item you choose to ignore in your search; it takes some concentration to bypass your canteen when casting Seek Water in the desert. Most Information spells have additional special modifiers, so read the spell description carefully.

When you cast an Information spell, *the GM rolls for you in secret*. If the spell succeeds, the GM gives you the desired information – the better the roll, the better the information. If the spell fails, the GM will say, “You sense nothing.” On a critical failure, the GM *lies* to you! Penalties for range, or (for some spells) the size of the target, will affect the chance of success but do not increase your chance of a critical failure. Regardless of the outcome, you must always pay the full energy cost for the spell – you have no way to know if it succeeded or not.

Except where specifically noted, Information spells have no duration. They grant a momentary glimpse of insight and end immediately; therefore, you cannot maintain them.

Resisted Spells

A spell of any type can also be “Resisted.” A spell like this works automatically only on a critical success. On a regular success, your spell must defeat the subject’s resistance to work.

The subject always has a chance to resist, *even if he is unconscious*. A conscious subject who is aware that something is happening may choose not to resist. Individuals who are unconscious, unfamiliar with magic, or wary of hostile magic always try to resist.

To resolve a Resisted spell, you must first attempt your skill roll. If the spell has a single subject (that is,

it isn't an Area spell), you have a penalty equal to the subject's Magic Resistance, if any – even if he is willing! On a failure, the spell fails and the subject notices nothing. On a success, note your margin of success; e.g., if you rolled a 6 against an effective skill of 13, you succeeded by 7. If the subject is *living* or *sapient*, the Rule of 16 applies (see *The Rule of 16*, p. B349). There is no such limit if the subject is another spell.

The subject then attempts a resistance roll. A character resists using the attribute or other trait indicated in the spell description – usually HT or Will. The subject's Magic Resistance, if any, adds to his resistance. A spell resists using the caster's effective skill when he cast the spell.

Compare the subject's resistance roll to your skill roll in a Quick Contest. If you win, your spell affects the

subject. If you lose or tie, the spell has no effect – but you must still pay the full energy cost! A conscious subject feels a slight mental or physical wrench (depending on which attribute he Resisted with), but no other effect. You know whether or not the subject Resisted your spell.

Technological Spells

These are spells that vary significantly with technological level. They may be spells that interact with technology, or they may require certain technological knowledge. This is not a separate spell class, but a qualifier that applies to other spells. It is indicated by a /TL after the spell name: when recording it on your character sheet, note the actual tech level of the spell; e.g. Machine Control/TL8.

To *learn* a technological spell, your personal tech level should be the same

or higher than the spell you are learning. To *use* a technological spell, you may substitute a corresponding spell skill from a different tech level, with the usual skill penalties on p. B168. If you're using a spell at default, these penalties are in addition to the default penalties, and are based on any difference between your personal TL and the spell's TL. When a technological spell is a *prerequisite* to another technological spell, the prerequisite's TL must be equal to or higher than the spell being learned.

To *cast* a technological spell on an item (material or artifact) of a different TL, use the technology skill penalties on p. B168.

Special Spells

These spells follow special rules given in the spell description.

CEREMONIAL MAGIC

If your skill with a spell is 15 or higher, you can choose to cast it with an elaborate *ceremony* rather than a simple *ritual*. The advantages of a ceremony are twofold: first, you can add energy to the casting gradually over time, with no upper limit on the energy you can spend; second, you can bring in assistants to help you, using their energy as well as your own.

Ceremonial spellcasting is a Long Task (p. B346) taking at least one hour, or twice the normal casting time, whichever is longer. Each hour contributes 6 energy to the spell. This is not removed from the caster's FP, since he contributes the energy over the entire hour. However, the spellcasting is a continuous effort: the caster will *not* regain FP during the casting, even if his natural recovery rate is more than 6 FP per hour. The caster can also contribute extra FP, HP, or energy from a powerstone, but only *once*, at the final time of casting.

Although a ceremony requires concentration, it is not as intense as regu-

lar spellcasting. If you are distracted, roll vs. Will, not Will-3, to maintain concentration. If there are assistants, only the leader of the ceremony needs to roll for distraction.

Assistants

Assistants can contribute energy depending on their capabilities:

- *Full participants*: Each wizard who can cast the spell *and* has an effective skill of 15 or higher can add 6 energy per hour, plus extra energy at the final time of casting, as above.

- *Supporting participants*: Each assistant who can cast the spell but has an effective skill of 14 or less, or who has skill 15+ with the spell but cannot cast it (either because he does not possess the spell or is a non-mage in an area with normal or lower mana), can contribute 2 energy per hour, with *no* extra energy at casting.

- *Spectators*: Each additional person supporting the ceremony (by chanting, holding candles, etc.) can contribute 1 energy per hour.

- Each spectator within 10 yards who *opposes* the ceremony *reduces* the energy available by 4 per hour. The spellcaster will know that the energy is missing, but not who is responsible.

To determine the length of the ceremony, first reduce the total casting cost by the extra energy that full participants will contribute at the final casting. Divide the remaining energy cost by the available energy per hour, rounding up. This is the number of hours the ceremony will last (minimum 1 hour or twice the normal time to cast).

Example: A wizard is enchanting a staff with the permanent version of the Mage Touch spell, which costs 30 energy. On his own, he can provide 6 energy per hour, so it will take him 5 hours. Another full participant could provide an additional 6 energy per hour, reducing the time to 2.5 hours, rounded up to 3 hours. With the assistant and 18 spectators, the time could be reduced to the minimum of 1 hour.



Success Roll

At the end of a ceremony, the lead spellcaster (usually, but not necessarily, the one with the highest skill) makes a roll to cast the spell, with all the normal modifiers. The elaborate ceremony counts as maximally enhanced ritual, giving a +2 bonus. However, if any assistants contributed energy to the spell, the main spellcaster has an additional *penalty* due to channeling their energy. This is -1 if the lead spellcaster contributed at least 1/2 of the total energy, -2 if he contributed less than 1/2 but at least 1/3, -3 if he contributed less than 1/3 but at least 1/4, etc.

A spellcaster can also use a ceremony to *increase* his effective skill, by spending more energy than the spell requires: each +100% to the energy cost increases his effective skill by +1. If the spellcaster is using assistants, he must balance the benefit of their extra energy against the penalty for channeling it: unless the lead spellcaster is *personally* providing *more* than the normal cost of the spell, adding assistants' energy will result in an overall skill reduction.

A roll of 16 is always a failure for a ceremonial spellcasting, and a 17 or 18 is always a critical failure. The full energy cost of a ceremony is paid whether or not the casting is successful. If the spell effect is not obvious, the spellcaster may not even know if he succeeded: in such cases the GM may wish to make the roll in secret.

only 1/5 the power, and his effective skill would be reduced to 13. Since permanent spells must be cast with a minimum effective skill of 15, this casting would not work.

Now suppose the wizard wanted to create a staff that would function in a low-mana area. To give a final spell power of 15 after the -5 low-mana penalty, he would need to raise his effective skill from 17 to 20. This would require +300% energy, or 120 energy total, if he were to cast the spell himself. With an assistant providing up to half the energy (-1 to skill), he would need to raise his skill to 21 (+400% energy), for 150 energy total, of which he would need to supply 75 energy. With more assistants he could reduce his share of the cost to 1/3 of 180 total energy, or 1/4 of 210 energy, 1/5 of 240 energy, etc. His personal share of the cost will *always* be greater than the normal cost of 30 energy.

Long Ceremonies

Some magical ceremonies can last for many days. A ceremonial spellcasting can be suspended and resumed the next day. Use the rules for long tasks on p. B346 for any ceremony lasting longer than 8 hours. Each participant rolls vs. their skill with the spell to see how much of their day's effort was contributed to the spell, *including* mana modifiers and adjusted normally for work-

Example: In the previous example, suppose the spellcaster had a base skill of 15. This would be improved to 17 due to the ceremonial casting. With an assistant providing 1/2 the power, his skill would be reduced to 16. With the assistant and 18 spectators, he would be providing

ing overtime. Spectators cannot contribute to multiple-day spellcastings.

If a ceremony it is not resumed within 24 hours, then the preceding day's contribution is lost. This is cumulative for each day skipped: that is, every day skipped requires *two* days to make up. If a ceremony is interrupted during the day, it is the same as if the entire day was skipped. The participants *cannot* change during the casting: if any participant is killed or leaves the project, then the casting must be abandoned.

For ceremonies lasting *many* days, it makes sense to determine an average daily progress rather than making daily skill checks for each participant. First we assume 8 hour shifts (longer shifts are not sustainable for long projects), so each full participant in the ceremony contributes 48 energy per day, and each supporting participant contributes 16 energy per day. Next find each participant's *effective* skill including mana modifiers, and multiply their daily contribution by the work rate from the following table:

<i>Effective Skill</i>	<i>Work Rate</i>
2 or less	0
3	×0.16
4	×0.30
5	×0.39
6	×0.49
7	×0.56
8	×0.61
9	×0.67
10	×0.73
11	×0.80
12	×0.85
13	×0.90
14	×0.94
15	×0.97
16 or more	×1.03

Total the average daily energy contribution from all participants. Divide the total energy cost by the total daily contribution (round up). This is the number of days the project will take. If all participants have effective skill 15+, you can simply round all work rates to ×1 without much loss of precision.

Example: The wizard takes on a more challenging task of enchanting a permanent Flaming Weapon (30,000 energy). With a base skill of 15, he can share the cost with two assistants and still have a final effective skill of 15 (+2 for the ceremony, -2 for the assistants). Assuming the assistants also have base skills of 15, the average daily energy generated is $3 \times 48 \times 0.97 = 140$ energy, so the project will take $30,000 / 140 = 215$ days (rounding up).

Maintaining Ceremonial Spells

A temporary spell that is cast by a magical ceremony can be maintained indefinitely by continuing the ceremony. The ceremony cannot be suspended once the spell is cast, but individual participants *may* come and go after the initial casting is complete.

The ongoing ceremony must continue to have at least one full participant (though not necessarily one

of the *original* participants). The amount of energy available is computed normally: 6/hour per full participant, plus 2/hour per supporting participant, plus 1/hour per spectator. If the spell requires more energy to maintain, it must be provided from the FP, HP, or powerstones of one or more full participants, or else the spell will lapse.

MAGIC ITEMS

A *magic item* is a nonliving object that is the subject of a permanent spell. Such items are called *enchanted*, and the casting of a permanent spell on an item is sometimes called *enchantment*. With some magic items, the magic affects the item itself (e.g. a flaming sword). With others, the magic affects the wearer or bearer of the item (e.g. a ring of dexterity). For many magic items, the effect is to allow the bearer to cast a certain spell (e.g. a wand of lightning).

Enchanting a magic item is simply a matter of casting a permanent spell on it. Many spells with other duration types have the *option* of being cast permanently, usually for increased cost. This is handled as any other casting of the spell. Note that since permanent spells must have a power of 15 or more to take effect (p. 9), the caster's effective skill must be at least 15 at the time of casting. The high cost of many permanent spells means that they are usually cast with ceremonial magic, using the rules above.

Talismans

A talisman is an object that produces a magical effect on people or creatures who touch, wear, or carry the object. The *talisman* is the subject of the spell, but the spell *affects* the person touching the talisman or car-

rying it on his person. The spell effect will last until the talisman is dropped, but this does not end the spell itself; the talisman can go on to affect other bearers, until the spell *on the talisman* ends, through some specific termination condition or suitable anti-magic.

Most talismans can affect only one bearer at a time: if two people are currently touching it, it will affect only one of them (usually the first to touch it). The creator of a talisman can specify that its effects occur gradually, or after some specified delay. This is often used with harmful talismans to conceal the cause of the effect. The talisman must be carried continuously during the onset time: dropping and picking up the item resets the "clock".

If a talisman's magical effect is one that allows a resistance roll, then the bearer rolls to resist each time he touches or picks up the talisman. Use the talisman's power as its effective skill in the contest. Otherwise, once the talisman is created, no further skill roll is needed for it to work.

A talisman is a particular kind of permanent spell, and follows the usual rules for permanent spells, but talisman enchantments are specifically noted as such in a spell's description. Some spells, such as Charm, have two types of permanent casting: a permanent effect on a living subject, or creating a permanent talisman, with differing energy costs.

Bound Spells

One of the most common types of magic items are items with "bound spells", created with the Spellbind enchantment. These items are a particular type of talisman, where the magical effect on the bearer is the ability to cast a particular spell or spells. Essentially, the bearer of the item possesses the spell as if he had acquired it through learning.

An item with bound spells does not grant the bearer any *skill* with the bound spell, unless it has been further enchanted with the Imbue Skill spell. The bearer must perform a spellcasting ritual using his own spell skill, possibly at default, in order to cast the spell. If the item *has* been enchanted with Imbue Skill, then the bearer may use the power of the Imbue Skill enchantment instead of his own skill, in which case *no spellcasting ritual is required*. In areas of Low or Normal Mana, the bearer must still have Magery to cast spells with the item, unless the item is enchanted with Imbue Magery. See the descriptions of Spellbind, Imbue Skill, and Imbue Magery for more details.

The subcollege of Enchantment (p. 100) contains additional information about creating magic items. Several other spells within the college of Meta-spells are useful for fine-tuning the effects of magic items.

INVENTING SPELLS

Following the paradigm of spells-as-tools, spells can be *improvised* or *invented* using variations on the standard rules for improvising or inventing equipment.

IMPROVISED SPELLS

Spellcasters will always find creative ways to use the spells they have, but sometimes achieving the desired result would require a spell that they don't possess. In this case, a wizard may attempt to *improvise* that spell.

To improvise a spell, a wizard must know that it exists and how it works, even though he doesn't possess it himself. This is represented as a roll vs. his skill with the *spell to be improvised*, even if this is just at a default level. There is a *further* -5 for "improvised equipment" (p. B345), plus an *additional* -1 for each spell in the prerequisite chain of the improvised spell that the wizard is missing.

If the penalized skill roll succeeds, the wizard casts the desired spell as if he actually possessed it, taking the usual time to cast and paying the usual energy cost. Given the large penalties, wizards will often enhance

the physical ritual (p. 6) or use ceremonial magic (p. 13) to increase their skill, which increases casting time and cost as usual.

A successful improvised spell roll provides only a *single* spellcasting. For a permanent ability to cast a spell, a wizard must learn it in the normal manner, or else *invent* it (below).

INVENTING NEW SPELLS

Sometimes, characters will want to invent *new* spells. Use the New Inventions rules on p. B473 to devise a new spell. The required skill is Thaumatology, and the inventor must also have Magery. Treat IQ/Easy spells as having Simple complexity, IQ/Average as Average, IQ/Hard as Complex, and IQ/Very Hard as Amazing. Most spells do not have TL modifiers, but Technological spells may.

For the Concept and Prototype rolls, use -2× the spell's prerequisite count as its complexity modifier (-1× for magical Gadgeteers, if the GM permits such a character concept). Other modifiers are as listed. Having access to an item enchanted with the

spell (either cast permanently on the item or bound to it with Spellbind) counts as having a working model. The -5 "completely new technology" penalty applies if the inventor has no spells nor spell skills in the college of the spell being researched. Mana level and the researcher's Magery talent modify the rolls.

Development time and cost of research facilities are as listed on p. B473, based on the difficulty of the spell.

A successful "prototype" roll proves the spell concept, but actually casting the spell still suffers improvised spellcasting penalties. These penalties go away once the inventor (or anyone with access to the research materials) spends the usual time to acquire the spell through study.

Newly-invented spells may have bugs, just like other inventions. Minor bugs may be a slightly inconvenient side effect, a point or two increase in energy cost, or something similar. A major bug can be treated as a backfire (p. 6), except that it occurs on any casting roll that fails by 5 or more, not just a critical failure.

MAGIC AND ECONOMICS

The price of magical goods and services in a setting depends on many assumptions about the availability of magic and its role in society. Some factors to consider are:

- How common is magical knowledge, and knowledge *about* magic? In a "secret magic" setting, even the existence of magic is unknown to most people, and obtaining magical artifacts or the services of a spellcaster will involve sleuthing, conspiracies, or quests. In a "standard fantasy" setting, the *existence* of magic is common knowledge, but magic itself is

a specialized skill: magical goods or services can be bought and sold in the marketplace like other specialized crafts. In a "high fantasy" setting, *everyone* may know some magic, and obtaining magical services may be as simple as taking out a classified ad. This is closely connected to...

- What is the typical mana level in the society? Low mana means that even simple spellcasting requires a level of training similar to mastercraftsmen, and only true experts can attempt permanent enchantments. Normal mana means that magical ap-

prentices and journeymen can handle routine spellcasting, with masters and experts leading large ceremonial castings. High mana means that *most* people may pick up a spell or two as part of their normal upbringing.

- How common is magical aptitude, and at what level? In conjunction with mana level (above), this determines what fraction of society can become spellcasters.

- How significant is magic in comparison to other technologies? In a TL1 society, a fireball-throwing wizard could turn the tide of battles, and

Multiple Enchantment Costs

Some enchantments (for instance, Spellbind and Powerstone) are normally cast multiple times on a given item. Multiple castings increase the chances of spell failure (producing a “quirked” powerstone) or critical failure (destroying the item). The average cost of materials and labour will increase to accommodate such losses. Use the following table to estimate these costs.

Castings: Number of *successful* castings required.

Labour: Determine what the “ideal” labour cost of the entire enchantment would be (if all castings were successful), then multiply by this number.

Materials: Multiply the cost of the unenchanted item by this number.

Quirks: If the spell (e.g. Powerstone) produces “quirks” on ordinary failures, this is the typical number of such quirks on the final magic item.

No Quirks: These columns give the labour and material cost factors assuming that an item is discarded after ordinary (non-critical) failures. This is particularly important when creating powerstones. Costs are higher, but the resulting item is guaranteed free of quirks.

<i>Castings</i>	<i>Labour</i>	<i>Materials</i>	<i>Quirks</i>	<i>No Quirks</i>	
				<i>Labour</i>	<i>Materials</i>
1	1.0	1.0	2d-11	1.0	1.0
5	1.1	1.1	1d-5	1.2	1.3
10	1.1	1.2	1d-5	1.3	1.6
20	1.3	1.5	1d-4	1.7	2.6
30	1.4	1.8	1d-3	2.3	4.1
40	1.6	2.2	1d-3	3.1	6.7
50	1.7	2.6	1d-2	4.2	11
60	2.0	3.2	1d-1	5.8	17
70	2.2	3.8	1d-1	8.2	28
80	2.5	4.7	1d-1	12	44
90	2.8	5.6	1d-1	17	71
100	3.2	6.8	1d	25	114

magic will be a strategic resource. In a TL8 society, the local gunshop can provide anyone with comparable abilities.

- Which spells are known? The GM can always restrict knowledge of specific spells, or eliminate them altogether, if they would be incompatible with the society he envisions.

- Are there any significant social attitudes towards magic? This question is somewhat open-ended, and depends on the GM’s notion of the society. For instance, if magic is considered the Devil’s work, then it may only be available on the black market, at exorbitant prices, even if other factors suggest it should be common and cheap.

As a point of comparison, let’s consider a “standard fantasy” TL3 society, where the existence of magic is common knowledge, mana is normal, magery is rare but not unusual, and society is generally accepting of magic. Following the guidelines above, apprentices who show an aptitude for magic would be recruited into a “mage guild” for specialized training, journeymen would hire themselves out for routine spellcasting, and masters would handle challenging spells or ceremonies.

For a typical spell, then, someone who can cast it at a level of 15 might command an “average” salary, or \$700/month (p. B517). Assuming they find full-time work (about

170 hours/month), they should make about \$4/hour. Most trained spellcasters will know Recover Energy at 15, allowing them to regain 12 fatigue per hour; thus the typical cost of a spellcasting will be \$0.33 per energy point, for spells up to about 10 energy total.

More powerful spells will typically require magical *ceremonies*, which generate energy more slowly, at a rate of 6 energy per mage-hour, thus \$0.66 per energy point. This will be the standard price for most permanent magic items. If the spell involved is particularly rare, difficult, or in demand, prices may double or even triple, to reflect the cost of hiring a specialist.

If a powerful spell or enchantment is needed in a *hurry*, requiring a ceremonial casting by a large circle of mages, then the ceremony will have to be led by a master spellcaster with higher skill, and thus commanding a higher salary. Some further effort may be involved in finding a large circle of wizards skilled in any particular spell. Assuming a master with skill 18 (plus 2 for a ceremonial casting) has a Comfortable salary (\$1,400/month), and leads a circle of 5 journeymen (\$700/month), the average salary is \$816/month, or 16% higher than a journeyman working alone. This allows the spell to be cast in 1/6 the time. Typically a higher price (perhaps 2 times higher) will be demanded due to the need to coordinate the group, interrupt other ongoing projects, etc.

If the spellcaster must cover the cost of a failed spellcasting, then prices will increase slightly. Look up the effective skill or target number on the *Probability of Success* table on p. B171, and *divide* the cost by the fractional chance of success. For the standard case of skill 15 and no penalties, this is $1/0.954 = 1.05$, i.e. a 5% increase, which is within the margin of approximation for the above calculations. If the spell or its circumstances are particularly challenging (e.g. overcoming a person's or spell's resistance), costs will increase.

Of course if the circumstances are such that the spellcaster risks injury, imprisonment, or *death*, then the price of the good or service will

increase *dramatically*, and many wizards will refuse the job outright. This is often better handled as part of the adventure rather than as a simple market interaction.

MATERIAL COMPONENTS

In many magical traditions, learning or casting spells requires esoteric items or substances. These rules generally do *not* require such material components, except for a few spells where they play a specific role in the spell's effects. Energy and prerequisites, rather than material costs, are the main way that these rules balance powerful spells against weaker ones.

Instead, material components are left to the GM as a means of providing "flavour" to his campaign, and also potentially to control the availability of specific spells. For instance, if necromantic spells require parts of various poisonous animals, and elemental spells require powdered gemstones associated with each element, this will affect both the public perception of these wizards and the cost of spellcasting. And if the GM wants to clamp down on the abuse of a particular spell, he can declare that its material component, previously readily available, has become scarce. The search for new supplies of magical ingredients can be the seed for an adventure or a campaign.

In broader economic terms, if material components cost significantly less than magical labour, they can be

ignored when considering spell availability and costs. For the standard assumptions given previously, a consumable material component costing less than about \$0.10 times the casting energy can be neglected, unless it is especially bulky or the GM decides that circumstances have made it unavailable (or much more expensive). Durable material components can be even more expensive without significantly altering the economics of spellcasting, as long as they are much cheaper than the cost of acquiring the spell in the first place – about \$400 in apprentice-level study time for a spell with no prerequisites that is readily available, more for rare or advanced spells.

When enchanting magic items, of course, one must always consider the value of the *subject*, be it jewelry, armour, a fine weapon, etc. This is particularly important for spells such as Spellbind and Powerstone, which must be cast many times on the subject: each casting has the possibility of being a critical failure that destroys the item (along with all effort put into it), and even an ordinary failure may leave the item "tainted" and of lesser value. The box on *Multiple Enchantment Costs* addresses these extra costs.

Example: In previous editions of *GURPS Magic*, the creation of a powerstone with capacity P required a gemstone of at least P carats and costing $\$10 \times P^2 + \$40 \times P$. This dramatically raises the value of a large powerstone. For instance, the jewel for a 60-point powerstone would cost \$38,400, and the labour cost for 60 castings of the Powerstone spell (at 40 energy each) would be only \$1,600. Using the table on p. 17 to correct for the cost of critical failures, the material and labour costs would be \$122,880 and \$3,200, respectively, for a stone with 1d-1 quirks. For a quirk-free enchantment the material and labour costs would be substantially higher: \$652,800 and \$9,280, respectively.



SPELL LISTINGS

The following chapters list spells grouped by college. Each spell listing includes some or all of the following information:

Name, Prerequisite Count, and Class. For Resisted spells, the resisting trait is noted. The icon following the spell name indicates both the prerequisite count and the difficulty of the spell skill:

- ① to ③: IQ/Easy.
- ④ to ⑦: IQ/Average.
- ⑧ to ⑪: IQ/Hard.
- ⑫ and up: IQ/Very Hard.

When a choice of prerequisites exists, the prerequisite count will be the *smallest* possible number of prerequisites, taking advantage of possible overlaps among prerequisite chains. But when the *availability* of entire prerequisite chains depends on basic gameworld assumptions (such as tech level), multiple prerequisite counts will be listed and explained in the description. Multiple prerequisite counts may also be given if the spell description is an umbrella

covering several distinct spells with different prerequisites.

Description: The spell's effects, along with any special rules.

Duration: The spell's duration type, either Instantaneous, Temporary, Lasting, or Permanent. If a permanent casting produces a talisman, this is listed as Talisman. (Note that some spells may be cast either as a permanent enchantment on a living subject *or* as a talisman that affects its bearer, in which case both Permanent and Talisman will be listed.) The maintenance interval of temporary spells and the total duration of lasting spells will also be specified, unless it follows special rules in the spell's description. If no duration is listed, then the spell is Instantaneous.

Cost: The energy (FP or HP) spent when you cast the spell. If given as *Base Cost*, this is the cost per yard of radius of an Area spell (minimum total cost of 1 *or* the cost of a single hex *or* a specified minimum, whichever is largest). Note that for temporary spells, the total cost must be paid *again*, incrementally, over the course

of each maintenance interval listed under *Duration*. E.g. a spell with a cost of 3 and a duration of Temporary (1 minute) would have a maintenance cost of 1 energy each 20 seconds after it is cast. For spells with multiple duration types (e.g. a temporary spell that can also be made permanent), the cost for each type of casting will be given.

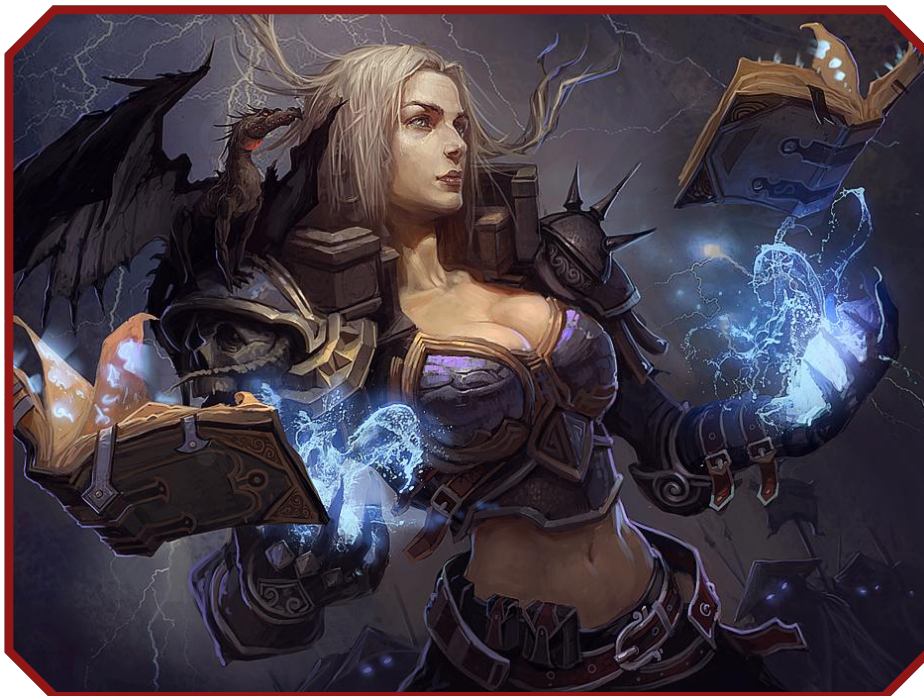
Time to Cast: The number of turns of concentration required before rolling to activate the spell. If no time is given, the spell requires one second of concentration and takes effect immediately during the caster's turn. Some spells require additional time or concentration after activating in order to grow to their full effect; this is also specified.

Prerequisites: Other spells you must have before you may study this spell (each of which may have its *own* prerequisites). Also lists any IQ level, Magery, or other requirements.

Recording Spells

Although spells and spell skills are separate traits, it is simplest to record them together on your character sheet in the *Skills* section or in a separate *Spells* section. For spells for which you do not have any skill, record your default level and the 1-point cost of the spell. For spells for which you also have the particular skill, record your skill level and add the spell's 1-point cost to the cost of the skill.

If a single spell has multiple skills, list the skills consecutively, but only add the cost of the spell once. If a single skill can be used with multiple spells, list the spells separately under the relevant skill, at 1 character point each.



CHAPTER TWO

AIR SPELLS

These spells deal with the traditional element of “air”. Except as noted, assume that “air” is normal breathing air at one atmosphere of pressure. However, the college generally includes any gaseous substances. Races who do not breathe an Earth-normal atmosphere may learn Air spells customized for their own atmosphere – i.e., the version of Create Air taught on Titan might create methane!

Detect Air ⑥

Information

Detects the presence of breathable air in a specified hex: Regular range penalties apply. Success indicates the presence of the air and the approximate amount, success by 2 or more gives the exact amount, success by 5 or more (or critical success) reveals the exact pressure and composition of all gases at that point.

The caster can also use the spell to detect a specific type of air or gas *other* than breathable air: this requires the caster to be familiar with the gas sought, or have a sample of it. If the desired gas makes up less than 1/2 of the mixture, the casting has a -1 penalty, or -2 if less than 1/4, -3 if less than 1/8, etc. The caster can also specify a well-defined mixture, and the spell will only detect the presence or absence of that particular mixture: e.g. “Nitrogen between 65% and 75%, the remainder oxygen, no more than 1% of anything else”.

Cost: 1.

Sense Air ①

Regular

Attunes the subject to variations in the composition, temperature, or motion of gas in his vicinity. For instance, the subject could sense

whether the gas on the far side of a door is different than that on the near side (but not its detailed composition), or with a Per roll detect the presense of an invisible object or barrier based on its effect on air currents (but not its precise size or shape), and so on.

The range of this sense in yards is equal to the margin of success of the casting. The GM may impose penalties (in the form of range reductions) if the variations are particularly subtle. The caster may also choose to attune the subject only to a specific *type* of air or gas, as with Detect Air (above), making the sense more specific and precise.

Duration: Temporary (1 minute).

Cost: 1.

Prerequisite: Detect Air.

Seek Air ①

Information

Tells the caster the *direction* and *approximate distance* of the nearest significant amount of any one type of gas or specified mixture. Use long-distance modifiers (p. 11). Any known sources of that material may be excluded if the caster specifically mentions them before beginning.

Cost: 1.

Prerequisite: Detect Air.

Air Vision ②

Regular

Allows the subject to see clearly through smoke, fog, dust, sand, etc., eliminating any Vision penalties caused by the condition of the air around him.

Duration: Temporary (2 minutes).

Cost: 1 per mile.

Prerequisite: Sense Air.

Purify Air ①

Area

Divides a body of air in half, concentrating “pure” air in one half and “impurities” in the other half. By default, “pure” air is a standard breathable mixture, but the caster can choose to concentrate any specified gaseous substance or mixture when he casts the spell.

For example, a caster could choose to concentrate pure methane from a mixture. If methane made up 5% of the original mixture, then after the casting half the volume would contain 10% methane and the other half would contain none. If on the other hand methane made up 60% of the original mixture, then after the casting half the volume would contain *pure* methane. In the other half, the concentration of “other stuff” would double from 40% to 80%, with the leftover methane making up the remaining 20%.

A second casting immediately after the first will provide another factor of 2 in concentration: the effect of multiple castings can be achieved instantly by increasing the base cost. The gases will naturally diffuse together after being separated by the spell. This may take a few minutes in still air or a few seconds in turbulent or windy conditions. Wizards wishing to make a permanent separation should cast the spell in an area with sealable partitions (even an ordinary door or window will help). They may also cast the spell in sections if perfect purification is not required.

Base cost: 1/2 to increase concentration 2x, 1 to increase 4x, 3/2 to increase 8x, etc.

Prerequisite: Detect Air.

Create Air ②

Area

Creates air from nothing. By default this is ordinary breathable air; different gaseous substances or mixtures would be separate variant spells. All such spells would be familiarities of the same spell *skill*.

When cast where there is already air, it produces an outward breeze lasting about five seconds. When cast in a vacuum, it instantly creates breathable air. When cast within earth, stone, or other material, it fills any empty spaces with air, but does not burst the stone. When cast underwater, it makes bubbles!

Each 4-yard-deep hex of air contains about 100 cubic feet of air, and each cubic foot of air will last a single person at rest about a minute. However, in some environments the air created will rapidly dissipate into vacuum or bubble away. This spell cannot be cast inside a living being.

Duration: Instantaneous. The created air lasts forever, but uncontained air will disperse in about 5 seconds in the form of a breeze, bubbles, etc., or 1 second if cast in empty space.

Base cost: 1.

Prerequisite: Purify Air.

Destroy Air ②

Area

Destroy all air within a designated area of effect. This can create a vacuum within a very strong vessel, but in open air it just causes a momentary inrush. The air disappears over the course of about a second, which is too slow to produce a damaging implosion, but can cause painful ear-popping: creatures in the area should roll vs. HT to avoid 1d seconds of moderate pain (p. B428). The spell cannot normally be cast on a living being, but air elementals or individuals with the Body of Air meta-trait (p. B262) take 2d tox damage. In certain situations (e.g., in an airtight room) this spell can be much deadlier, leaving no air to breathe.

Base cost: 1.

Prerequisite: Purify Air.

Shape Air ②

Area

Controls air movements within the area of effect, producing winds, circulation patterns, or shapes in the air, as the caster desires. *Changing* the circulation pattern requires concentration, but *maintaining* a certain shape does not. Storm-force winds can be produced, doing up to 2d cr nw knockback damage each second to creatures in the area.

Duration: Temporary (30 seconds).

Base cost: 1.

Prerequisite: Purify Air.

Earth to Air ④

Regular

Turns earth into air, which can be valuable to someone who is trapped underground. The more energy the caster spends, the more earth he can transform, but he is limited to regular shapes with the largest dimension no more than four times the smallest one.

This is also an Earth spell.

Cost: 1 to transform one cubic foot of earth to air, giving enough air for one person to breathe for 1 minute. To transform larger quantities of earth at once, the cost is 4 per cubic yard.

Time to cast: 2 seconds.

Prerequisites: Purify Air, Purify Earth.

Water to Air ④

Regular

Turns water into air, forming an air pocket or large bubble underwater. Good for drying things out: the spell leaves behind only specks of impurities. *Cannot* be used as a “dehydrating” attack on a foe.

This is also a Water spell.

Cost: 1 to transform one cubic foot of water to air, giving enough air for one person to breathe for 1 minute. To

transform larger quantities of water at once, the cost is 4 per cubic yard.

Time to cast: 2 seconds.

Prerequisites: Purify Air, Purify Water.

Scent ②

Regular

Causes the subject to smell of any odor that the caster desires. The scent can be mild or strong as the caster wishes, but will not be strong enough to cause physical irritation.

Duration: Temporary (1 hour).

Cost: 2.

Prerequisite: Purify Air.

Remove Scent ②

Regular

Removes the subject’s odor and makes it (or him) totally undetectable by smell. Any possessions are also affected. This spell changes no other properties of the subject.

Duration: Temporary (1 hour).

Cost: 2.

Prerequisite: Purify Air.

Stench ②

Area

Produces a cloud of vile, yellowish gas that reeks of brimstone. Until it dissipates, anyone who breathes it must make a HT roll or take 1d damage. Roll once per minute. Those in the area begin to suffocate (see *Suffocation*, p. B436). The cloud is heavy, and “rolls” downhill if the ground is not level. The rate of dissipation depends on the area and presence of wind; indoors, it usually lasts 1 minute per yard of radius, but outdoors on a windy day, it might only last 10 seconds or so. Those with *Doesn’t Breathe* or *Filter Lungs* are immune to the toxic effects of the gas.

This spell can be considered one of any number of variants on *Create Air*, and uses the same spell skill (with familiarity penalties).

Base cost: 1.

Prerequisite: Purify Air.

Air Blast ④

Regular

Emits a cone of wind from the caster's hands, causing knockback to all targets and actual injury to vaporous beings or swarms. This spell requires two skill rolls: one vs. the spell skill to cast the spell, one vs. DX-4 or Innate Attack (Beam) to hit (this attack is included in the casting ritual). Use the rules for *Area and Spreading Attacks* (p. B413). The attack may be dodged or blocked, but not parried.

Cost: 1 to 3 for a 2-hex-wide cone: the spell does 2d cr nw knockback damage per energy point and has a range of 2 hexes per energy point. For a wider cone up to 60°, multiply the base cost by half the width of the cone (round up). For a 360° circle, square the base cost and multiply by 2.

Time to cast: 2 seconds.

Prerequisites: Create Air, Shape Air.

Air Jet ⑤

Jet

Shoots a jet of air from one hand. This does 2d cr nw of knockback per point of energy put into it, and has a Reach equal to dice of damage. The jet does injury damage to vaporous beings or swarms. It is also good for sweeping the floor.

Duration: Temporary (2 seconds).

Cost: 1 to 3.

Prerequisites: Air Blast.

Concussion ⑤

Missile

The caster creates a ball of highly pressurized air in his hand. When the air strikes a target, it explodes, doing Crushing Explosion damage to the target and those nearby (see *Explosions*, p. B414). The spell has 1/2D 20, Max 40, Acc 1; roll vs. Innate Attack (Projectile) skill to hit. Use Scattering rules (p. B414) to determine the effect of a miss or successful Dodge defense. The missile can be thrown at a wall, floor, etc. at +4 to

hit, in which case only a Dodge and Drop (p. B377) will have any effect.

The blast is extremely loud; anyone within 10 yards must roll against HT-3 or be stunned. Stunned people may roll against HT-3 every second to recover. Protected Hearing gives a +5 bonus to this roll.

This is also a Sound spell.

Cost: Any amount up to twice your Magery level per second, for three seconds. For every 2 energy put into the spell, the missile does 1d cr exp damage.

Time to cast: 1 to 3 seconds.

Prerequisites: Magery 1; either Air Blast, or Shape Air and Thunderclap.

Devitalize Air ②

Area

Removes the life-sustaining essence from the air within its area of effect, rendering it unbreathable. Until the "dead" air dissipates, any being who needs to breathe begins to suffocate (see *Suffocation*, p. B436), and flames within the spell's area of effect flicker and die. Victims may not notice the spell's effect until they begin losing FP; roll vs. Per to notice the changed quality of the air. Sleeping victims must roll vs. HT to wake up once they begin suffocating.

The spell lasts until living air diffuses back into the affected area. This takes 1 minute per yard of radius in an unventilated area, or as little as 10 seconds on a windy day outdoors. In an airtight room, the air stays devitalized indefinitely!

Base cost: 1.

Prerequisite: Purify Air.

Airproof ③

Area

"Seals" an area against the atmosphere outside. Only "pure" air (as specified by the caster) can circulate through. If there is no good air outside, the spell will retain the internal atmosphere and pressure until the inside air is used up. If the environment has a mix of "good" and "bad" air, good air will be allowed to circulate

in and bad air will diffuse out until the desired composition is achieved.

Magical attempts to alter the air composition in the area are at -5. The magical barrier can stand up to 70mph winds (anything less than a hurricane), including most wind-based magical attacks (but *not* the concussion from explosions); stronger winds will penetrate the area but not break the spell.

For double cost, the spell will stand up to 140mph winds (anything less than a tornado), and magical attempts to contaminate the air are at -10.

This spell can also be cast as a Regular spell on an object, vehicle, etc., to seal it against an outside atmosphere.

Durations: Lasting (2d days), Permanent.

Time to cast: 5 minutes.

Base cost: 3 to stand up to near-hurricane winds, 6 to stand up to anything less than a tornado. Can be made permanent for 100× cost.

Prerequisite: Destroy Air.

Resist Air ④

Regular

Protects the subject from the effects of wind and atmospheric pressure. The subject will still suffocate in unbreathable air if he does not have an alternate source of breathable air (or doesn't need to breath). The spell does not protect against transient pressure changes such as explosive concussion; for that, use Resist Sound.

Duration: Temporary (3 minutes).

Cost: 3 for the equivalent of Pressure Support 1, Vacuum Support, and the ability to resist winds up to 70mph (anything less than a hurricane). 6 for Pressure Support 2 and resistance to winds up to 140mph (anything less than a tornado). 9 for *immunity* to wind and pressure (but not pressure-based attacks such as explosive concussion). Only the first level is required to resist most wind-based magical attacks.

Prerequisites: Destroy Air, Shape Air.

Block Air ⑤

Blocking

Protects the subject from one wind-based attack. This includes the *knock-back* from an explosion, but not the concussion damage itself. The caster must make a warding gesture with one hand, and the spell counts as a block for combat purposes. If the caster is not the subject, apply distance modifiers as for a Regular spell.

Cost: 1.

Prerequisite: Resist Air.

Walk on Air ③

Regular

Temporarily grants the subject the Walk on Air advantage (p. B97). If the subject falls for any reason (e.g., injury), the spell will be broken! If the spell is recast immediately, he falls for only one second (about 5 yards) and then “lands” on the air (taking 1d damage) – unless he hits ground before then. If he’s 10 feet over a lava pit, too bad!

If the subject is walking on top of clouds, smoke, or fog, rather than in midair, the maintenance cost is *divided* by 60.

Duration: Temporary (90 seconds, or 90 minutes walking on clouds).

Cost: 3.

Prerequisite: Shape Air.

Body of Air ⑤

Regular, Resisted by HT

The subject’s body becomes vaporous, temporarily granting the subject the Body of Air meta-trait (p. B262). Clothes (up to 6 pounds) also become vaporous, but lose any magic powers they might have had. He can carry nothing while in this form.

Duration: Temporary (4 minutes).

Cost: 4.

Time to cast: 5 seconds.

Prerequisite: Resist Air.

Essential Air ⑥

Area

Creates the magical essence of Air. Essential Air is “purer” and can be

used (breathed or consumed) three times as long before becoming foul. Fire burns hotter (but not faster) in Essential Air, adding an extra point of damage to each die (this will even increase the heat of Essential Fire!). If the air is created in an open area, it disperses within 5 seconds.

Duration: Instantaneous (the air lasts until dispersed or used up).

Base cost: 2.

Time to cast: 3 seconds.

Prerequisites: At least six Air spells, including Create Air.

Hold Breath ⑤

Regular

Temporarily eliminates the caster’s need for air, as if he had Doesn’t Breathe (p. B49). He could thus stay underwater, or in a room full of poison gas, without trouble. This spell does not supply pressure support against vacuum or deep sea pressure.

Duration: Lasting (1 minute).

Cost: 2.

Air Meta-Traits

Body of Air: Your body is made of gas. ST 0 [-100]; +10 HP [20]; Doesn’t Breathe [20]; Flight (Lighter Than Air, -10%) [36]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; No Legs (Aerial) [0]; No Manipulators [-50]; Vulnerability (Vacuum and wind-based attacks ×2) [-20]; Feature (Affected by Air magic) [0]; and Taboo Trait (Fixed ST) [0]. 36 points.

Body of Wind: Your body is a living whirlwind. ST×2 (No Fine Manipulators; SM+2) [40]; -10 HP [-20]; SM+2 [0]; Doesn’t Breathe [20]; Flight (Lighter Than Air, -10%) [36]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; No Legs (Aerial) [0]; No Fine Manipulators [-30]; and Feature (Affected by Air magic) [0]. 176 points.

Body of Lightning: Your body is made of electricity. ST 0 [-100]; HP +10 [20]; Burning Attack 1d (Always On, -40%; Aura, +80%; Melee Attack, Reach C, -30%; Surge, +20%) [7]; Doesn’t Breathe [20]; DR 10 (Limited: Electricity, -40%) [30]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; No Manipulators [-50]; Permeation (Metal; Meld 2, +300%) [160]; Feature (Affected by Energy magic) [0]; and Taboo Trait (Fixed ST) [0]. 217 points.

Prerequisites: Recover Energy, Create Air.

Suffocate ⑥

Regular, Resisted by HT

Removes air from the subject’s lungs, causing suffocation (see *Suffocation*, p. B436). Each second the victim must roll vs. HT or lose 1FP due to suffocation; armour does not protect. Success means no damage is taken that second; critical success breaks the spell. At 0FP, the subject stops losing fatigue, but must make a Will roll every second or fall unconscious. If the spell is maintained for two or more minutes, the subject must roll vs. HT or lose 1 IQ due to oxygen starvation; after four minutes the subject dies. If the spell lapses, an unconscious subject will revive once he returns to positive FP.

Duration: Temporary (1 second).

Cost: 1.

Prerequisites: Magery 1, Destroy Air, Drain Energy.

WEATHER SPELLS

Weather spells deal with predicting, controlling, and enhancing natural atmospheric phenomena. They generally occur on larger scales than other Air spells: for Area spells in this sub-college, casters can use long-distance modifiers from the caster to the edge of the area when computing the spell-casting penalty. Many of these spells have two or more levels of effect: one for natural types of weather, another for extremes of weather that could be useful in combat.

Predict Weather ②

Information

Forecasts the weather accurately for a given location over a specified time. Apply time modifiers (p. 11) for the length of the forecast, as well as long-distance modifiers if predicting weather for a distant location. The level of detail will depend on the length of the forecast: a year-long forecast would accurately predict a drought or rainy season, while a week-long forecast could identify particular storms, and a day-long forecast might give tornado warnings and the like. This forecast does not take magical meddling into account!

Cost: 2 plus the magnitude of the time penalty.

Time to cast: 5 seconds.

Prerequisite: Seek Air.

Storm ③

Regular

Summons a storm. Use long-distance modifiers to summon a storm at a distant location. Depending on ambient temperature and humidity, it may be a simple windstorm or may include rain, snow, hail, or lightning. This is particularly effective at sea. The spell is unpredictable in its effects (which is to say the GM decides what the storm does).

Duration: Temporary (1 hour).

Cost: 10.

Time to cast: 1 minute. An incipient storm will take about an hour to gather and reach full strength. Once the spell lapses, it may take a varying length of time to calm down – it may even keep going on its own for hours!

Prerequisite: Predict Weather.

Thunderstorm ⑥

Area

Creates an electrical storm in the area. Every 10 seconds, make an attack roll at an effective skill of 6 + the target's SM for every significant (GM's decision) target in the area. On a hit, the target is struck by lightning for 3d burn sur electrical damage. See Electricity Spells (p. 26) for other effects of electrical attacks.

Duration: Temporary (1 minute).

Base cost: 1. For double base cost, add +2 to all rolls to hit. For triple base cost, add +4. Minimum cost 2.

Time to cast: 5 seconds.

Prerequisite: Storm, Shape Air.

Wind ④

Area

Modifies the current outdoor wind conditions. Each multiple of the base cost can shift the wind direction by 45°, or change wind speed by ±10 mph, up to 140 mph. To achieve combined direction/speed changes, add the costs: e.g. a 90° direction change and 30mph speed change is 5× base cost. The change occurs gradually, over the course of 10 minutes, and can be maintained after that; similarly, it dies down gradually after the spell lapses.

The effect of the spell extends to a height of 1/2 the radius of the spell, and the area may move at a speed of up to 1/2 the wind speed, or up to its radius per turn, whichever is less. Moving the area requires concentration on the part of the caster, or he can cast the spell on a person or object, in which case the area remains centered on that subject. If the subject moves

fast enough to leave the area and subsequently slows down, the spell will gradually reestablish itself.

For 15× base cost, the spell can create a localized *windstorm* of circulating hurricane-force winds. This builds up over a time of 10 seconds. The area can move with a Move of 35 or its radius, whichever is less. Anyone in the area of a full-strength windstorm must roll vs. ST once per second to avoid being knocked over by the wind, all DX-based skills are at -5, and ranged projectile attacks passing through the area are at -10. If the caster wishes, the storm may have an "eye" of calm air up to 1/2 the area.

For 30× base cost, the spell can create a more powerful windstorm, like a tornado. ST rolls to remain standing in such a gale are at -5, ranged attacks through it are impossible, and visibility inside it is a yard at best.

Duration: Temporary (1 hour, or 1 minute for a windstorm).

Base cost: 1/30 per ±10 mph or 45° change for ordinary winds. For a windstorm, base cost is 1/2 for hurricane force or 1 for tornado force. Minimum cost 2.

Time to cast: 1 second. The change starts immediately, but the caster must continue to concentrate for 10 minutes (10 seconds for a windstorm) to build it up to full strength.

Prerequisites: Predict Weather, Shape Air.

Waves ⑥

Area

Modifies currents and surface conditions in any large body of water. Each multiple of base cost can change currents by 45 degrees or ±1 mph, change the average height of waves by ±3 feet, or raise or lower the average water level by 1 foot, to a maximum of 15× base cost. When raising or lowering the average water level, the "hill" or depression will form a slope of at most 1 foot per yard inward from the edge of the area. The

effect builds up gradually, over the course of 10 minutes, and can be maintained after that; similarly, it dies down gradually after the spell lapses.

The area of effect may move at a rate of up to the maximum speed of the current, or its radius per second, whichever is less. Moving the area requires concentration on the part of the caster, or he can cast the spell on a person or object, in which case the area remains centered on that subject. If the subject moves fast enough to leave the area and subsequently slows down, the spell will gradually reestablish itself.

For 15× base cost, the spell can create a *whirlpool* of circulating currents. This builds up over a time of 10 *seconds*. The whirlpool can move with a Move equal to its radius. The current has a Move of 1 in the outermost ring of hexes, 2 the next ring in, and so on, all the way to a central funnel of up to half the total radius of the whirlpool. The depth of the funnel can be up to twice its radius.

Anyone caught in the whirlpool will be swept along with the current, and must make a Swimming, Boating, or Shiphandling roll (as appropriate) each revolution to avoid being dragged one hex towards the center. This roll is at a penalty equal to the current ring's speed. A success by 3 or more allows movement up to 1 yard outward from the center, if desired. Anything that enters the central funnel is dragged underwater, and in shallow water may suffer a collision with the seafloor at the innermost ring's speed. The whirlpool has negligible effect on creatures or vessels longer than 1/2 the whirlpool's radius.

This is also a Water spell.

Duration: Temporary (1 hour, or 1 *minute* for a whirlpool).

Base cost: 1/30 per ±1 mph or 45° change in current, ±1 yard of waves, or ±1 foot in water level. Base cost 1/2 for a whirlpool. Minimum cost 2.

Time to cast: 1 second. The change starts immediately, but the caster must continue to concentrate for 10

minutes (10 *seconds* for a whirlpool) to build it up to full strength.

Prerequisites: Predict Weather, Shape Water.

Clouds ⑥

Area

Creates or dispels normal outdoor cloud cover, as the caster chooses.

For 10× base cost, creates a dense ground-level fog that blocks vision beyond 5 yards (-2 to Vision rolls per yard). Burning attacks lose 1 point per die of damage in dense fog; *ranged* burning attacks (other than electrical attacks) lose 1 point per die for every 5 yards traversed.

This is also a Water spell.

Duration: Temporary (1 hour, or 1 *minute* for dense fog).

Base cost: 1/20 for normal clouds, 1/2 for dense fog.

Time to cast: 5 seconds.

Prerequisites: Predict Weather, Create Water.

Snow ⑧

Area

Creates (or prevents) 1 inch of snow, in a normal outdoor setting. To work properly, this spell must be cast when the temperature is 32°F or lower; otherwise it simply summons a thin drizzle, dampening the ground but not leaving significant puddles.

For 5× cost the spell produces *frost* or *freezing drizzle*, coating everything in the area with a layer of ice. Frost forms within a minute or so, and the ice layer grows at a rate of 1/4 inch per hour. 1/4 inch of ice will put out ordinary fires (melting in the process), do 1 point of damage to creatures of flame, and can break tree branches or power lines. Most significantly, it will make footing on smooth surfaces treacherous, giving -3 to DX and combat skills, and requiring a DX-2 roll to avoid falling for every yard of distance traveled in combat. Standing back up requires another DX-2 roll. Spiked footwear will negate these effects.

For 15× cost, the ice layer forms at a rate of 1/4 inch per *minute*!

This is also a Water spell.

Duration: Temporary (1 hour for ordinary snow or frost, or 1 *minute* for rapid frost).

Base cost: 1/15 for snow, 1/3 for frost, 1 for *rapid* frost.

Time to cast: 5 seconds.

Prerequisites: Clouds, Freeze.

Rain ⑦

Area

Creates (or prevents) 1 inch of rain per hour in a normal outdoor setting.

For 5× cost, causes a *cloudburst* producing 1 inch per *minute*. This is extremely distracting, requiring a Will roll each second for people trying to maintain concentration. This will put out most normal fires and do 1 point of damage every 10 seconds to creatures of flame.

This is also a Water spell.

Duration: Temporary (1 hour, or 1 *minute* for a cloudburst).

Base cost: 1/10, or 1/2 for a cloudburst.

Time to cast: 5 seconds.

Prerequisite: Clouds.

Hail ⑨

Area

Makes hail fall. The temperature must be *above* freezing. The main effect is to provide intense distraction to whoever is being pelted with hail, requiring a Will roll each second to keep their concentration.

For 5× cost, produces *really big* hailstones, doing 1d-2 cr damage per second. A shield with a DB of 2 or better can be held overhead to block the hail, but it may take damage (p. B484). This requires two hands and a Ready action, and succeeds automatically in protecting the character once the shield is readied upwards, but this unreadies the shield from its normal protective functions!

This is also a Water spell.

Duration: Temporary (1 *minute*).

Base cost: 1/5 for small hailstones, 1 for damaging hailstones.

Time to cast: 5 seconds.

Prerequisites: Rain, Freeze.

Sandstorm ⑧

Area

Creates a hurricane-force windstorm, as per the Wind spell, but with the addition of stinging sand. In addition to the effects of the windstorm, everything in the area takes 1 point of Corrosion damage every 5 seconds. The sand obscures vision (-2 per yard of intervening sandstorm), and anyone in the area must close his eyes or roll vs. HT to avoid being blinded for 1d seconds.

For double cost the spell can produce tornado-force sandstorm that does 1 point of Corrosion damage per second, and giving a -2 to the HT roll to avoid the blinding effects.

This is also an Earth spell.

Duration: Temporary (40 seconds).

Base cost: 2 for hurricane-force, 4 for tornado-force.

Time to cast: 1 second. The storm starts immediately, but the caster must concentrate for 10 seconds to bring the storm to full strength.

Prerequisites: Wind, Create Earth.

Firestorm ⑧

Area

Creates a hurricane-force windstorm filled with flames fanned to intense heat! See the Wind spell for the effects of the wind. The flames add 1d+1 burn damage per second; creatures in the area take damage on their own turn, with damaged halved

if they spend less than the entire second in the area. Large creatures or structures take that much damage *per hex*, treated as separate attacks for purposes of penetrating DR.

For double cost, the spell produces a tornado-force firestorm doing 2d+2 burn damage per second.

This is also a Fire spell.

Duration: Temporary (40 seconds).

Base cost: 2 for hurricane-force, 4 for tornado-force.

Time to cast: 1 second. The storm starts immediately, but the caster must concentrate for 10 seconds to bring the storm to full strength.

Prerequisites: Wind, Create Fire.

Warm ⑦

Area

Raises the ambient air temperature of an area. This could be used to dissipate fog or melt snow, for example. The spell cannot raise the temperature above 100°F.

This is also a Fire spell.

Duration: Temporary (1 hour).

Base cost: 1/10 per 10°F change in temperature (minimum radius 10).

Time to cast: 1 minute per 10°F change in temperature.

Prerequisites: Predict Weather, Heat.

Cool ⑦

Area

Lowers the ambient air temperature of an area. This may cause fog or

ice to form if the conditions are right. The spell cannot lower the temperature below about -40°F.

This is also a Fire spell.

Duration: Temporary (1 hour).

Base cost: 1/10 per 10°F change in temperature (minimum radius 10).

Time to cast: 1 minute per 10°F change in temperature.

Prerequisites: Predict Weather, Cold.

Body of Wind ⑨

Regular, Resisted by HT

The subject's body becomes a whirlwind, with a radius of 1 to 2 times his longest dimension (caster's choice). In this form, he has the Body of Wind meta-trait (p. 23), with an effective ST equal to twice his normal ST. Clothes (up to 6 pounds), also become wind, but lose any magic powers they might have had while in wind-form.

Anyone within the radius of the subject must make a ST roll each second to remain standing. All DX-based skills are at -5, and missile attacks that pass through the whirlwind only hit on a critical success. There is no safe "eye".

Duration: Temporary (8 minutes).

Cost: 8.

Time to cast: 2 seconds; the storm springs into full strength immediately upon completion of the spell.

Prerequisites: Magery 3, Body of Air, Wind.

ELECTRICITY SPELLS

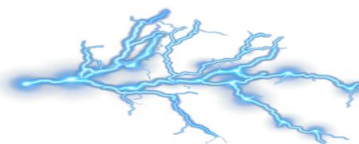
Unless otherwise noted, electrical damage is Burning damage with the Surge modifier. Armour protects, but *metallic* armour provides only DR1. If any damage penetrates, the recipient must make a HT roll, at -1 per 2 points of damage taken, or be stunned for his next turn; roll vs. unmodified HT each subsequent turn to recover.

For purposes of these spells, *any* metallic weapon or object acts like

an item enchanted with Mage Touch, reducing the effective range between the caster and a target.

All Electricity spells also belong to subcollege of Energy. They have two different prerequisite paths, depending on Thunderstorm (for wizards at any tech level) or Surge/TL6+ (for high-tech wizards only). When considering spell skills or other measures of spell complexity, use the low-

est prerequisite count *at the wizard's TL*. This means that the spell skills in this college *do* get easier at TL6+, as wizards are presumed to have a better understanding and experience with mundane electrical phenomena.



Lightning 7/2

Regular

Causes lightning to arc unerringly from the caster to the subject. Regular skill penalties apply, and no defense is allowed. The electricity does 1d-1 burn sur electrical damage per point of energy spent. Unlike most regular spells, the lightning *cannot* penetrate physical barriers such as walls, grounded metal cages, etc.

If the initial casting is successful, the caster may *extend* the arc to other targets, doing full damage to each one. There is no additional energy cost, but it requires another spell roll at a penalty equal to the total distance travelled along the arc. The caster may also affect multiple targets by *forking* the lightning into two or more branches, at any point along its path (including the initial casting). There is no penalty for this: the usual reason to fork the lightning is to affect more targets with *lower* distance penalties than a single zig-zagging arc. However, damage is *divided* between the branches, and no target may be attacked more than once in any single casting of the spell.

If any roll to extend a branch fails, that branch is terminated, though other branches may continue to be extended. They may *not* attack the subject that was the target of the failed roll. If any roll is a *critical* failure, then *all* branches terminate, and the caster takes full damage from his own spell (in addition to any other effects).

Rather than specify the targets individually, the caster may use a general specification for the targets of this spell, including targets he can't see: e.g. "All human-sized targets within 5 yards." The GM will then allocate as many branches as necessary to hit all targets, and make the spell rolls, with the usual extra -5 for targets the caster can't see. Two or more targets may be placed along the same branch if the distance would be no longer than having separate branches.

Cost: 1 to 3; does 1d-1 burn sur electrical damage per energy point

spent (divided among multiple branches if necessary).

Prerequisites: Either Thunderstorm, or Surge/TL6+.

Lightning Bolt 8/3

Missile

Hurls a bolt of lightning from one hand, doing electrical damage to the target. The bolt has 1/2D 50, Max 100, Acc 3; roll vs. Innate Attack (Projectile) to hit.

For double cost, the bolt can *explode* on impact, doing burn sur exp damage to the target and those nearby (see *Explosions*, p. B414). Use Scattering rules to determine the effect of a miss or successful Dodge defense. The missile can be thrown at a wall, floor, etc. at +4 to hit, in which case only a Dodge and Drop (p. B377) will have any effect.

Cost: Any amount up to your Magery level per second, for three seconds. The lightning bolt does 1d-1 burn sur electrical damage per energy point. For an explosive lightning bolt, cost is doubled but you spend up to *twice* your Magery level per second.

Time to cast: 1 to 3 seconds.

Prerequisites: Magery 1, Lightning.

Ball Lightning 9/6

Missile

Creates a ball of lightning in the caster's hand. Unlike a regular Missile spell, however, a Ball of Lightning floats away in the direction the caster wills it to; it cannot be hurled in the usual fashion. Treat it like a slow-moving guided weapon (p. B412): after releasing the spell, the caster must concentrate to direct it, and the final attack is made against Innate Attack (Projectile) *ignoring* range modifiers. The ball maintains its heading and speed unless the caster concentrates to change it. It has 1/2D (i.e. Move) equal to 1/5 the caster's base skill (round down), unlimited Max, and Acc 1.

The ball is utterly silent and ignores wind and nonmetallic obstacles

– the ball floats right through windows, curtains, walls, etc. It can be maintained indefinitely, but explodes on the mental command of the caster or upon contact with a living being or metallic object. Treat this as an ordinary explosion (p. B414) doing damage with the Burn and Surge modifiers and possible stunning. If triggered by mental command, treat it as an attack on a given hex, at +4 to hit, and the only possible defense is a Dodge and Drop (p. B377).

If the spell is allowed to expire, the Ball winks out without exploding.

Duration: Temporary (2 minutes).

Cost: Any amount up to twice your Magery level per second, for up to three seconds, when casting the spell. The ball inflicts 1d-1 burn sur exp electrical damage for every 2 full points of energy.

Time to cast: 1 to 3 seconds; the ball grows in the caster's hand as the casting progresses.

Prerequisites: Magery 1, Lightning, Shape Air.

Resist Lightning 8/3

Regular

The subject and anything he carries become immune to the effects of lightning and electricity. In low-tech settings, this is most often used to guard against hostile magic; in higher-tech worlds, it becomes a valuable professional tool.

Duration: Temporary (2 minutes).

Cost: 2.

Prerequisites: Lightning.

Ground 9/4

Blocking

Defends the subject against a single electrical attack. The caster must make a warding gesture with one hand, and the spell counts as a parry for combat purposes. If the caster is not the subject, apply distance modifiers as for a Regular spell. If successful, the defended attack passes harmlessly to the ground.

Cost: 1.

Prerequisite: Resist Lightning.

Body of Lightning ⑨/④

Regular, Resisted by HT

Subject becomes an animated shape of lightning, temporarily granting him the Body of Lightning meta-trait (see p. 23). Clothes (up to 6 pounds) also become lightning, but lose any magic powers they might have had.

The subject can merge with electrical conductors, such as power lines and telephone cables, and travel along them nearly instantaneously. Steal Power acts as Steal Energy on the subject.

Duration: Temporary (3 minutes).

Cost: 12.

Prerequisites: Magery 2, Resist Lightning.

Lightning Arc ⑧/③

Jet

Generates a stream of electricity from the caster's hand. This does 1d-1 burn sur electrical damage per point of energy in the arc, and has a Reach equal to *twice* the energy.

Duration: Temporary (2 seconds).

Cost: 1 to 3.

Prerequisites: Lightning.

Shocking Touch ⑧/③

Melee

Charges the caster's hands with lightning. The first target struck after the spell is cast suffers 1d burn sur electrical damage. DR protects as for any electricity attack, and there is a chance of stunning.

Cost: 1 to 3.

Prerequisite: Lightning.

Lightning Weapon ⑧/③

Regular

Causes a weapon to become charged with lightning, visibly spitting and sparking, without harming its wielder. The weapon must be at least partly metallic; weapons made entirely of wood and/or stone won't hold the spell. The weapon does an additional 2 points of injury after armor penetration and wounding modifiers have been figured. Treat this as burn sur damage with the usual chance of stunning. Against metallic armor, the weapon inflicts at least 1 point of damage on any hit.

This spell can be cast on a missile weapon for double cost. The weapon itself becomes surrounded with an electric halo, and any missile it fires

becomes charged with lightning, doing 2 extra injury as above. Both weapon and missile must have metal parts; if the missile also has wooden parts, these turn to ash after it hits.

Durations: Temporary (3 minutes), Permanent.

Cost: 3 for a melee weapon, 6 for a missile weapon. Can be made permanent for 10,000× cost: the effect turns on or off as the wielder wills (a free action).

Prerequisites: Magery 2, Lightning.

Lightning Armor ⑧/③

Regular

The subject is sheathed in crackling lightning, without feeling any discomfort. The subject's melee attacks do an extra point of burn sur damage, and have a chance of stunning if they penetrate armour (the stunning effect is based only on the 1 point of extra electrical damage).

Any metallic weapon that hits the subject triggers a backlash of 1d-1 burn sur electrical damage along the weapon. This attack automatically hits the hand that is holding the weapon, regardless of the weapon's length, as long as its entire length is conducting. Should the subject grapple or be grappled, the foe takes 3d-3 burn sur electrical damage, but the spell will be broken.

Durations: Temporary (105 seconds), Permanent.

Cost: 7. Can be cast permanently on armour or clothing for 20,000× cost: the effect turns on or off as the wearer wills (a free action), and is not broken by grappling.

Prerequisites: Magery 2, Lightning.



ELEMENTAL SPIRIT SPELLS

These spells deal with spirits embodying the four classical elements – air, earth, fire, and water. This sub-college belongs to *all* the elemental colleges, with separate spells for each element, but in general they conform to the spells given here for air elementals. For example, Summon Earth Elemental would be a different spell than Summon Air Elemental, but would follow the same general description. Furthermore, both spells would be *familiarities* of a common Summon (Elemental) spell *skill*.

At the GM's option, the Summon and Control spells may be considered variants of the more general Summon (Spirit) and Command (Spirit) spells on pp. 122-125, albeit with different prerequisites and cost.

Summon (Elemental) ⑧

Regular

This is a different spell for each of the four elements. It allows the caster to call a nearby elemental – if one exists. There is no range penalty, but if the elemental is not within an

hour's travel, the spell will have no effect (the energy is still spent). In general, the GM should assume that an elemental is available if the location is appropriate, unless the scenario or situation requires that elementals are opportunely absent. The caster determines the elemental's power level by the amount of energy he spends on the spell, but the GM determines the elemental's precise capabilities.

The summoned elemental is not under the caster's control, but must remain until the spell ends or it is dis-

Elemental Spirit Templates

These are templates for *small* elemental spirits, typical of what would be summoned with a base casting of the four Summon (Elemental) spells. Larger or smaller elementals, or ones with other traits, may also occur.

Small Air Elemental

40 points

Attribute Modifiers: ST-4 [-40]; DX-1 [-20]; IQ-2 [-40]; HT-3 [-30].

Secondary Characteristic Modifiers: SM -1 [0]; HP+2 [4].

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; Flight (Lighter Than Air) [36]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100].

Disadvantages: No Fine Manipulators [-30]; No Legs (Aerial) [0]; Vulnerability (Vacuum and wind-based attacks x2) [-20].

Small Fire Elemental

40 points

Attribute Modifiers: ST-2 [-20]; DX-1 [-20]; IQ-2 [-40]; HT-3 [-30].

Secondary Characteristic Modifiers: SM -1 [0]; HP+2 [4].

Advantages: Burning Attack 2d (Always On; Aura; Melee Attack, Range C) [11]; Charisma 1 [5]; Doesn't Breathe (Oxygen Combustion) [10]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; DR 10 (Limited: Heat/Fire) [30]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100].

Disadvantages: No Fine Manipulators [-30]; Weakness (Water, 1d/min.) [-40].

Small Earth Elemental

40 points

Attribute Modifiers: ST+1 [10]; DX-3 [-60]; IQ-4 [-80].

Secondary Characteristic Modifiers: SM -1 [0]; Speed-0.25 [-5]; Move-1 [-5].

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; DR 2 [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Permeation (Earth) [40]; Pressure Support 3 [15]; Vacuum Support [5].

Disadvantages: Ham-Fisted [-10].

Small Water Elemental

40 points

Attribute Modifiers: ST-3 [-30]; DX-2 [-40]; IQ-3 [-60]; HT-2 [-20].

Secondary Characteristic Modifiers: SM -1 [0].

Advantages: Amphibious [10]; Chameleon 1 [5]; Doesn't Breathe [20]; Doesn't Sleep [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; Pressure Support 3 [15]; Slippery 5 [10].

Disadvantages: Invertebrate [-10]; Vulnerability (Dehydration) [-10].

missed or kills the caster. Note that dismissal does not guarantee the elemental will leave: if it is hostile, or simply curious, it may choose to stay!

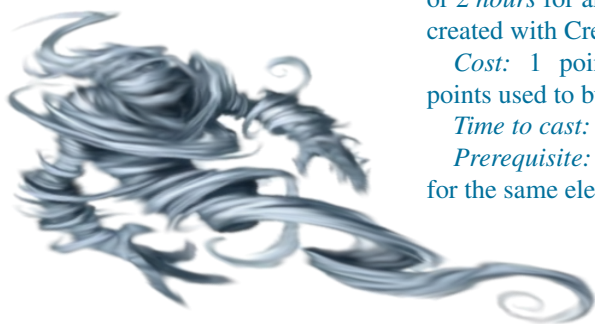
The caster may question the summoned elemental, request a service, etc. The elemental immediately makes a reaction roll to see how it feels about the wizard. On a good reaction, the elemental cooperates for an hour – no longer – and then vanishes. On a very good reaction it might remain for another hour or two. An elemental's opinion may be swayed with appropriate enticements, assuming a wizard can figure out what an elemental might desire.

Duration: Lasting (1 hour).

Cost: 1 point per 10 character points used to build the elemental. Minimum energy cost is 4 (although this will not always summon a 40-point being).

Time to cast: 30 seconds. The elemental may take up to 2d minutes to appear.

Prerequisites: Magery 1, and *either* eight spells of the appropriate element, *or* four spells of the appropriate element and another Summon (Elemental) spell.



Control (Elemental) ⑨

Regular, Resisted by higher of ST and Will

Control all actions of a single elemental while the spell continues. For direct control, the elemental must remain within the caster's view. If the elemental is simply told to leave, it does so. If the elemental is sent to do a task, rather than controlled directly, its IQ must be sufficient (GM's decision) to comprehend its instructions!

This spell can also be used as an information spell, to judge the four attributes of that type of elemental (within 15 feet). A successful roll is required, but there is no energy cost.

Duration: Temporary (2 minutes, or 2 hours for an elemental the caster created with Create (Elemental)).

Cost: 1 point per 10 character points used to build the elemental.

Time to cast: 2 seconds.

Prerequisite: Summon (Elemental) for the same element.

Create (Elemental) ⑩

Regular

Create a spirit of the appropriate element. The caster may determine the capabilities of the created elemental by increasing or decreasing the attributes of the basic elemental of that type; he may only change, add or subtract advantages and disadvantages with GM permission. There are no limits to the alteration of attributes, though a very stupid elemental will not understand complex commands.

This ends once the elemental is created. A newly created elemental serves the caster obediently for one hour. At the end of that time, make a reaction roll to determine its behaviour, or the caster may cast Control (Elemental) on it. Control (Elemental) lasts longer for elementals that the caster created himself.

Cost: 1 point per 5 character points used to build the elemental.

Time to cast: Seconds equal to the total character points used to build the elemental.

Prerequisites: Magery 2, Control (Elemental) for the same element.

CHAPTER THREE

EARTH SPELLS

These spells deal with the traditional “element” of earth. When not otherwise specified, “earth” refers only to mineral-based materials in a loose, soft, or fluid form (such as soil, clay, or *molten* rock), not solid stone. Related materials that fall within this college include *raw stone* (solid rock deposits in their natural setting), *worked stone* (excavated, cut, and shaped by intelligent beings), *metal* (conductive materials), and *ceramics* (inorganic artificial solid materials, including concretes). *Plastics* (organic artificial solid materials) are covered under the Plant college.

These rules draw a mystical distinction between “raw” stone in its natural state, and “worked” stone shaped by intentional design. This may lead to some GM judgement calls as to when a particular piece of stone becomes “worked”. As a guideline, a volume of stone is considered worked to the extent that it was reformed, or a comparable volume of stone removed, to give the stone a particular shape or suit it to a particular function. Thus a building block carved from a quarry, or a statue carved from a boulder, would be worked stone. If a naturally head-shaped piece of rock was carved to give it a face, only the surface of the stone would be considered worked (to a depth comparable to the amount of reshaping required). A 2-yard-wide tunnel carved through a mountain would make the stone within about 2 yards of the tunnel worked, not the entire mountain. Similarly, stone can become “unworked” if it is eroded by natural processes to the point where it no longer resembles its designed

shape. For example, an ancient ruin ground into dust is no longer considered “worked” stone.

GMs who do not like this distinction can modify it as desired. They might restrict worked stone to stone with an artificial *composition* rather than form, or simply eliminate the qualification of worked stone, particularly if they are going for a less mystical feel for their magic system. Note that the last option will increase the power of earth mages in city or dungeon settings, but will not otherwise affect game balance.

Detect Earth ⑥

Information

Detects the presence of any one type of earth, stone, metal, or ceramic in a specified hex or within a particular object: Regular spell modifiers and range penalties apply. Success indicates the presence of the substance and the approximate amount, success by 2 or more gives the exact amount, success by 5 or more (or critical success) reveals the exact mineralogical composition of the subject.

The caster should be familiar with the material being sought, or have a sample of it, in order to cast the spell. He can be as general or specific as he likes, so long as he is specifying the *composition* (not the form or amount) of the material: e.g. “Any mineral substance”, or “Gold-silver alloy with gold content between 45% and 55%”. If the desired substance or mixture makes up less than 1/2 of the composition of the subject, the casting has a -1 penalty, or -2 if less than 1/4, -3 if less than 1/8, etc.

Cost: 3.

Sense Earth ①

Regular

Gives the subject a vague empathic sense of variations in the density and composition of earth, stone, or metal in his vicinity. For instance, with a Per roll the subject could sense the presence of a vein of ore (but not its precise composition), or of hidden passages or chambers (but not their precise size and shape).

The range of this sense in yards is equal to the margin of success of the casting. The GM may impose penalties (in the form of range reductions) if the variations are particularly subtle. The caster may also choose to attune the subject only to a specific *type* of earth, as with Detect Earth, making the sense more specific and precise.

Duration: Temporary (1 minute).

Cost: 3.

Prerequisite: Detect Earth.

Earth Vision ②

Regular

Allows the subject to see through earth, stone, or metal (to varying degrees). The material becomes semi-transparent but not invisible to the subject, allowing him to spot things like caves, bodies of ore, buried treasure, etc. Each *foot* of unworked stone counts as a yard of earth. Each *inch* of worked stone, ceramic, or metal counts as a yard of earth. At the GM’s discretion, certain materials (e.g. lead) may remain opaque.

Duration: Temporary (30 seconds).

Cost: 1 for every 5 yards of earth penetrated (less for other materials).

Prerequisite: Sense Earth.

Seek Earth ①

Information

Tells the caster the *direction* and *approximate distance* of the nearest significant amount of any one type of earth, stone, or metal. Use long-distance modifiers (p. 11). Any known sources of that material may be excluded if the caster specifically mentions them before beginning.

Cost: 3.

Time to cast: 10 seconds.

Prerequisite: Detect Earth.

Know Earth ②

Information

Accurately predicts any landslides, earthquakes, or volcanic activity likely to occur at a given location. Apply time modifiers (p. 11) for the length of the forecast, as well as long-distance modifiers if predicting weather for a distant location. The level of detail will depend on the length of the forecast: a multi-year forecast would predict major disasters such as volcanoes or earthquakes, while a daily forecast would provide warning of minor avalanches or landslides. If the spell detects an impending disaster, it gives approximate information regarding its nature and severity. This spell cannot forecast magically created earthquakes or volcanoes.

Cost: 2 plus the magnitude of the time penalty.

Time to cast: 5 seconds.

Prerequisite: Seek Earth.

Purify Earth ①

Area

Separates earth or soil into “desired” and “undesired” components, as specified by the caster, by shifting desired substances into one half of the area of effect (as much as will fit), and undesired substances into the other half. A “substance” for purposes of this spell can include commonly-identified mixtures such as “topsoil”.

For example, the default effect is to bring good healthy growing soil to

the top half of the area of effect (i.e. the top 2 yards of the 4-yard depth), while pushing contaminants (foreign objects, poisons, harmful elements) down to the bottom half. If good soil makes up more than half of the original mix, then the top half will contain *only* good soil, while the concentration of contaminants is doubled in the bottom half. However, if good soil makes up less than half of the original mix, then *all* the good soil will be moved to the top half, doubling its the concentration, but with contaminants still making up part of the mix. A second casting restricted to the top half of the area will provide further separation of soil from contaminants.

The caster can specify any substance that he wishes to separate out. For example, he could use the spell to separate gold dust from soil: each casting would double the concentration of gold in a specified half of the affected volume. The caster can also achieve the effect of multiple castings at once by multiplying the base cost.

Base cost: 2 to increase concentration 2x, 4 to increase 4x, 6 to increase 8x, etc.

Prerequisite: Detect Earth.

Create Earth ②

Regular

Create good, solid earth where none existed before. This earth must be created in contact with the ground – not hanging in the air or floating in the sea!

Cost: 4 per cubic yard (minimum 4).

Prerequisite: Purify Earth.

Water to Earth ④

Regular

Converts water or mud to solid earth. Cannot be cast on *open* water, but must be along a shoreline, seafloor, etc.

This is also a Water spell.

Cost: 2 per cubic yard (minimum 2) to transform water, half cost to solidify mud.

Prerequisite: Purify Earth, Purify Water.

Earth to Water ④

Regular

Turns earth to water or mud. Various uses of this spell include bogging down enemies or pursuers, making mud packs to treat insect stings, softening earth to use for clay dummies or decoys, etc.

This is also a Water spell.

Cost: 2 per cubic yard (minimum 2) to turn earth into water, half that to turn earth into mud.

Prerequisite: Purify Earth, Purify Water.

Earth to Air ④

see p. 21

Earth to Stone ③

Regular

Turns an item of earth or clay into solid stone (but not gemstone).

Cost: 8 per cubic yard (minimum 8).

Prerequisite: Create Earth.

Stone to (Metal) ④

Regular

Turns an item of solid stone (including ceramics or gemstone) into metal. The default spell converts up to a cubic yard of stone into “generic” metal (treat as raw iron, weighing about 6 tons per cubic yard) for a minimum cost of 16 energy; more material can be converted for increased cost.

Optionally, separate variants of this spell may exist for each type of metal produced. This is not explicitly a /TL spell, though TL will limit which metals, and thus which spells, are known. The minimum casting cost is still 16 energy, but the different spells will produce different amounts of metal for that cost. The amounts can be set by the GM to control the price of various metals in his setting. If a particular Stone to (Metal) spell

is not secret, and is generally available to wizards who are the equivalent of Journeymen of their craft (i.e. Average wealth, or \$700 per month in a TL3 setting), then the price of that metal will be around \$10 for the amount created by a minimum casting. Some *possible* values for a “High Fantasy” setting, where metals are cheap, are given below:

<i>Metal</i>	<i>TL</i>	<i>Amount</i>
<i>Base Metals:</i>		
Iron	2	13,200 lbs.
Steel	3	2,200 lbs.
Lead	0	150 lbs.
Aluminum	5	75 lbs.
Brass	2	35 lbs.
Copper	0	30 lbs.
Bronze	1	25 lbs.
Titanium	6	10 lbs.
<i>Precious Metals:</i>		
Uranium	6	48 oz.
Silver	1	6 oz.
Electrum	1	1/2 oz.
Gold	0	1/4 oz.
Platinum	0	1/8 oz.
Iridium	5	1/20 oz.

Cost: 16 to convert up to the specified amount, or more in proportion to weight.

Prerequisite: Earth to Stone.

Metal to (Metal) ⑤

Regular

Transforms one form of metal into another. This is a separate spell for each type of *final* metal produced, though the same spell will work on any *starting* metal. Typically this is used to transform base metals into precious metals.

The spell converts *twice* the amount listed under Stone to (Metal) for the same cost, starting from an equal mass of source metal. This means that if a given Metal to (Metal) spell is widely known, the value of that metal will be reduced by a further factor of 2. (Properly one should add to this the cost of the source metal consumed, but this is negligible when creating precious metals from base metals.)

From the assumptions stated in Stone to (Metal), and assuming a small markup (*seigniorage*) for minted coins, a 1 oz. “silver dollar” would be approximately one *GURPS* \$, enough to buy a loaf of bread, while a 1/4 oz. “gold florin” would be about \$5 or \$6. (Historically, the value of metal specie in mediaeval times was about 50× greater.) In a modern TL8 fantasy setting, on the other hand, wage increases (p. B517) would raise the value of created silver to over \$3 per oz., comparable to real-world prices (about \$5 per oz. in the year 2000).

Cost: 16 to convert up to twice the amount specified by Stone to (Metal), or more in proportion to weight.

Prerequisite: The corresponding Stone to (Metal) spell.

Crystallize ④

Regular

Recrystallizes a quantity of solid stone (including ceramic) into large crystals based on its mineral content. E.g. most types of stone will form crystals of quartz (rock crystal, amethyst, citrine, etc.) and feldspar (moonstone, sunstone, etc.), coal will form diamond, and so on.

GMs may want to restrict this spell to High Fantasy settings or cultures where things like crystal towers and cities are found. In a realistic setting, this spell will undercut the price of natural gemstones for all practical purposes. For luxury purposes (e.g. jewelry), natural gemstones will likely continue to be valued over artificial equivalents, due to rarity and sentiment.

Cost: 16 per cubic yard (minimum 16).

Prerequisite: Earth to Stone.

Stone to Earth ⑤

Regular

Turns any kind of stone (including ceramic and gemstone) into soft earth.

Cost: 8 per cubic yard (minimum 8).

Prerequisite: Earth to Air or Earth to Water.

Metal to Stone ⑥

Regular

Turns any kind of metal into “generic” stone.

Cost: 16 per cubic yard (minimum 16).

Prerequisite: Stone to Earth.

Shape Earth ③

Regular

Moves earth, stone, or metal about and shapes it into any form. If the form is stable (e.g., a hill), it will permanently remain after shaping. An unstable form (e.g., a column or wall) lasts only while the spell continues – no special concentration is required – and then collapses. An Architecture roll may be required to create a stable form.

Earth *moved* with this spell travels at Move 2. Solid stone travels at Move 1, and solid metal at Move 1/2. *Liquid* forms (e.g. lava or mercury) flow with Move 1/2 uphill, but much faster horizontally (Move 4) or downhill (up to Move 10).

This spell can be used to bury people, but only if they are immobile. If earth is moved onto a person to bury him – or from beneath him, to create a hole – he may move normally on his next turn, to escape. He is trapped only if he fails to do so.

Anyone buried under loose earth may try to claw his way out. One roll, at ST-4, is allowed per second. GMs may make this roll harder if the victim is buried under more than 2 cubic yards of earth! The victim can hold his breath (see *Holding Your Breath*, p. B351), but he eventually risks suffocation (see *Suffocation*, p. B436). A person trapped in stone or metal will normally be unable to escape unless they have some means of breaking or tunneling out.

Raw stone shaped by this spell does *not* become “worked” stone: the magic of this spell preserves its “natural” state.

Duration: Temporary (2 minutes).

Cost: 2 per cubic yard of loose earth or liquid rock or metal. 4 per cubic yard of raw (unworked) stone or soft metal. 6 per cubic yard of worked stone, ceramic, concrete, or hard metal.

Prerequisite: Purify Earth.

Sand Blast ④

Regular

Emits a cone of high-velocity sand from the caster's hands, blinding targets and causing abrasions (Corrosion damage). This spell requires two skill rolls: one vs. the spell skill to cast the spell, one vs. DX-4 or Innate Attack (Beam) to hit (this attack is included in the casting ritual). Use the rules for *Area and Spreading Attacks* (p. B413). The attack may be dodged or blocked, but not parried.

Subjects facing the caster who are hit by the blast may be blinded even if they take no damage. Roll vs. HT: on a failure they are blinded for 1 second per point of corrosion damage in the blast, on a success they are unaffected.

Cost: 1 to 3 for a 1-hex-wide cone: the spell does 1 point Corrosion damage per energy point and has a range of 1 hex per energy point. For a wider cone up to 60°, multiply the base cost by the width of the cone. For a 360° circle, square the base cost and multiply by 2.

Time to cast: 2 seconds.

Prerequisites: Create Earth, Shape Earth.

Sand Jet ⑤

Jet

Shoots a narrow stream of high-velocity sand from one hand. This does 1 point of Corrosion damage per energy point in the jet, and has a Reach equal to points of damage. It can also blind targets like the Sand Blast spell, but the jet is narrow enough that it must be aimed at the face (-5 to hit). The victim must roll vs. HT or be blinded for 1 second per point of energy in the jet.

Duration: Temporary (2 seconds).

Cost: 1 to 3.

Prerequisite: Sand Blast.

Mud Jet ⑧

Jet

Shoots a narrow jet of mud from one hand. This does 1d cr nw of knockback per point of energy put into it, and has a Reach equal to dice of damage. It can extinguish a one-hex area of ordinary fire per second regardless of damage. Treat the knockback damage as injury to flying swarms or creatures of flame.

The jet can blind targets if it strikes their face. Roll vs. HT: on a failure they are blinded for 1 second per point of energy in the spell, on a success they are unaffected.

Duration: Temporary (2 seconds).

Cost: 1 to 3.

Prerequisites: Either Sand Jet and Earth to Water, or Water Jet and Water to Earth.

Ball of Earth ⑤

Missile

Creates a ball of dirt and fires it from one hand. It does knockback and can cause blinding on a face hit, as per Mud Jet. This spell has 1/2D 30, Max 60, Acc 1; use Innate Attack (Projectile) skill to hit.

Cost: Any amount up to your Magery level per second, for up to 3 seconds. The missile does 1d cr nw knockback damage per energy point.

Time to cast: 1 to 3 seconds.

Prerequisites: Magery 1, Sand Blast.

Stone Missile ⑦

Missile

Creates a ball of stone and fires it from one hand, injuring anything it hits. This spell has 1/2D 40, Max 80, Acc 2; use Innate Attack (Projectile) skill to hit.

Cost: Any amount up to your Magery level per second, for up to 3 seconds. The missile does 1d+1 cr damage per energy point.

Time to cast: 1 to 3 seconds.

Prerequisites: Ball of Earth, Earth to Stone.

Flechette ⑨

Missile

Creates a sharp projectile of "generic" metal (treat as iron or steel) and fires it from one hand. This spell has 1/2D 50, Max 100, Acc 3, and uses Innate Attack (Projectile) skill to hit.

Cost: Any amount up to your Magery level per second, for up to 3 seconds. The missile does 1d-1 imp damage per energy point.

Time to cast: 1 to 3 seconds.

Prerequisites: Stone Missile and any Stone to (Metal).

Meteor ⑬

Missile

Creates a superheated flaming ball of stone and fires it from one hand, injuring anything it hits. Other nearby targets also take damage per the usual explosion rules, and may catch fire. This spell has 1/2D 40, Max 80, Acc 2.

Cost: Any amount up to twice your Magery level per second, for up to 3 seconds. The missile does 1d+3 cr inc exp damage per two energy points.

Time to cast: 1 to 3 seconds.

Prerequisites: Stone Missile, Flaming Weapon.

Rain of Stones ④

Area

Causes stones to rain from the sky onto the area, causing 1d-1 cr damage per second to all within it. Characters and creatures under the rain of stones take damage on their own turns; if less than an entire second is spent in the affected area, damage is halved (round down). Creatures or structures larger than 1 hex in area take the damage *per hex*, but these are treated as separate attacks for purposes of penetrating DR.

The spell can only be cast outdoors. Armor protects in the usual fashion. A shield with a DB of 2 or

better can be held overhead to block the stones, but it may take damage (p. B484). This requires two hands and a Ready action, and succeeds automatically in protecting the character once the shield is readied upward, but this unreads the shield from its normal protective functions!

Inanimate objects, such as buildings, protect with their DR.

Duration: Temporary (1 minute).

Base cost: 1, or 2 for large stones doing 2d-2 cr per second! Minimum cost 2.

Time to cast: 5 seconds.

Prerequisites: Magery 2, Earth to Stone.

Meteor Shower ⑩

Area

Causes flaming rocks to fall from the sky. Every 10 seconds, make an attack roll at 4 + the target's SM for every significant (GM's decision) target in the area. On a hit, the target is struck by a meteor, doing 3d+9 cr inc damage to the target and explosive damage others nearby. On a miss by 5 or less, a meteor hit nearby: place the point of impact a number of yards away equal to the margin of failure in a random direction; the target (and others nearby) will suffer explosive damage. Particularly large targets may receive multiple direct hits on a good roll: for every 2 points that the roll succeeds, double the number of meteor hits on the target.

Duration: Temporary (1 minute).

Base cost: 1. For double base cost, add +2 to all rolls to hit. For triple cost, add +4. Minimum cost 2.

Time to cast: 5 seconds.

Prerequisites: Rain of Stones, Flaming Weapon.

Soilproof ⑤

Area

Protects an object or area from soiling by dirt, mud, paint, etc. Airborne dust will not enter the area. Larger quantities of dirt may be brought in but will not stick to anything in the area, and can be easily swept

away. A useful spell for banquet halls, kitchens, or laboratories.

The spell can be cast either on an area, as listed, or on a specific object as a Regular spell.

Durations: Lasting (2d days), Permanent.

Time to cast: 5 minutes.

Base cost: 3. Can be made permanent for 100× cost.

Prerequisite: Earth to Air.

Pass through Earth ⑥

Regular

Makes the subject intangible to earth, and (at higher cost) stone or metal as well. With this spell, the subject could walk through the stone wall of a dungeon or the earthen wall of a hut. If the subject is intangible to stone or metal, weapons made of these substances (but not wood!) will pass through the subject. These materials will still support the subject's *weight*, if he wishes, but he can choose to ascend or descend imaginary "stairs" through the substance (he effectively has voluntary control over the permeability of the material directly beneath him).

This spell does not open a passage so that others can follow. It also doesn't reveal what is on the other side. The subject will automatically have breathing air during his journey. The spell offers no protection from the *heat* of lava or molten metal.

Should the spell end before the subject regains the open air, he is buried in earth, stone, or metal, as the case may be. He is not automatically harmed, but will suffocate (see Suffocation, p. B436) if he cannot escape.

Duration: Temporary (15 seconds).

Cost: 3 to pass through loose earth or liquid metal, 6 to pass through raw (unworked) stone or soft metal, 9 to pass through worked stone, ceramic, concrete, or hard metal.

Prerequisites: Earth to Air, Shape Earth.

Steelwraith ⑦

Blocking

Protects the subject from one attack with an earth, stone (including ceramic), or metal weapon or projectile, by allowing it to pass straight through him. Organic materials (e.g. wood, bone, plastic) are not affected! The caster must make a two-handed warding gesture, and the spell counts as a dodge for combat purposes. If the caster is not the subject, apply distance modifiers as for a Regular spell. The attack may still hit a target beyond the subject.

Cost: 2.

Prerequisite: Pass through Earth.

Body of Earth ⑦

Regular, Resisted by HT

Subject becomes an animated shape of earth or sand; he temporarily acquires the Body of Earth meta-trait (p. B262). Clothes (up to 6 pounds) are included in the spell, but lose any magical powers they might have had.

Duration: Temporary (2 minutes).

Cost: 8.

Time to cast: 5 seconds.

Prerequisite: Pass through Earth.

Body of Stone ⑩

Regular, Resisted by HT

Subject becomes an animated stone statue; he temporarily acquires the Body of Stone meta-trait (p. B262). Clothes (up to 6 pounds) also become stone, but lose any magical powers they might have had.

Duration: Temporary (2 minutes).

Cost: 10.

Time to cast: 5 seconds.

Prerequisites: Body of Earth, Earth to Stone.

Body of Metal ⑫

Regular, Resisted by HT

Subject becomes an animated metal statue; he temporarily acquires the Body of Metal meta-trait (p. B262). Treat this as "generic" metal such as iron or steel. Clothes (up to 6 pounds) also become metal,

but lose any magical powers they might have had.

Duration: Temporary (2 minutes).

Cost: 12.

Time to cast: 5 seconds.

Prerequisites: Body of Stone and any Stone to (Metal).

Flesh to Stone ⑧

Regular, Resisted by HT

“Petrifies” a living subject (and all his gear!), turning him to stone. Must affect the entire subject.

Duration: Instantaneous. The subject will remain a statue unless reversed by Stone to Flesh. Counter-spell, Dispel Magic, etc., will *not* work as the spell is not ongoing.

Cost: 10.

Time to cast: 2 seconds.

Prerequisites: Earth to Stone, Drain Vitality.

Stone to Flesh ⑬

Regular

Reverses the effects of Flesh to Stone and brings the victim back to life (stunned). If the statue has suffered damage or weathering, the re-animated subject will suffer a corresponding amount of injury. Cannot be used to animate natural fossils, carved statues, or similar items; at most, it might yield a dead skeleton, wax figure, etc. (GM’s option).

Cost: 10.

Time to cast: 5 seconds.

Prerequisites: Flesh to Stone, Stone to Earth.

Entombment ⑮

Regular, Resisted by HT

The earth instantly swallows the subject, who must be standing on natural, open ground. He is preserved as by a Flesh to Stone spell, in a tiny chamber 50 feet underground. He can be rescued by a combination of tunneling and Stone to Flesh, or by a second casting of this spell above the point where he is entombed. A wizard who casts Entombment on himself may elect to stay awake,

assuming he has some means of surviving underground!

Cost: 10.

Time to Cast: 3 seconds.

Prerequisites: Stone to Flesh, Shape Earth.

Essential Earth ⑥

Regular

Creates the magical essence of Earth. Essential Earth is three times as fertile: plants germinate three times faster and grow three times taller or bigger than normal.

If Essential Earth is transformed into stone via the Earth to Stone spell, it will be three times as strong (DR and HP); columns or blocks cut from such stone would support three times as much weight. This Essential Stone is similar to the legendary material adamant. (Historically, “adamant” has generally referred to the hardest material known at the time: most recently, diamond.) Essential Stone is always treated as worked stone for purposes of other earth magic.

If Essential Stone is transformed into metal via Stone to (Metal), that Essential Metal will also have triple the strength (HP, DR, and carrying capacity) of normal metal. It is shinier,

more conductive, and does not corrode or tarnish. Different names are sometimes used for Essential Metals or alloys: orichalcum for essential copper or bronze, mithril for essential steel, etc. (Historically, ancient Greek “oreikhalkos” most likely referred to naturally-occurring brass alloys.)

Cost: 8 per cubic yard (minimum 8).

Time to cast: 30 seconds.

Prerequisites: At least six other Earth spells including Create Earth.

Earthquake ⑤

Area

Shakes the affected area. The caster probably won’t want the area to include him: use Long Distance Modifiers (p. 11) to figure the penalty for a distant area.

The spell must be cast over a fairly large area to be useful. Shaking one corner of a building will upset the occupants, but won’t wreck the building. Cost depends on strength of the quake:

Tiny: Just a demonstration – a slight swaying. Pay base cost.

Mild: Slight damage to buildings. Multiply base cost by 2. DX roll required, every second, for those in affected area to keep their feet.

Earth Meta-Traits

Body of Earth: Your body is made of sand or earth. Doesn’t Breathe [20]; DR 2 [10]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; Pressure Support 3 [15]; Sealed [15]; Vacuum Support [5]; Invertebrate [-20]; and Feature (Affected by Earth magic) [0]. 175 points.

Body of Stone: Your body is made of rock. Doesn’t Breathe [20]; DR 5 [25]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogeneous, No Blood) [45]; Pressure Support 3 [15]; Sealed [15]; Vacuum Support [5]; Fragile (Brittle) [-15]; and Feature (Affected by Earth magic) [0]. 140 points.

Body of Metal: Your body is made of metal. Doesn’t Breathe [20]; DR 9 [45]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogeneous, No Blood) [45]; Pressure Support 3 [15]; Sealed [15]; Vacuum Support [5]; and Feature (Affected by Earth magic) [0]. 175 points.

Severe: Stone walls crack; towers may fall. Multiply base cost by 4. DX-3 roll required, every second, for those in affected area to keep their feet.

Duration: Temporary (1 minute).

Base cost: 1 (minimum radius 2).

Time to cast: 30 seconds.

Prerequisites: Magery 2, Know Earth, Shape Earth.

Volcano ⑨

Regular

Causes vapor and lava to spew from a chosen spot of ground. Use long distance modifiers to compute the penalty for a distant location. This is not a quick spell, but it is very serious! It must normally be cast by ceremonial magic to allow it to be maintained for many days. The volcano starts out small – a small hole spitting stones and vapors – and increase its diameter by a couple of yards per day. This spell can also reactivate a dormant volcano. When the spell is allowed to lapse, the volcano ceases to grow and will soon die (a formerly dormant volcano may stay active at the GM's discretion).

Duration: Temporary (15 hours).

Cost: 15.

Time to cast: One hour until the first effects are visible. Continued concentration for 8 hours each day is needed to keep the volcano growing.

Prerequisites: Earthquake, Shape Fire.

Alter Terrain ⑨

Area

Can be used to completely transform vast amounts of terrain. If cast over a large enough area, this spell can turn a city into a lake or sea, or an offshore island into a mountain range. Use long distance modifiers to compute the penalty for a distant location.

The profile of the ground (including sea, lake, or river beds) within the affected area can be raised, lowered, or reshaped as the caster chooses, or changed in texture to anything between soft earth and sand to hard granite. Stone or brick buildings and vegetable matter can all be transformed into “natural” stone or earth, but not vice-versa. Submerged areas raised above their natural level become dry land; any area lowered below the local water table may be flooded. The GM should require Architecture, Artist, or Engineer rolls if the caster tries to alter the area into something specific.

Beings and loose items on the surface at the time the spell is cast are simply raised or lowered, with no personal injury. If they are inside buildings, they are gently expelled rather than entombed. Of course, if they find themselves under water, they may have problems...

If the spell is countered or dispelled, the whole area returns to its former condition; even transformed buildings and trees are restored.

Duration: Lasting (2d days).

Base cost: 1 (minimum cost 15). Volumes taller than 4 yards may be affected by multiplying the base cost accordingly.

Time to cast: 10 seconds.

Prerequisites: Earthquake, Shape Plant.

Sandstorm ⑧

see p. 26

Summon (Elemental) ⑧

see p. 29

Control (Elemental) ⑨

see p. 30

Create (Elemental) ⑩

see p. 30



CHAPTER FOUR

FIRE SPELLS

These spells deal with the traditional “element” of fire, that is contained within flammable materials and is released when they burn: actual *flames* are the pure form of elemental fire. See p. B433 for rules on damage done by “fire” hexes, flammability classes, and setting things on fire.

Detect Fire ①

Information

Detects the presence of *fire* or *flammable materials* (your choice) at a specified hex. Detecting fire includes similar sources of intense heat. The spell can also be cast on a specific object to determine its flammability. Regular spell modifiers and range penalties apply. Success indicates the presence of flame or flammability. Success by 2 or more indicates the *intensity* of flame or *degree* of flammability. Success by 5 or more, or critical success, reveals the exact flammable substance, if the caster is familiar with it. The caster can also restrict the spell to detect only flame or flammability due to some specific substance (known to the caster), if he specifies it in advance.

Cost: 3

Sense Fire ①

Regular

Attunes the subject to flames or flammable materials in his vicinity. The subject could, for instance, sense the presence of fire on the other side of a wall or door, get a Per roll to receive forewarning of a sudden surge in flames, or home in on explosive material.

The range of the sense in yards is equal to the margin of success of the

casting. If the amount of fire or material is small, the GM may impose penalties (in the form of range reductions) equal to the total SM of the material. Actual *flames* get +4 to SM (so a single lit candle might have an overall -5, while a torch would be -2). There is *no* corresponding increase in range for positive SM. The caster may also choose to attune the subject only to a specific *type* of fire or flammable material, making the sense more specific and precise.

Duration: Temporary (90 seconds).

Cost: 3.

Prerequisite: Detect Fire.

Seek Fire ①

Information

Tells the caster the direction and approximate distance of the nearest significant fire (or similar source of intense heat), or flammable material, as specified by the caster. You may restrict the types of fire or flammable material sought, or exclude known sources, as with Detect Fire. Normal long-distance modifiers apply to the roll.

Cost: 3.

Prerequisite: Detect Fire.

Ignite Fire ①

Area

Ignites flammable objects in the area of effect. Base cost depends on the *flammability class* of the object(s) to be ignited: see p. B433. It cannot ignite objects that are wholly non-flammable. It also will not work on a living being, but can be used to ignite *clothing* (at the fourth level of effect).

Base cost: 1 to ignite **Super-Flammable materials** (e.g. gunpowder, gasoline). 2 for **Highly**

Flammable materials (e.g. tinder, paper). 3 for **Flammable materials** (e.g. dry wood, kindling). 4 for **Resistant materials** (e.g. cloth, leather, seasoned wood). 5 for **Highly Resistant materials** (e.g. green wood).

Prerequisite: Detect Fire.

Create Fire ②

Area

Fills the area of effect with fire that requires no fuel (if cast in midair, it produces a sphere of flame, which falls to the ground). This is real fire, and will eventually ignite any flammable objects it touches. Cannot be cast within rock, foes, etc.

Durations: Temporary (2 minutes), Permanent.

Base cost: 2. Can be made permanent for 1,000× cost. Ordinary fires set by this spell do not require maintenance.

Prerequisite: Ignite Fire.

Extinguish Fire ②

Area

Puts out all ordinary and magical fires in its area of effect. This simply stops combustion; it has no effect on things that are merely *hot* (molten steel, lava, etc.). This spell does 2d tox damage to fire elements or creatures with the Body of Fire meta-trait (p. B262).

Base cost: 3.

Prerequisite: Ignite Fire.

Shape Fire ②

Area

Controls the shape of any flame. Each shape change requires a second of concentration. Once shaped, the flame keeps that shape until the spell

expires, without concentration. *Moving* a flame requires constant concentration (the flame moves at Move 5, on the caster's turn). A natural fire cannot move to a place that it can't burn, but flame made with the Create Fire spell needs no fuel and can move almost anywhere.

Flame shaped with this spell normally retains its volume. If the fire is "spread out" across twice its original area, it only does half damage; if spread across three times its original area, it does 1/3 damage; and so on.

Duration: Temporary (2 minutes).

Base cost: 2.

Prerequisite: Ignite Fire.

Essential Fire ⑥

Area

Like Create Fire, except that the spell creates the magical *essence* of fire. Any mage can tell the difference by looking. It cannot be extinguished by ordinary water or ordinary magic, but only by a similar quantity of Essential Water or by a Dispel Magic spell. Essential Flame does +1 damage to anyone it burns (+2 to watery creatures).

Durations: Temporary (90 seconds), Permanent.

Base cost: 3. This flame ignites all flammable materials in the area. If the spell is not maintained, any materials that were ignited continue to

burn with ordinary flame. A *permanent* area of Essential Flame can be created for 1,000× cost.

Time to cast: 3 seconds.

Prerequisites: At least six other Fire spells, including Create Fire.

Smoke ④

Area

Creates an area of dense smoke. Even one yard's thickness of such smoke will block vision. Until it dissipates, it has the effect of tear gas (anyone failing a HT roll is unable to do anything but cough and weep). The smoke is somewhat hot and rises slowly (about one foot per second). The rate of dissipation depends on the area and the presence of wind; indoors, it usually lasts for 5 minutes, but outdoors on a windy day it may last only 10 seconds or so.

Duration: Instantaneous. The smoke lasts until it dissipates normally.

Base cost: 1.

Prerequisites: Create Fire, Extinguish Fire.

Flame Blast ④

Regular

Emits a cone of flame from the caster's hands, causing burning damage and setting targets on fire. This spell requires two skill rolls: one vs. the spell skill to cast the spell, one

vs. DX-4 or Innate Attack (Beam) to hit (this attack is included in the casting ritual). Use the rules for *Area and Spreading Attacks* (p. B413). The attack may be dodged or blocked, but not parried.

Cost: 1 to 3 for a 1-hex-wide cone: the spell does 1d burn damage per energy point and has a range of 1 hex per energy point. For a wider cone up to 60°, multiply the base cost by the width of the cone. For a 360° circle, square the base cost and multiply by 2.

Time to cast: 2 seconds.

Prerequisites: Create Fire, Shape Fire.

Flame Jet ⑤

Jet

Shoots a jet of flame from one fist. This does 1d burn damage per point of energy put into it, and has a Reach equal to dice of damage. Armour and shields protect normally, but may catch fire.

For cinematic mage-dueling action, the GM may allow a Flame Jet to parry another Flame Jet. This allows fire wizards to duel *mano a mano*, which some groups may prefer to the casting and dodging of a more typical duel of magic.

Duration: Temporary (2 seconds).

Cost: 1 to 3.

Prerequisite: Flame Blast.



Fireball ⑤

Missile

Throws a ball of fire from one hand. When it strikes something, it vanishes in a puff of flame, doing Burning damage. This spell is likely to ignite flammable targets. It has 1/2D 25, Max 50, Acc 1, and uses the Innate Attack (Projectile) skill.

For double cost, the fireball can *explode* on impact, doing Burning Explosion damage to the target and those nearby (see *Explosions*, p. B414). Use Scattering rules to determine the effect of a miss or successful Dodge defense. The missile can be thrown at a wall, floor, etc. at +4 to hit, in which case only a Dodge and Drop (p. B377) will have any effect.

Cost: Any amount up to your Magery level per second, for three seconds. The fireball does 1d burn damage per energy point. For an explosive fireball, cost is doubled but you spend up to *twice* your Magery level per second.

Time to cast: 1 to 3 seconds.

Prerequisites: Magery 1, Flame Blast.

Slow Fire ③

Area

Causes flames to cool down, consuming their surroundings (and burning people) at a slower rate. The damage that the flames do is reduced proportionately. This spell acts as a Slow spell on fire elementals and beings with the Body of Fire meta-trait (p. B262). Slow Fire resists Fast Fire.

Duration: Temporary (1 minute).

Base cost: 2 for a fire that burns at half the usual rate, 3 for a fire that burns at 1/3 the usual rate, and so on.

Prerequisite: Extinguish Fire.

Fast Fire ③

Area

Makes flames hotter, consuming their surroundings (and burning people) at a faster rate. The damage

that the flames do is proportionately increased. This spell acts as a Haste spell on fire elementals and beings with the Body of Fire meta-trait.

Duration: Temporary (1 minute).

Base cost: 2 for a double-rate fire, 3 for a triple-rate fire, and so on.

Prerequisite: Create Fire.

Heat ③

Regular

Raises the temperature of an object, at a rate of 20°F per minute, to a maximum of 2,800°F. It does not necessarily produce fire, though most things will burn if heated enough. Heat will be radiated away normally. (Use this as a guideline for playable effects – don't try to turn the spell into a physics exercise!) The spell will *not* affect living beings directly, though it could be cast on their armour, etc.

Any wizard planning to make extensive use of this spell should arm himself with a list of the melting points of various materials. The spell can have drawbacks. If you were in jail, you might melt your way through the bars... but the radiated heat would probably broil you first.

Duration: Temporary (1 minute).

Cost: 1 for an object up to one cubic foot, 2 per cubic yard for larger objects. Temperature change can be doubled to 40°F per minute for double cost, tripled to 60°F per minute for triple cost, and so on. Slower heating costs no less.

Time to cast: 1 minute.

Prerequisite: Create Fire.

Cold ③

Regular

The reverse of Heat. It can reduce the temperature of any object to absolute zero, if maintained for long enough.

Duration, Cost, and Time to cast:

Exactly as for Heat, except that each minute *lowers* the target's temperature by 20°F.

Prerequisite: Extinguish Fire.

Rain of Fire ③

Area

Causes fiery droplets rain from the sky onto the area of effect, causing 1d-1 burn damage per second to all within it. Creatures under the Rain of Fire take damage on their own turns; if less than an entire second is spent in the affected area, damage is halved (round down). Creatures or structures larger than 1 hex in area take that much damage *per hex*, but this is treated as separate attacks for purposes of penetrating DR.

The spell can only be cast outdoors. Armor protects in the usual fashion. A shield with a DB of 2 or better can be held overhead to block the flames, but it may take damage (p. B484). This requires two hands and a Ready action, and succeeds automatically in protecting the character once the shield is readied upwards, but this unreads the shield from its normal protective functions!

Inanimate objects such as buildings protect with their DR, but some structures (see HP and DR of Structures, p. B558) may be damaged or catch fire.

Duration: Temporary (1 minute).

Base cost: 1, or 2 for a Rain of Fire that does 2d-2 burn damage per second! Minimum cost 2.

Time to cast: 5 seconds.

Prerequisites: Magery 2, Create Fire.





Burning Touch ⑤

Melee

Wreathes the caster's hand in flames. The first target struck after the spell is cast suffers 1d+1 burn damage for every point of energy that the caster puts into the spell. DR protects normally.

Cost: 1 to 3.

Prerequisite: Flame Blast.

Fireproof ③

Area

Prevents combustion within the area. Any flames that require fuel will gutter and go out, guns won't fire, internal combustion engines will stall. This has no effect on merely *hot* objects, or on fires that don't burn fuel (such as produced by Create Fire), but any magical attempt to create or start a fire in the area is at -5 to skill. Useful anywhere that fire is a hazard (as in a gunpowder factory, for example).

The spell can also be cast as a Regular spell on a nonliving object to prevent it from combusting. This does *not* protect the object from heat or burning damage, but simply prevents it from catching fire itself.

For double cost, the spell affects not just combustion but *any* oxygen-based reactions, *including*

metabolism. Creatures who need oxygen will immediately begin to suffocate (see *Suffocation*, p. B436). Oxygen storage or holding your breath will not help. Magical attempts to create or start a fire are at -10.

Durations: Lasting (2d days), Permanent.

Time to cast: 5 minutes.

Base cost: 3 to prevent combustion only, 6 to prevent any oxidation reaction. Can be made permanent for 100× cost.

Prerequisite: Extinguish Fire.

Resist Fire ④

Regular

The subject (person, creature, or object) and anything he carries become immune to the effects of heat and fire. This includes the *burning* damage from electricity and many beam weapons, but not other effects (electric shock, radiation, etc.).

Durations: Temporary (2 minutes), Permanent.

Cost: 2 to resist ordinary burning damage; 4 to resist a blast furnace or volcano; 6 to re-

sist the heat of a star, nuclear bomb, etc. Only the first level of protection is necessary against combat-type Fire spells, but the third level is required to resist Essential Fire. Can be made permanent for 1,000× cost.

Prerequisites: Extinguish Fire, Shape Fire.

Resist Cold ④

Regular

The subject (person, creature, or object) and anything he carries become immune to the effects of cold and frostbite (but not falling ice, magical ice spears, etc.).

Durations: Temporary (2 minutes), Permanent.

Cost: 2 to resist temperatures down to -40°F, 4 to resist temperatures down to absolute zero. Can be made permanent for 1,000× cost.

Prerequisite: Heat.

Deflect Fire ⑤

Blocking

Deflects one burning or tight-beam burning attack about to hit the subject – including fire magic, lightning bolts, and many beam weapons. The caster must make a warding gesture with one hand, and the spell counts as a parry for combat purposes. If the caster is not the subject, apply distance modifiers as for a Regular spell. Deflected attacks may still hit a target beyond the subject.

Cost: 1.

Prerequisite: Resist Fire.



Body of Flames ⑤

Regular, Resisted by HT

Subject gains the Body of Fire meta-trait (p. B262) for the duration of the spell. Clothes (up to 6 pounds) also become fire, but lose any magic powers they might have had. He can carry nothing while in this form.

Duration: Temporary (2 minutes).

Cost: 12.

Prerequisites: Resist Fire.

Flaming Weapon ④

Regular

Causes any weapon to burst into flame, which does not harm the user but gives an Incendiary modifier to the weapon's damage, and does an extra +2 injury to foes or flammable objects (after penetrating armor and figuring other bonuses). Metal weapons are not damaged; wooden ones turn to ashes as soon as the spell ends. The weapon also gives off light as a torch.

This spell can be cast on a missile weapon for double cost. The weapon itself does not burn (though it acquires a shimmering fiery appearance), but any missile fired from the weapon will burst into flame (and subsequently turn to ashes if made of wood).

Durations: Temporary (3 minutes), Permanent.

Cost: 3 for a melee weapon, 6 for a missile weapon. Can be made permanent (on non-flammable weapons only!) for 10,000x cost: the effect turns on or off as the wielder wills (a free action).

Prerequisites: Magery 2, Heat.



Flaming Armor ⑥

Regular

The subject is sheathed in flames without feeling any discomfort. The flames provide the usual illumination and heat to their surroundings. The subject's melee attacks do an extra point of incendiary damage.

Any attack that hits the subject triggers a Flame Blast backlash doing 1d burn damage to everything in the single adjacent hex in the direction of the attack. If the attack was a melee attack with Reach 1 or less, this affects the originator of the attack. Should the subject grapple or be grappled, the foe takes 3d burn damage, but the spell will be broken.

Durations: Temporary (2 minutes), Permanent.

Cost: 6. Can be cast permanently on armor or clothing for 20,000x cost: the effect turns on or off as the wearer wills (a free action), and is not broken by grappling.

Prerequisites: Magery 1, Heat, Flame Blast.

Heatstroke ⑦

Regular, Resisted by HT

Causes the subject to heat from within. Each second the victim must roll vs. HT or lose 1FP due to heat. Neither armor nor Resist Fire protects. Below 0FP, the subject loses 1FP and 1HP per failed HT roll. Success means no damage is taken that second; critical success breaks the spell. Otherwise, the spell can be maintained until the subject is dead.

Fire Meta-Trait

Body of Fire: Your body is a living flame. If your flames are very hot, increase Burning Attack and DR. ST 0 [-100]; +10 HP [20]; Burning Attack 1d (Always On, -40%; Aura, +80%; Melee Attack, Reach C, -30%) [6]; Doesn't Breathe (Oxygen Combustion, -50%) [10]; DR 10 (Limited: Heat/Fire, -40%) [30]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; No Manipulators [-50]; Weakness (Water, 1d/minute) [-40]; Feature (Affected by Fire magic) [0]; and Taboo Trait (Fixed ST) [0]. 6 points.

Duration: Temporary (2 seconds).

Cost: 2.

Time to cast: 2 seconds.

Prerequisites: Magery 1, Heat, Drain Energy.

Burning Death ⑧

Regular, Resisted by HT

Causes the subject to burn from within. Each second the victim must roll vs. HT or take 1d-1 burn damage. Neither armor nor Resist Fire protects. Success means no damage is taken that second; critical success breaks the spell. Once the subject dies, his body bursts into flame and burns to ashes.

Duration: Temporary (2 seconds).

Cost: 4.

Time to cast: 2 seconds.

Prerequisites: Magery 2, Heatstroke.

Firestorm ⑧

see p. 26

Warm ⑦

see p. 26

Cool ⑦

see p. 26

Summon (Elemental) ⑧

see p. 29

Control (Elemental) ⑨

see p. 30

Create (Elemental) ⑩

see p. 30

CHAPTER FIVE

WATER SPELLS

These spells deal with the traditional element of “water”. Unless otherwise noted, water *created* by this spell is ordinary liquid water, though variants may exist for other ordinary liquids. The various *manipulation* spells in this college will normally work on other liquids as well.

Ice, *Steam*, and *Acid* are included as sub-colleges of this college.

Detect Water ①

Information

Detects the presence of drinkable water, or any other specified liquid, in a particular hex or within a given container. Regular spell modifiers and range penalties apply. Success indicates the presence of the substance and the approximate amount, success by 2 or more gives the exact amount, success by 5 or more (or critical success) reveals the exact composition of liquids in the target hex or container.

The caster should be familiar with the liquid being sought, or have a sample of it, in order to cast the spell. If the desired substance makes up less than 1/2 of the total, the casting has a -1 penalty, or -2 if less than 1/4, -3 if less than 1/8, etc. The caster can also specify a well-defined mixture, and the spell will only register the presence of that particular mixture: e.g. “Drinkable water”, or “alcohol between 70 and 80 proof”.

Cost: 1.

Sense Water ①

Regular

Attunes the subject to variations in the composition or motion of water or other liquids in his vicinity. For instance, the caster could tell whether a bottle contained water or something else (but not its precise composition),

or with a Per roll detect objects moving through water by the flow patterns they generate.

The range of the sense in yards is equal to the margin of success of the casting. The GM may impose penalties (in the form of range reductions) if the variations are particularly subtle. The caster may also choose to attune the subject only to a specific *type* of liquid, as with Detect Water, making the sense more specific and precise.

Duration: Temporary (1 minute).

Cost: 1.

Prerequisite: Detect Water.

Seek Water ①

Information

Tells the caster the *direction* and *approximate distance* of the nearest significant amount of any one type of liquid or specified mixture. Use long-distance modifiers (p. 11). Any known sources of that material may be excluded if the caster specifically mentions them before beginning.

Cost: 1.

Prerequisite: Detect Water.

Water Vision ②

Regular

Allows the subject to see clearly through water, snow, ice, clouds, fog, or steam – to find sunken treasure, lurking monsters, etc. Each yard of snow or ice counts as 2 yards of water; each yard of fog or water vapour counts as half a yard of water.

Duration: Temporary (30 seconds).

Cost: 1 per 20 yards of depth in water.

Prerequisite: Sense Water.

Purify Water ①

Area

Divides a body of water in half, concentrating pure water in one half and “impurities” in the other half. The caster can choose instead to concentrate any other specified liquid substance or mixture when he casts the spell.

For example, a caster could choose to concentrate alcohol from a mixture of alcohol and water. If alcohol made up 5% of the original mixture, then after the casting half the volume would contain 10% alcohol and the other half would contain none. If on the other hand alcohol made up 60% of the original mixture, then after the casting half the volume would contain *pure* alcohol. In the other half, the concentration of *water* would double from 40% to 80%, with the leftover alcohol making up the remaining 20%.

A second casting will provide another factor of 2 in concentration: the effect of multiple castings can be achieved instantly by increasing the base cost. The liquids will naturally diffuse together after being separated by the spell. Often the spell is cast on a flowing body of water, and the purified half of the stream diverted from the other half.

Base cost: 1/2 to increase concentration 2x, 1 to increase 4x, 3/2 to increase 8x, etc.

Prerequisite: Detect Water.

Create Water ②

Regular

Manufactures pure water where none exists. Variant spells may exist for other liquid substances. The water may appear in any of several forms. It may appear within a container, or as a

globe in midair (it falls immediately). Or it may appear as a dense mist of droplets; in this form, one gallon of water will extinguish all fires in a one-yard radius. Water cannot be created inside a foe to drown him!

Cost: 1 to create a cubic foot (7.5 gallons) of water. 4 per cubic yard (200 gallons) to create larger quantities.

Prerequisite: Purify Water.

Water to Air ④

see p. 21

Water to Earth ④

see p. 32

Earth to Water ④

see p. 32

Shape Water ②

Regular

Sculpts water (including ice or steam) or other liquids into any form, or moves it about. Once given a shape, the water holds it without further concentration until the spell ends. Ice may hold its shape even after the spell ends if the form is stable: roll vs. Architecture to create a stable form. Water moved with this spell travels at Move 1/2 uphill, Move 4 horizontally, and up to Move 10 downhill. Ice can travel up to Move 2, steam up to Move 4.

A useful shape is a wall of water to stop fiery attacks – one cubic yard (200 gallons) will make a wall 2 yards high, 1 yard wide, and half a yard thick. This stops Fireball spells and ordinary fire.

Duration: Temporary (2 minutes).

Cost: 2 per cubic yard (200 gallons).

Prerequisite: Purify Water.

Water Blast ④

Regular

Emits a cone of water from the caster's hands, causing knockback to all targets and actual injury to swarms

or creatures of flame. It will extinguish ordinary fires in its area of effect, but the water created by this spell vanishes after one second. This spell requires two skill rolls: one vs. the spell skill to cast the spell, one vs. DX-4 or Innate Attack (Beam) to hit (this attack is included in the casting ritual). Use the rules for *Area and Spreading Attacks* (p. B413). The attack may be dodged or blocked, but not parried. Anyone facing the blast must make a HT roll or suffer a -3 penalty to combat skills the next round per die of knockback.

Cost: 1 to 3 for a 1-hex-wide cone: the spell does 1d cr nw (knockback only) damage per energy point and has a range of 1 hex per energy point. For a wider cone up to 60°, multiply the base cost by half the width of the cone (round up). For a 360° circle, square the base cost and multiply by 2.

Time to cast: 2 seconds.

Prerequisites: Create Water, Shape Water.

Water Jet ⑤

Jet

Shoots a jet of water from one hand. This does 1d cr nw of knockback per point of energy put into it, and has a Reach equal to dice of damage. The jet does injury to swarms or creatures of flame, and each second will put out one hex of ordinary fire. The water created by this spell vanishes after one second. Anyone hit in the *face* (-5 to hit) must make a HT roll or suffer a -3 penalty to combat skills the next round per die of knockback.



Duration: Temporary (2 seconds).

Cost: 1 to 3.

Prerequisite: Water Blast.

Water Ball ⑤

Missile

Creates a ball of water and fires it from one hand. This does knockback to all targets and injury to swarms or creatures of flame. If the ball hits a target in the *face* (-5 to hit), the target is at -3 per die of knockback to all combat rolls his next turn.

Cost: Any amount up to your Magery level per second, for three seconds. For every point of energy put into the spell, the missile does 1d cr nw of knockback.

Time to cast: 1 to 3 seconds.

Prerequisites: Magery 1, Water Blast.

Waterproof ⑤

Area

Makes an area and everything in it resistant to wetness, remaining dry even if completely submerged. It does not grant the ability to *breathe* underwater, and while it protects against the dampening effects of ice or steam, it does not protect against the scalding

or freezing itself. Other liquids also will not stain or adhere to anything in the area. Against *corrosive* liquids the spell grants DR2.

This spell can also be cast as a Regular spell to waterproof an object rather than an area.

Durations: Lasting (2d days), Permanent.

Time to cast: 5 minutes.

Base cost: 3. Can be made permanent for 100× cost.

Prerequisite: Water to Air.

Pass through Water ⑥

Regular

Allows the subject to walk through water or ice as if it were air; the subject can pass through glaciers, along the bottoms of lakes, etc. This spell negates combat penalties for fighting in water. In liquid water, the subject requires a surface to walk on; in solid ice, he can walk on a level path, or climb or descend imaginary stairs (effectively the subject has voluntary control over the permeability of ice underneath him).

The spell neither opens a passage so that others can follow, nor reveals what is on the other side. The spell provides the subject with breathing air during his journey. It does not provide any protection against the temperature of the substance being traversed. It provides varying amounts of protection against high pressures.

Should the spell end before the subject regains the open air, he finds himself submerged. He is not automatically harmed, but drowns (or suffocates, if in ice) if he cannot escape.



Water Meta-Traits

Body of Water: Your body is made of liquid. Amphibious [10]; Chameleon 1 [5]; Constriction Attack [15]; Doesn't Breathe [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Diffuse) [100]; Pressure Support 3 [15]; Slippery 5 [10]; Invertebrate [-20]; Vulnerability (Dehydration attacks ×2) [-10]; and Feature (Affected by Water magic) [0]. 175 points.

Body of Ice: Your body is made of ice. Doesn't Breathe [20]; DR 3 [15]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogeneous, No Blood) [45]; Pressure Support 3 [15]; Sealed [15]; Slippery 3 [6]; Terrain Adaptation (Ice) [5]; Vacuum Support [5]; Fragile (Brittle) [-15]; Vulnerability (Heat/fire attacks ×2) [-30]; Weakness (Intense normal heat, 1d/minute; Variable, -40%) [-12]; and Feature (Affected by Water magic). 99 points.

Duration: Temporary (1 minute).

Cost: 2 to pass through water or similar liquids: at this level the spell provides Pressure Support 1 underwater. 4 to pass through ice: at this level the spell provides Pressure Support 2 underwater. 6 to provide immunity to ambient pressure underwater.

Prerequisites: Water to Air, Shape Water.

Walk on Water ③

Regular

Temporarily grants the subject the Walk on Liquid advantage (p. B97), and also eliminates any movement or DX penalties for walking on snow or ice.

Duration: Temporary (90 seconds).

Cost: 3.

Prerequisite: Shape Water.

Body of Water ⑦

Regular, Resisted by HT

Temporarily grants the subject the Body of Water meta-trait (p. B262). Clothes (up to 6 pounds) become liquid along with him, but lose any magical properties while liquid; other possessions drop to the ground.

Duration: Temporary (150 seconds).

Cost: 5.

Time to cast: 5 seconds.

Prerequisite: Pass through Water.

Essential Water ⑥

Regular

Like Create Water, but the water created is the magical *essence* of water. It extinguishes any type of fire in the same proportion that ordinary water extinguishes ordinary fire. It is also three times as thirst-quenching as ordinary water – in other words, a mere quart of Essential Water will keep someone hydrated for a full day of exertion in hot climates (p. B426).

Duration: Instantaneous. The water remains of essential character until used (e.g. drunk, used to put out a fire, etc.). Frozen essential water will still be essential after it is thawed.

Cost: 3 per gallon created.

Prerequisite: At least 6 other Water spells including Create Water.

Dehydrate ⑧

Regular, Resisted by HT

Removes the water from a subject's tissues, causing fatigue, damage, or death. Each second the victim must roll vs. HT or lose 1FP due to dehydration; armour does not protect. Success means no damage is taken that second; critical success breaks

the spell. Every 4FP of fatigue loss also causes 1HP of injury: below 0FP, the subject loses 1HP for *every* FP. If the subject dies due to this spell, he leaves behind a dessicated mummified corpse.

Duration: Temporary (2 seconds).

Cost: 2.

Time to cast: 2 seconds.

Prerequisites: Magery 1, Water to Air, Drain Energy.

Drown ⑥

Regular, Resisted by HT

Creates water inside the subject's lungs, causing suffocation. Treat this as the Suffocate spell, except that it does not need to be maintained once the subject is unconscious: a First Aid/TL7+ roll will be needed to clear the subject's lungs (see *Resuscitation*, p. B425).

Duration: Temporary (2 seconds).

Cost: 2.

Time to cast: 2 seconds.

Prerequisites: Magery 1, Create Water, Drain Energy.

Spring ⑤

Regular

Increases or reduces the output of a well or spring, or creates a spring where none existed.

Duration: Instantaneous. The new output from the spring persists until shifts in the local geology bring it back to its former level.

Cost: 5 times the change in the spring's output, in gallons per hour. At the GM's discretion, cost may double or triple (or more!) in regions where groundwater is scarce, e.g. a desert.

Time to cast: 1 minute.

Prerequisites: Know Earth, Purify Water.

Waves ⑥

see p. 24

Clouds ⑥

see p. 25

Snow ⑧

see p. 25

Rain ⑦

see p. 25

Hail ⑨

see p. 25

Summon (Elemental) ⑧

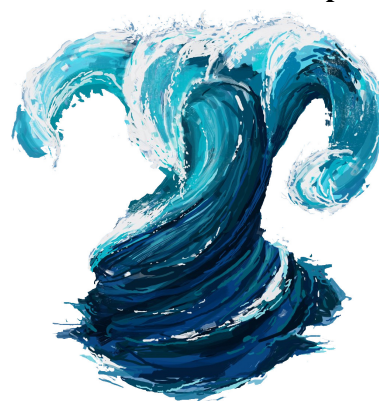
see p. 29

Control (Elemental) ⑨

see p. 30

Create (Elemental) ⑩

see p. 30



ACID, ICE, AND STEAM SPELLS

These spells deal with variant forms of water. In mystical terms, "acid" can be thought of as a mixture of fire and water elements. Ice and steam are of course formed by cooling or heating water. Thus, each of these substances involves an overlap between the (opposed!) colleges of Water and Fire. At the GM's option, this entire sub-college may be considered to be part of the College of Fire, as well.

Generic acid created by these spells is of a strength similar to hydrochloric or sulfuric acid: being splashed by acid does 1d-3 cor damage, while being immersed in acid does 1d-1 cor damage per second. Each gallon can dissolve up to its own volume of nonresistant material before being neutralized. For comparison, a cubic yard is 27 cubic feet or

200 gallons, and a standard 4-yard-deep hex is about 100 cubic feet or 700 gallons.

Ice and steam spells do damage by freezing or scalding, respectively. This injures living organisms through cellular disruption, and is far less effective at damaging inanimate structures. In *GURPS* terms they are treated as Toxic damage, despite the fact that they might *feel* like burning.

Water to Acid ⑤

Regular

Converts water into strong acid, with properties as described above.

Duration: Instantaneous (the acid lasts until neutralized).

Cost: 2 per gallon of acid produced.

Prerequisites: Purify Water, Create Fire.

Neutralize Acid ⑥

Regular

Converts acid into salty water. Works on any ordinary acid, but not Essential Acid.

Cost: 2 per gallon of acid neutralized.

Prerequisite: Water to Acid.

Acid Jet ⑩

Jet

Shoots a jet of acid from the caster's hand. The jet does both knockback and corrosive damage; if the jet strikes the face, the acid may blind the victim as detailed on p. B428.

Duration: Temporary (2 seconds).

Cost: 1 to 3. Does 1d-1 cor damage and 1d cr nw knockback for every point used. Range is equal to the number of dice.

Prerequisites: Magery 2, Water Jet, Water to Acid.

Acid Ball ⑩

Missile

Throws a ball of acid from one hand. When it strikes something, it bursts, inflicting corrosive damage. It has 1/2D 20, Max 40, Acc 1, and uses the Innate Attack (Projectile) skill.

Cost: Any amount up to your Magery level per second, for three seconds. The Acid Ball does 1d-1 cor damage and 1d cr nw knockback per energy point.

Time to cast: 1 to 3 seconds.

Prerequisites: Water Ball, Water to Acid.

Rain of Acid ⑫

Area

Causes acid to fall from the sky. At its base level of effect, this is a slightly exaggerated case of “acid rain”: an hour of exposure will do maybe 1 point of Corrosion damage to exposed objects, contaminate groundwater, and wither plant life.

For 5 times base cost, *concentrated* acid will rain down, doing 1d-3 cor damage *each second* to everyone and everything caught out in it. Characters and creatures under the rain of acid take damage on their own turns; if less than an entire second is spent in the affected area, damage is halved. Large creatures or structures take this damage *per hex*, but this is treated as separate attacks for purposes of penetrating DR.

The spell can only be cast out of doors. Armor protects in the usual fashion. A shield with a DB of 2 or better can be held overhead to block the droplets, but it may take damage (p. B484). This requires two hands and a Ready action, and succeeds automatically in protecting the character once the shield is readied upwards, but this unreadies the shield from its normal protective functions!

Duration: Temporary (1 hour, or 1 minute for concentrated acid rain).

Base cost: 1/5 for “ordinary” acid rain, 1 for concentrated acid rain.

Time to cast: 5 seconds.

Prerequisites: Rain, Water to Acid.

Essential Acid ⑪

Area

Turns regular acid into the magical essence of acid. No substance is immune to its bite, it does +1 damage per die, and it inflicts a total of three times as much damage and dissolves three times its volume before being neutralized. It is immune to the Neutralize Acid spell. This substance is similar to the “Universal Solvent” of alchemical legend; the GM may rule that they are one and the same.

Duration: Instantaneous (the acid lasts until neutralized).

Cost: 8 per gallon.

Prerequisites: Magery 3, Essential Water, Water to Acid.

Resist Acid ⑦

Regular

Makes the subject (person, creature or object) and anything he carries immune to the effects of acid.

Durations: Temporary (2 minutes), Permanent.

Cost: 2 to cast, or 6 if the subject must resist Essential Acid. Can be made permanent for 1,000× cost.

Prerequisite: Neutralize Acid.

Freeze ③

Regular

Turns water into solid ice. The ice retains the shape of its container; in open water, the affected volume freezes as a sphere or cube, at the caster’s option. A Shape Water spell may be cast to form the water before it is frozen, or to alter the shape of the ice after it is frozen. This does not affect water inside living creatures (but see the Frostbite spell).

Duration: Instantaneous (the ice lasts until it melts naturally). In most circumstances, recasting the spell every 10 minutes will keep the water frozen.

Cost: 1 for up to a cubic foot, 4 per cubic yard for larger volumes.

Time to cast: 10 seconds.

Prerequisite: Create Water or Cold.

Thaw ④

Area

Turns solid ice into water.

Duration: Instantaneous. If the ambient temperature is below freezing, the water will re-freeze in 10 minutes or so; otherwise it stays melted.

Base cost: 1 (minimum 2).

Time to cast: 10 seconds.

Prerequisite: Freeze or Heat.

Frostbite ⑦

Regular

Lowers the temperatures in a subject’s tissues, causing hypothermia, damage, or death. Each second the victim must roll vs. HT or lose 1FP due to cold (p. B430) and 1d-1 tox freezing damage; armour does not protect. Success means no injury or fatigue loss that second; critical success breaks the spell. Below 0FP, the subject loses an *additional* 1HP for every failed roll. If the subject dies due to this spell, he is frozen solid.

Duration: Temporary (2 seconds).

Cost: 2.

Time to cast: 2 seconds.

Prerequisites: Magery 1, Freeze, Drain Energy.

Flesh to Ice ⑧

Regular, Resisted by HT

Turns a living person into a frozen statue, freezing him and encasing him (and his gear) in a layer of ice. The subject is perfectly preserved – if thawed, he revives automatically on a successful HT roll, otherwise he must be resuscitated (p. B425).

Duration: Instantaneous. The subject will remain a frozen statue until thawed. Counterspell, Dispel Magic, etc., will *not* work as the spell is not ongoing.

Cost: 8.

Time to cast: 2 seconds.

Prerequisite: Frostbite.

Frost Jet ⑦

Jet

Shoots a freezing jet of ice and snow from one hand. It inflicts 1d tox of freezing damage and 1d cr nbt nw of knockback per point of energy put into it, and has Reach equal to the dice of damage. Armour protects normally.

Duration: Temporary (2 seconds).

Cost: 1 to 3.

Prerequisites: Water Jet, Freeze.

Chilling Touch ④

Melee

Inflicts freezing damage with a touch. The first target struck after the spell is cast suffers 1d+1 tox freezing damage for every point of energy that the caster puts into the spell.

Cost: 1 to 3.

Prerequisite: Freeze.

Ice Sphere ⑦

Missile

Throws a ball of ice from your hand. When it strikes, it does crushing damage and vanishes in a gout of freezing water. Even a 1-die Ice Sphere can extinguish one hex of ordinary fire. The missile has

1/2D 40, Max 80, Acc 2, and uses Innate Attack (Projectile) to hit.

Subjects without waterproof clothing should roll vs. HT or lose 1 FP due to thermal shock from the icy water. Only one roll is required per minute, no matter how many Ice Spheres drench the subject in the meantime.

Cost: Any amount up to your Magery level per second, for 3 seconds. The sphere does 1d cr damage per point of energy.

Time to cast: 1 to 3 seconds.

Prerequisites: Water Ball, Freeze.

Ice Dagger ⑧

Missile

Creates and hurls a razor-sharp icicle. When it strikes, it does Impaling damage and melts instantly. It does not produce enough water to extinguish fires or cause thermal shock. It has 1/2D 30, Max 60, Acc 3, and uses Innate Attack (Projectile) to hit.

Cost: Any amount up to your Magery level per second, for 3 seconds. The sphere does 1d-2 imp damage per point of energy.

Time to cast: 1 to 3 seconds.

Prerequisites: Either Ice Sphere, or Magery 1 and Frost Jet.

Icy Weapon ④

Regular

Causes any weapon to become freezing cold. This does not harm the user or the weapon, but if *any* damage penetrates a target's DR, the weapon inflicts an additional +2 injury due to local freezing. Multiply the HP loss by any Vulnerability to ice or cold, but *not* by the weapon's injury modifiers for Cutting or Impaling damage.

This spell can be cast on a missile weapon for double cost. The weapon itself merely becomes cool to the touch, but any missile fired from the weapon will have the above effects. The missile will shatter after being fired.

Durations: Temporary (3 minutes), Permanent.

Cost: 3 for a melee weapon, 6 for a missile weapon. Can be made permanent for 10,000× cost: the effect turns on or off as the wielder wills (a free action).

Prerequisites: Magery 2, Cold.

Rain of Icicles ⑩

Area

Causes icicles rain from the sky onto the area, causing 1d-2 imp damage per second to all within it. Characters and creatures under the Rain of Icicles take damage on their own turns; if less than an entire second is spent in the affected area, damage is halved (round down). Creatures or structures larger than 1 hex in area take that much damage *per hex*, but this is treated as separate attacks for purposes of penetrating DR.

The spell can only be cast out of doors. Armor protects in the usual fashion. A shield with a DB of 2 or better can be held overhead to block the ice, but it may take damage (p. B484). This requires two hands and a Ready action, and succeeds automatically in protecting the character once the shield is readied upwards, but this unreads the shield from its normal protective functions!

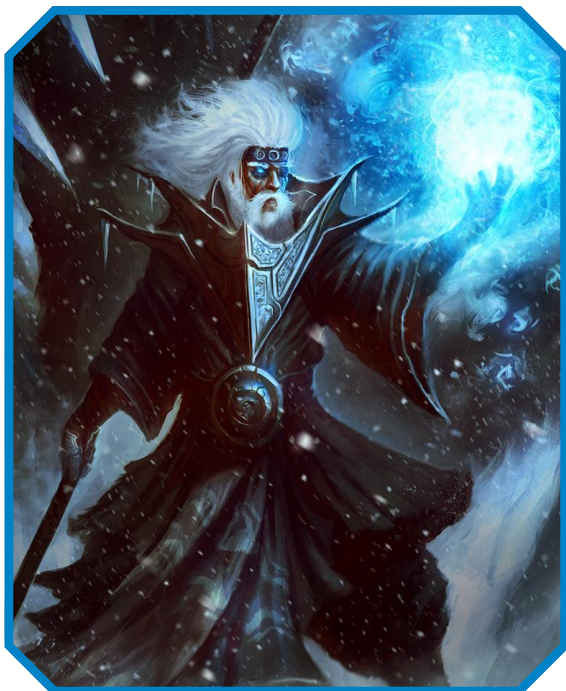
Inanimate objects such as buildings protect with their DR, but some structures (see *HP and DR of Structures*, p. B558) may be damaged.

Duration: Temporary (1 minute).

Base cost: 1, or 2 for large icicles doing 1d imp per second! Minimum cost 2.

Time to cast: 5 seconds.

Prerequisites: Magery 2, Hail.



Ice Slick ⑨

Area

Covers the floor or ground with a quarter-inch sheet of clear ice. Footing on this ice slick is very precarious. Treat it as for freezing drizzle produced by the Snow spell, except that it can be cast indoors and appears instantly once the spell is cast.

Ice slicks on a floor are very difficult to see. Anyone not actively watching for ice must make a roll against IQ-3 to notice an ice slick before stepping onto it.

An ice slick will extinguish an area of normal fire that it overlaps, melting in the process.

Duration: Instantaneous (the ice slick lasts until it melts naturally).

Base cost: 2.

Time to cast: 2 seconds per yard of radius.

Prerequisite: Snow.

Body of Ice ⑩

Regular, Resisted by HT

Temporarily grants the subject the Body of Ice meta-trait (p. B262). Clothes (up to 6 pounds) also become ice, but lose any magic powers they might have had.

Duration: Temporary (140 seconds).

Cost: 7.

Time to cast: 5 seconds.

Prerequisites: Magery 2, Body of Water, Freeze.

Boil Water ④

Regular

Turns water into steam. Water expands considerably (over 1,000 times at constant pressure) in going from liquid to vapour, so very little water is required to fill an area with steam. This spell will *not* generate sufficient pressures to cause an explosion. Instead, the water will boil steadily as the steam expands, and will *stop* boiling if the steam is trapped.

The scalding effect of steam is such that a steam hex should be treated exactly as a fire hex, except that it does

not affect nonliving objects and cannot ignite anything.

Duration: Instantaneous. The steam lasts until it dissipates or recondenses naturally (about 10 minutes, or a few seconds in windy conditions).

Cost: 1 to boil one gallon of water, creating enough steam to fill 1 hex (4 yards tall). Cost is 4 for a cubic foot of water, filling 27 hexes (an area about 3 hexes in radius). For larger volumes, cost is 8 per cubic yard of water boiled; this fills about 250 hexes per cubic yard, or an area with radius of 10 hexes (square root of cubic yards boiled).

Time to cast: 10 seconds. The steam spreads to fill the area at a rate of 2 yards of radius per second.

Prerequisite: Water to Air or Heat.

Condense Steam ④

Area

Turns steam into room-temperature water.

Base cost: 1 (minimum 2).

Time to cast: 10 seconds.

Prerequisite: Boil Water or Cold.

Steam Jet ⑩

Jet

Shoots a jet of scalding steam from one hand. This does 1d tox scalding damage and 1d cr nbt nw knockback per point of energy in the spell, and has a Reach of 1 per point of energy.

Duration: Temporary (2 seconds).

Cost: 1 to 3.

Prerequisites: Water Jet, Boil Water.

Geyser ⑩

Area

Causes a geyser of scalding-hot water to gush forth from the ground. It creates a hole equal to its radius, as set by the caster. All those within the geyser suffer 3d tox scalding damage, and suffer knockback (p. B378) sufficient to push them out of effect.

Two seconds after the geyser starts, the water begins to fall back as spray.

Under normal conditions, it affects an area double the radius of the original geyser. All those within this new spray area suffer 1d tox scalding damage per second. If the caster is in this area, he should take steps to protect himself! A shield with a DB of 2 or better can be held overhead to block the spray. This requires two hands and a Ready action, and succeeds automatically in protecting the character once the shield is readied upwards, but this unreadies the shield from its normal protective functions!

The geyser must always spring from the earth; it would not work on a rooftop. If cast under unusual circumstances (e.g. a hill or cliffside), it can produce interesting effects, such as a continuing stream of scalding water flowing downhill at foes, but these must be adjudicated by the GM.

Duration: Temporary (5 seconds).

Base cost: 5.

Time to cast: 5 seconds.

Prerequisites: Spring, Boil Water.



CHAPTER SIX

ANIMAL SPELLS

These spells relate to animal control and communication. An “animal”, for purposes of these spells, is a non-sapient (IQ 5 or less) animate living creature. If *either* an individual creature’s IQ *or* the racial average IQ is 6 or higher, then the creature should be considered a “person” instead, and subject to the spells of the subcollege of Communication. The spells of the Body and Mind colleges will also affect living creatures regardless of IQ. In general, Animal spells work only on living biological entities, though some will also work on nonsapient machines, as noted in the spell description.

Some of the spells in this college are specialized by animal type. Specifically, there is a different (Animal) Speech and (Animal) Control spell for each class of animal. If a spell has one of these in its prerequisite chain, then even if the later spell is a single universal ability, its caster must *also* have the particular prerequisite that is suited to the subject of the spell. This is largely a mechanism allowing the GM to encourage animal wizards to specialize by type of animals, and the precise classification of animals is up to the GM. In a “scientific” magical campaign, animals could be grouped by actual scientific taxonomy or phylogeny, while in more mystical campaigns they might be grouped by their association with elemental or divine forces. The GM may also opt not to impose such specialization at all, and have a single, universal Animal Control spell.

The default classification presented here is loosely based on the “life-form” categories that cognitive anthropologists find in most human cultures; the categories are:

Mammals: Animals that raise their young on milk. Most mammals are furry, and give birth to live young (with some exceptions).

Birds: Feathered egg-laying animals, usually capable of flying (with some exceptions).

Reptiles: Egg-laying land-dwelling or amphibious animals, including most amphibians.

Fish: Egg-laying water-dwelling creatures, including mollusks and crustaceans.

Bugs: Small animals that don’t fit into the other categories, including insects, worms, and other creepy-crawly things.

Note that these are *not* rigorous scientific categories, and the GM is free to adjudicate ambiguous situations. E.g. egg-laying platypuses might be grouped as “reptiles” even though they are scientifically mammals, and velociraptors might be considered either birds or reptiles. Sponges, lacking nervous systems, would not be considered “animals” by these spells, even though they are in the animal kingdom. And in campaigns with a variety of fantastic or alien creatures, the GM will have to choose how to classify them, possibly creating new categories.

A sixth category that is appropriate to many fantasy settings is *Constructs*: artificial living creatures that are magically derived from one or more other animal types. Classical examples include the chimera (part goat, lion, and snake), hippocamp (part horse and fish), and griffin (part lion and eagle). In addition to constructs being a separate animal category, wizards wishing to interact with constructs must possess both the ap-

propriate construct spell *and* the animal category spells relating to the components of the construct.

None of these spells give their subjects any special powers; animals controlled cannot do anything they are normally unable to do, but they will follow the caster’s mental commands to the best of their abilities. Likewise, the ability to talk to an animal only lets you learn what the animal knows and understands.



Beast Summoning ①

Regular

Calls one creature of a named type (anything under IQ 6). Range does not matter for this spell: the spell automatically targets the nearest creature of the named type, as long as there is one such creature within an hour’s running distance (or crawling, swimming, flying, etc., depending on the creature). If no such creature is present, the spell will have no effect, though the energy cost is still spent. What the creature does depends on its reaction to the caster: it may attack, assist, or ignore the caster, but it will remain in his vicinity until it is dismissed or the spell ends. Note that dismissing the animal does not guarantee it will leave. If it is hostile, or simply curious, it may choose to stay!

For double cost, the spell will summon *all* creatures of the named type (i.e. a particular species) within an hour’s travel of the caster.

Duration: Lasting (1 hour).

Cost: 3 to summon a single creature, 6 to summon *all* nearby creatures of the specified type.

Prerequisite: Detect Life.

Beast Link ②

Regular

Establishes a mental link with an animal. The animal will not stray far from the caster after that (generally not more than a half-hour's travel). It will then come, once, whenever the caster wishes, at a fast but not killing pace. If it is a wild beast, any reactions must be re-determined when the creature arrives; previous good reactions no longer hold! This spell is similar to Beast Summoning, but is cast in advance and on a specific creature.

Duration: Lasting (until the creature is summoned).

Cost: 3.

Time to cast: 5 seconds.

Prerequisite: Beast Summoning.

(Animal) Speech ③

Regular

Allows the caster to communicate with an animal in the creature's own "language". The amount of information exchanged depends on the animal's intelligence; no creature below the level of a bird is likely to know much of interest. An ant may crawl over gold, but it knows only that the material is hard and inedible.

There is a separate (Animal) Speech spell for each category of animal in the campaign setting, though they are familiarities of the same spell *skill*. For the default categories, the costs are as follows:

Category	Cost
Bug	1
Fish	2
Reptile	3
Bird	4
Mammal	5
Construct	6

For other classification schemes, a general rule would be that the cost of the spell is equal to the highest *typical* IQ of an animal in that class (to a maximum of 5), with an additional +1 for constructs. To cast the spell on a construct, the caster must also possess

the spell(s) appropriate to the component parts.

Duration: Temporary (2 minutes). Each minute allows one question and answer.

Cost: As listed above.

Prerequisites: Magery 1, Sense Emotion.

(Animal) Control ⑤

Regular

Controls the actions of one large animal (any size) or a 1-hex swarm of smaller animals (up to 100 pounds). Apply Regular cost modifiers for large animals. There is a separate (Animal) Control spell for each category of animal in the campaign setting, though they are familiarities of the same spell *skill*. To control a construct, the caster must also possess the spell(s) for the component parts.

Duration: Temporary (2 minutes).

Cost: The same as for the corresponding (Animal) Speech spell.

Prerequisites: Beast Summoning and the corresponding (Animal) Speech spell.

Master ⑥

Blocking, Resisted by IQ

Holds any beast motionless and quiet as long as the caster maintains eye contact and concentration. Note that darkness breaks eye contact! Regular range penalties apply.

Duration: Lasting (until eye contact is broken).

Cost: 2.

Prerequisites: Any (Animal) Control. The caster must possess the (Animal) Control spell(s) appropriate for the subject in order to cast Master.



Repel (Animal) ⑥

Area

Repels animals from an area. The spell resists attempts by animals to enter it (or stay in it) every second; roll a Quick Contest between the caster's effective skill and the animal's Will.

Like (Animal) Control, this is actually several different spells, all familiarities of the same spell skill. Like all Area spells, the affected area extends 4 yards upward (an important detail for flying animals such as bats or birds). Casters may extend the area upward by spending proportionately more energy; double base cost will create an area 8 yards high, and so on. Beings with Animal Empathy may feel uneasy and irritable while in the affected area.

To repel constructs, the caster must also possess the Repel (Animal) spells relevant to the construct, or else the casting will not affect that particular type of construct.

The caster may exclude specific animals from the spell's effect at the time of casting; thus, a shepherd may drive off wolves without driving away his flock.

Duration: Temporary (2 hours).

Base cost: Equal to the cost to cast (Animal) Control for the affected animal type.

Time to cast: 10 seconds.

Prerequisite: The (Animal) Control spell appropriate to the type of animal to be repelled.

Rider ⑥

Regular

Allows the caster to mount and ride a subject creature as though it were a trained, loyal riding animal. The creature must be capable of carrying the caster, and the caster must still make a Riding roll whenever it would normally be required. No concentration is required on the caster's part.

The caster must have the (Animal) Control spell relevant to the animal being ridden in order to use this

spell. In a technological setting, non-sapient *machines* can also be the subject of this spell, if the caster has Machine Control of the appropriate TL.

Duration: Temporary (10 minutes).

Cost: 2.

Prerequisite: At least one (Animal) Control spell, or Machine Control.

Rider Within ⑥

Regular

Allows the caster to see through the subject's eyes, hear through its ears, etc., as long as he concentrates. (He also remains aware of his own body and may act normally.) The caster exerts no control whatsoever over the subject, and the subject is unaware the caster is "watching".

This is essentially the Mind Sense spell, but applies to non-sapient subjects. The caster must have the appropriate (Animal) Control spell in order to cast this spell on a given subject. In a technological setting, non-sapient *machines* can also be the subject of this spell, if the caster has Machine Control of the appropriate TL.

Duration: Temporary (4 minutes).

Cost: 4.

Time to cast: 3 seconds.

Prerequisite: At least one (Animal) Control spell, or Machine Control.

Beast Possession ⑦

Regular

Like Rider Within – except caster is in full control of the subject, "from the inside," and has full access to the beast's memories and abilities. While in the subject's body, the caster may use all its skills and abilities as though they were his own. He may use his own mental abilities, but not his physical ones (so he will normally suffer "no speech" and "no hand gesture" spellcasting penalties, unless the particular animal has fine manipulators or can speak). The caster's own body lies unconscious during the spell, and must be safeguarded.

The caster must have the (Animal) Control spell relevant to the animal

being possessed in order to use this spell. In a technological setting, non-sapient *machines* can also be the subject of this spell, if the caster has Machine Control of the appropriate TL.

Duration: Temporary (3 minutes).

Cost: 6.

Time to cast: 5 seconds.

Prerequisite: Rider Within.

Shapeshifting ⑤

Regular, Resisted by Will

The subject assumes the form of an animal. Each animal form is a separate spell. Clothing (up to 6 pounds) vanishes, to reappear when the subject regains his form; while transformed they lose any magic powers they might have had. Large possessions fall to the ground.

Although each type of animal is a separate spell, the same spell *skill* is used (each form is a familiarity of the skill, with a -2 penalty for unfamiliar forms). However, transforming *yourself* and transforming *another person* use two different skills with the same spell. Shapeshifting (Self) and Shapeshifting (Other) skills default to one another at -2.

Since all Shapeshifting spells use the same skill (and have the same prerequisites), this means that a wizard can attempt to transform into forms that he *knows* about, but does not possess the spell for, at only a -5 for "improvised equipment", plus another -2 for unfamiliarity. If the improvised form is closely related to a form that he knows (e.g. a different breed of the same species), the familiarity penalty can be waived.

In beast form, the subject retains his intelligence, but gains all the physical attributes of the new form. This may restrict his ability to cast spells if the animal form cannot perform the required physical ritual (e.g. if it cannot speak, or has no fine manipulators for hand gestures). Injuries and fatigue are carried over between forms in a proportional manner.

Each Shapeshifting spell gives the caster a unique animal form: a caster

Animal Meta-Traits

These are the *physical* traits for various animal forms commonly taken by shapeshifters. The GM and players can add others from pp. B455-461 and other sources.

Bear: A large grizzly bear. SM +1 [0]; ST+9 (No Fine Manipulators, -40%; SM+1, -10%) [45]; DX+1 (No Fine Manipulators, -40%) [12]; HT+3 [30]; Move+2 [10]; Blunt Claws [3]; DR 2 (Tough Skin, -40%) [6]; Sharp Teeth [1]; Temperature Tolerance 2 [2]; Cannot Speak [-15]; No Fine Manipulators [-30]; Semi-Upright [-5]. *59 points.*

Boar: A large wild pig. SM +1 [0]; ST+5 (No Fine Manipulators, -40%; SM+1, -10%) [25]; DX+2 (No Fine Manipulators, -40%) [24]; HT+4 [40]; Move+2 [10]; Combat Reflexes [15]; Cutting Striker (Tusks) [7]; DR 2 (Tough Skin, -40%) [6]; Cannot Speak [-15]; Quadruped [-35]. *77 points.*

Cat: An ordinary house cat. SM -3 [0]; ST-6 [-60]; DX+4 (No Fine Manipulators, -40%) [48]; Combat Reflexes [15]; Night Vision 5 [5]; Sharp Claws [5]; Sharp Teeth [1]; Cannot Speak [-15]; Quadruped [-35]. *-36 points.*

Deer: A large deer such as the European Red Deer. SM+1 [0]; ST+2 (No Fine Manipulators, -40%; SM+1, -10%) [10]; DX+3 (No Fine Manipulators, -40%) [36]; HT+2 [20]; Move+3 [15]; Hooves [3]; Impaling Striker (Antlers) [8]; Cannot Speak [-15]; Quadruped [-35]; Weak Bite [-2]. *40 points.*

Hawk: A large hawk or falcon. SM -4 [0]; ST-7 [-70]; DX+4 (No Fine Manipulators, -40%) [48]; Acute Vision 3 [6]; Enhanced Move 1 (Flight) [20]; Flight (Winged, -25%) [30]; Sharp Beak [1]; Sharp Claws [5]; Cannot Speak [-15]; No Fine Manipulators [-30]. *-5 points.*

Horse: A typical wild horse or light warhorse. SM +1 [0]; ST+12 (No Fine Manipulators, -40%; SM+1, -10%) [60]; DX-1 [-20]; HT+1 [10]; Move+3

[15]; Combat Reflexes [15]; Enhanced Move 1 (Ground) [20]; Hooves [3]; Peripheral Vision [15]; Cannot Speak [-15]; Quadruped [-35]; Weak Bite [-2]. *36 points.*

Shark: A large shark such as a tiger shark. SM +2 [0]; ST+9 (No Fine Manipulators, -40%; SM+2, -20%) [36]; DX+3 (No Fine Manipulators, -40%) [36]; HT+2 [20]; Move+1 [5]; Combat Reflexes [15]; Crushing Striker (Snout) [5]; Discriminatory Smell [15]; Doesn't Breathe (Gills) [0]; Enhanced Move 1 (Water; Costs Fatigue 3, -15%) [17]; Pressure Support 2 [10]; Sharp Teeth [1]; Subsonic Hearing [5]; Vibration Sense [10]; Mute [-25]; Ichthyoid [-50]. *100 points.*

Snake: A 15' python. ST+3 (No Fine Manipulators, -40%) [18]; DX+2 (No Fine Manipulators, -40%) [24]; HT+1 [10]; Move-1 [-5]; Constriction Attack [15]; Cannot Speak [-15]; Cold-Blooded (50°F) [-5]; Vermiform [-35]. *7 points.*

Tiger: A typical jungle tiger. SM +1 [0]; ST+7 (No Fine Manipulators, -40%; SM+1, -10%) [35]; DX+3 (No Fine Manipulators, -40%) [36]; HT+1 [10]; Move+4 [20]; Combat Reflexes [15]; DR 1 (Tough Skin, -40%) [3]; Night Vision 4 [4]; Sharp Claws [5]; Sharp Teeth [1]; Temperature Tolerance 1 [1]; Cannot Speak [-15]; Quadruped [-35]. *80 points.*

Wolf: A timber wolf. DX+2 (No Fine Manipulators, -40%) [24]; HT+2 [20]; Move+3 [15]; Discriminatory Smell [15]; DR 1 (Tough Skin, -40%) [3]; Night Vision 2 [2]; Sharp Teeth [1]; Temperature Tolerance 1 [1]; Cannot Speak [-15]; Quadruped [-35]. *7 points.*

could not, for instance, become a bay horse one day and a black horse the next. Similarly, the same spell used on different subjects will produce slightly different, individually recognizable animal forms. Details are up to the GM. To shapeshift into a different breed of animal, you must learn (or improvise) a different Shapeshifting spell, or use Great Shapeshifting.

Each hour that the spell continues, the subject must make a roll against IQ; failure means that he loses a point

of IQ, continuing until it drops to 5. At that point the transformation is fixed in place and the spell ends: the subject is trapped in beast form, with the beast's normal IQ, unless the transformation is reversed by the True Form spell (other anti-magic will not work, as there is no longer a spell sustaining the transformation). Lost IQ is regained when the subject reassumes his proper form.

The energy cost of each variant of this spell depends on the physical

abilities of the animal form. A general rule is an energy cost equal to 1/20 of the character point cost of the form's *physical* traits (round up), with a minimum of 3 energy if the caster is the subject, or 6 energy if another target is the subject. The GM and player should have at least a rough idea of the form's physical traits when giving the character this spell. A few examples are given in the *Animal Meta-Traits* box; the GM may add (and players suggest) others.

Partial Animal Meta-Traits

These are sample traits of *parts* of an animal that could be assumed using Shapeshifting variants. The GM may choose which if any are available. Some traits (e.g. Flight) would realistically require a complete transformation, but in fantasy settings a partial transformation (e.g. arms to wings) might suffice.

Chameleon Eyes: Enhanced Tracking 1 [5]; Peripheral Vision [15]. 20 points.

Crocodile Jaws: Sharp Teeth [1]; Peripheral Vision [15]; Striking ST+10 (Bite: No Fine Manipulators, -40%) [30]; Disturbing Voice [-10]. 36 points.

Elephant Trunk: Extra Arm (Extra-Flexible, +50%) [15]; Peripheral Vision [15]. 30 points.

Feathered Arms: Flight (Winged, -25%) [30]. 30 points.

Goat Hooves: Hooves [3]; Climbing-14 (Only while mountaineering, -20%) [13]; Jumping-14 [12]. 33 points.

Mantis Arms: Extra Arms 2 [20]; Extra Attack 1 [25]. 45 points.

Saber Teeth: Fangs [2]; Striking ST+15 (Bite: No Fine Manipulators, -40%) [45]; Disturbing Voice [-10]. 37 points.

Scorpion Sting: Impaling Striker [8]; Toxic Attack 1d+2 (Follow-Up, +0%; Resistable, HT-6, -0%) [7]. 15 points.

Serpent Fangs: Fangs [2]; Toxic Attack 1d+1 (Follow-Up, +0%; Resistable, HT-4, -10%; Cyclic, daily, 3 cycles, +30%) [7]. 9 points.

Shark Tail: Aquatic [0]; Enhanced Move 1 (Water) [20]. 20 points.

Skunk Spray: Affliction 1 (Severe Pain, +40%; Nauseated, +30%; Blindness, +50%; Blood Agent, -40%; Jet, +0%; Costs Fatigue 2, -10%) [17]; Affliction 1 (Bad Smell, +10%; Follow-Up, +0%; Extended Duration ×1000, +120%) [23]; Bad Smell [-10]. 30 points.

Spider Silk: Binding 18 (Jet, +0%; Sticky, +20%; Costs Fatigue 2, -10%) [40]. 40 points.

Tiger Paws: Sharp Claws [5]; Striking ST+14 (No Fine Manipulators, -40%) [42]; No Fine Manipulators [-30]. 17 points.

Toad Tongue: Extra Arm (Long, SM+1, +100%; Weak, 1/4 ST, lifting only, -20%) [18]; Peripheral Vision [15]. 33 points.

Turtle Shell: DR 5 (Can't Wear Armour, -40%; Partial: Torso, -10%) [13]. 13 points.

Partial shapeshifting: Some Shapeshifting variants transform only part of the subject, such as the head, or arms, or legs. This is effectively shapeshifting into a construct that has only *some* of the traits of an animal template. Each such variant is a separate spell. The energy cost is also higher, equal to 1/10 of the character point cost of the traits bestowed (round up), again with a minimum of 3 or 6 energy as above. The GM has final say over what variants are available; some examples are given in the *Partial Animal Meta-Traits* box, above.

Durations: Temporary (2 hours), Lasting (until ended by the caster).

Cost: 1/20 the character point cost of the form's physical traits, or 1/10 for a partial shapeshifting (minimum 3 energy if the caster is the subject, 6 energy if cast on another). The spell

can be made *lasting* on a subject for 5× the casting cost, and lasts until the *caster* wills it to end, or the *caster* or *subject* dies, or suitable anti-magic is used, or the effect becomes perpetual due to loss of IQ: cast this way, the subject rolls for IQ loss *daily* instead of hourly.

Time to cast: 3 seconds if the *caster* is the subject, 30 seconds to cast on another.

Prerequisites: Magery 2, Beast Summoning, Shape Flesh.

Great Shapeshifting 9

Regular, Resisted by Will

This spell allows the caster to shapeshift himself or another subject into a variety of different animal forms, without having to possess the Shapeshifting spell specific to that form. The spell does not have its own skill, but is used with the caster's regular Shapeshifting (Self)

and Shapeshifting (Other) skills. It is essentially a "Swiss Army" tool for shapeshifting, eliminating the -5 "improvised equipment" penalty attempting a shapeshift for which one lacks the specific spell. The caster still has a -2 familiarity penalty for forms he has never tried before.

GMs should beware of wizards trying to use this spell to assume the form of prehistoric, alien, mythological, or purely hypothetical creatures. One way to control this is to require a material component related to the animal form being assumed, and to apply additional penalties similar to Seeker: no penalty if the wizard has an actual piece of the animal (fur, claw, bone, etc.), -2 for an item with a close association with the animal (collar, harness, etc.), -4 for an accurate zoological sketch or having seen the animal, -6 for knowing the name and an accurate description

of the animal. The GM is free to restrict the list of animal forms accessible by this spell. Under no circumstances can this spell be used to take the form of a creature that is imaginary (in the game world) or that does not satisfy this college's definition of an "animal".

This spell has higher casting and maintenance costs than the specialized Shapeshifting spells. The subject must make hourly IQ checks as for Shapeshifting, but the spell is rarely maintained that long.

Great Shapeshifting can also be used to perform partial shape changes at no extra cost, provided the caster has appropriate material components and the GM rules that the partial animal form is viable in his gameworld.

Durations: Temporary (2 minutes).

Cost: 1/5 the character point cost of the form's physical traits (minimum cost 10).

Time to cast: 3 seconds if the caster is the subject, 30 seconds to cast on another.

Prerequisites: Magery 3 and at least four types of Shapeshifting.

Polymorph ⑦

Regular, Resisted by Will

This spell allows rapid, repeated shape changes to be performed on the subject. This spell must be cast with a Shapeshifting or Great Shapeshifting spell, rolling against the caster's Shapeshifting spell skill, with the cost and casting time added to that of the Polymorph spell. Once cast, the caster can activate any of his other Shapeshifting spells (or Great Shapeshifting), taking only 1 second to do so, and with a casting cost equal to the *difference* in casting cost between the new form and the current form: if the new form has a *lower* casting cost then the transformation is *free*. Activating the new form is treated as a Ready maneuver for the caster rather than a Concentrate maneuver. The caster must still make the appropriate casting roll with all modifiers, but failure doesn't end the spell;

it just means that the subject doesn't transform that turn. Critical failure restores the subject to his original form and ends the spell. An unwilling subject can make a resistance roll each time a new form is activated.

The Polymorph spell ends whenever the subject resumes his original form, and leaves him mentally stunned. Otherwise it requires no maintenance, although the underlying shape-changing spell must be maintained. Some versions of this spell also do not allow the resumption of a previously-assumed form (GM's option). Polymorph only functions with the temporary form of the Shapeshifting spell. If the transformation becomes fixed in place due to IQ loss, the Polymorph spell ends, leaving the subject trapped in his current form.

Polymorph is treated as a separate spell from the Shapeshifting spell for purposes of Counterspell and other anti-magic. If only the Polymorph is dispelled or suspended, then the current Shapeshifting can remain active, but the caster loses the benefits of Polymorph.

At the GM's option, this spell can function with other temporary shape-changing spells such as Plant Form, Alter Body, and the various "Body of..." spells (and allow these spells to serve as prerequisites). IQ loss doesn't occur with these spells, but neither will IQ recover until the Polymorph spell ends.

Duration: Lasting (until the underlying shape-changing spells end).

Cost: 20 plus the cost of the initial shape-changing spell (this covers the cost of the initial shape change).

Time to cast: 2 seconds plus the time to cast the initial shape-changing spell.

Prerequisites: Magery 3 and at least two different shape-changing spells (i.e. different forms of Shapeshifting, Great Shapeshifting, or, at the GM's option, Plant Form, Alter Body, or "Body of..." spells).

Throw Silk ⑥

Missile

Lets the caster throw a sticky ball of spider silk from his hand. The ball remains attached to the caster's hand by a strand of silk. The strands are thin and light, but have DR 3 and can support up to 500 pounds. As a missile, the silk has 1/2D n/a, Max equal to the length of the strand, Acc 1; roll against DX-4 or Innate Attack (Projectile) skill to hit. On a hit, the target is grappled as per the Binding advantage with the Sticky enhancement (see p. B40) and an effective ST of 18.

The caster can throw additional strands of silk while maintaining existing ones. A spellcasting roll is required for each separate throw, but the spell counts as a single spell "on" for the caster no matter how much silk he is maintaining. The caster can generate up to 5 times Magery yards of silk per second, and can build up 3 second's worth of silk before releasing it, giving the missile a maximum range of 15 times Magery yards. The caster may have up to two of these spells "in hand" at any time (one in each hand). There is no limit to the amount of silk the caster can passively maintain, as long as he pays the energy cost.

Strands can be anchored to build a web: treat this as a Binding attack with Sticky and Area Effect enhancements. The web has an effective grappling ST of 2 times the number of strands touched, and can be spotted with a Vision roll with a bonus equal to the number of strands.

Durations: Temporary (see below), Permanent.

Cost: Any amount up to Magery points per second, for up to three seconds. The range of the missile is 5 yards times the final energy invested. Once thrown, preventing the silk strand from crumbling requires a maintenance cost of 1 point per 10 yards every minute. For 10x cost, the silk lasts indefinitely (its stickiness is a permanent magical effect).

Prerequisite: Shapeshifting (Spider Silk).

CHAPTER SEVEN

BODY SPELLS

These spells deal with the manipulation of animate living things (living people, animals, and similar creatures). The *Healing and Harming* subcollege manipulates living flesh directly to repair or inflict damage, while the *Body Control* subcollege affects an organism through its sensory and motor processes. This is analo-

gous to the divisions in the Making and Breaking college with the Machine Control subcollege.

The Body Control subcollege is also closely related to the college of Mind Spells, which control an organism through its “internal” mental processes rather than “external” sensory and motor processes. The GM may

wish to split off Body Control spells into a separate college from Healing and Harming spells, or combine them with Mind spells into a college of Body and Mind Control, or even merge *all* these spells into a single giant Body and Mind college.

HEALING AND HARMING SPELLS

These spells deal with flesh as a substance, to be shaped, repaired, or damaged. This subcollege also includes spells to control diseases, via whatever agency they occur in the game setting (microorganisms, disease spirits, humours. . .).

The “contagion” spells in this college work on any infectious agent, including microorganisms, spores, parasites, “disease spirits”, etc. The GM can rule whether supernatural contagions, such as vampirism, are affected, unaffected, or get a resistance roll. In more scientific settings, where wizards are aware of the existence of microorganisms, these spells can be used to manipulate all such organisms, including those that are not disease agents.

The “illness” spells work on a variety of medical conditions, including infectious diseases, congenital deficits, or environmental syndromes. There are specific spells associated with inflicting or restoring the loss of specific physical capabilities.

Large creatures: As an optional rule, when casting a healing or harming spell on a large creature, the cost of the spell is scaled by the maximum HP of the creature: double cost for

20+ HP, triple cost for 30+ HP, etc. This is *instead* of the usual Regular spell scaling by the creature’s linear dimension. (The GM may apply even finer gradations if desired.) Since ST and HP generally scale with linear dimension, the two approaches give similar results.

This rule applies to spells that reduce or recover Fatigue, or that produce an all-or-nothing effect on the creature as a whole. For spells that inflict or heal a specified amount of *damage*, the cost is unchanged, since it already has a smaller effect relative to the creature’s total HP. However, the *maximum* amount of damage that can be healed should be scaled according to the maximum HP.

Example: Cure Illness costs 4 normally, so for a creature with 20+ HP the cost would be 8. On the other hand, Minor Healing can normally heal up to 3 HP at a cost of 1 energy per HP: on the HP 20+ creature it could heal up to 6 HP, but still at a cost of 1 energy per HP.

Counting wounds: For increased realism, but also increased bookkeeping, injury from individual wounds may be tracked separately. A separate wound results from every separate at-

tack, or every damage roll that would be applied separately against DR. Whole-body injury is accumulated into a single wound. Thus 10 points of burning damage to the whole body is very different, and often much trickier to deal with, than five separate 2-point injuries.

A wound inflicting less than total HP/2 of injury is a *minor wound*, one with HP/2 or more injury is a *major wound*. Certain healing spells have optional rules if individual wounds are being counted.

Detect Life ☉

Information

Tells the caster whether the subject is alive and how much vitality it has. On a simple success, the spell determines whether the subject is awake, unconscious, or dead. Success by 2 or more gives the subject’s “vital signs”: the caster can tell whether HP and FP are positive or negative, and, in the case of negative HP, whether current HP are above or below -1×base value. Success by 5 or more, or critical success, reveals the subject’s current and maximum HP and FP, and may give some indication of the cause of missing HP or FP.

This spell applies only to *animate* living beings. For *inanimate* lifeforms such as plants, use Detect Plant.

Cost: 1.

Seek Life ①

Information

Tells the caster the direction and approximate distance to the nearest animate life (people, animals, or similar creatures). The caster can also specify he is looking for a specific sort of life, so long as he specifies it by its *physiological* characteristics: e.g. mammals, elves, redheaded girls.

Cost: 1.

Prerequisite: Detect Life.

Know Body ①

Information

Tells the caster the leading cause of the subject's missing FP, missing HP, or specific disability (caster's choice). The caster can exclude known causes if he specifies them in advance. If the cause is something unknown to the caster, the spell will give some indication in terms familiar to the caster: e.g. "A flu-like disease". In general, use of this spell gives a +5 to the caster's Diagnosis skill to diagnose an unknown ailment.

Cost: 4.

Time to cast: 30 seconds.

Prerequisite: Detect Life.

Analyze Life ⑦

Information

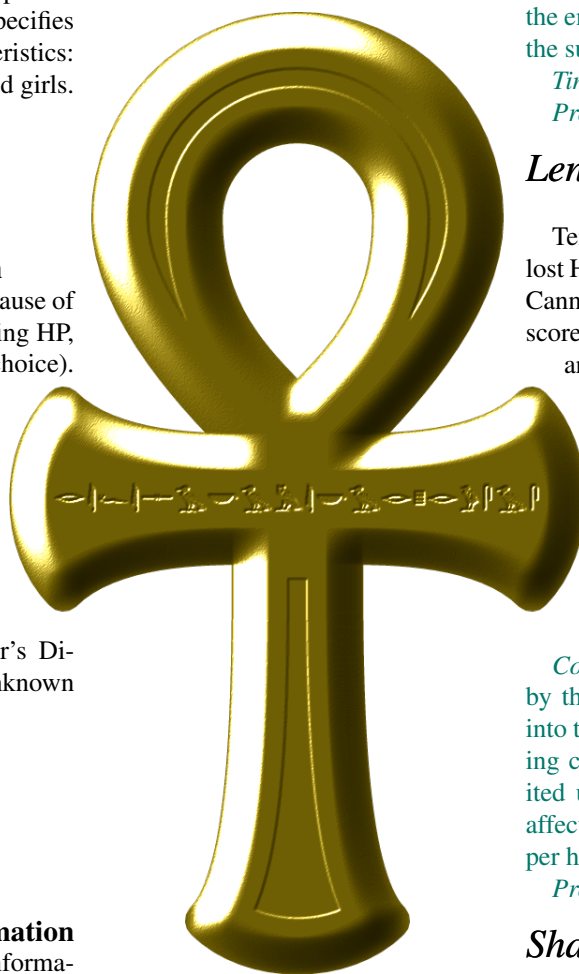
This spell gives the caster information about a person or creature based on a small sample (hair, blood, nail clippings, etc.). Apply time modifiers (p. 11) based on the time since the sample was taken (or the time since the creature died, if the sample is taken from its remains). Success gives the caster a vision of what the person or creature looked like at that time. Success by 2 or more gives additional information about the organism: its taxonomic classification (if

that is unknown), typical diet, lifespan, etc. Success by 5 or more, or critical success, gives the effect of a full genetic screening, revealing congenital illnesses or susceptibility to disease, allowing genetic matches to be made between two samples, and so on.

Cost: 5.

Time to cast: 30 seconds.

Prerequisites: Detect Life, History.



Recover Energy ①

Regular

Lets the subject recover FP faster. Each point in this spell allows the subject to recover one extra FP after 10 minutes of rest. Only one such spell can be in effect on the subject at any given time: if more are cast, apply only the strongest. Furthermore, the *caster* may only cast this spell once

every 10 minutes, regardless of who he is casting it on.

Beyond these restrictions, the caster has normal cost reductions for high skill. Thus at skill 15+, the caster can cast it on *himself* to recover an extra FP every 10 minutes. At skill 20+ he can recover 2 extra FP every 10 minutes, and so on.

Duration: Lasting (10 minutes).

Cost: Any. For each energy spent, the subject recovers one extra FP at the end of the spell. FP cannot exceed the subject's normal maximum.

Time to cast: 30 seconds.

Prerequisite: Detect Life.

Lend Vitality ②

Regular

Temporarily restores the subject's lost HP, at an energy cost to the caster. Cannot increase the subject's HP score above its normal maximum, and only one Lend Vitality spell can be in effect on the subject at a time (use the largest effect). Since restored HP vanish after one hour and the spell cannot be maintained, this spell is only a stopgap measure.

Duration: Lasting (1 hour).

Cost: Any amount; the HP gained by the subject equals the energy put into the spell. High skill reduces casting cost normally, but this is of limited use, since only one casting can affect the subject at a time. One try per hour.

Prerequisite: Recover Energy.

Share Energy ②

Regular

Transfers some of the caster's FP to the subject. The spell itself has no casting cost, but the caster loses one FP for each FP the subject gains, which is *not* reduced by high skill. The caster cannot trade HP for FP when casting this spell.

Cost: None to cast, but the caster loses the same energy that the subject gains.

Prerequisite: Recover Energy.

Share Vitality ③

Regular

Transfers some of the caster's HP to the subject. If the subject had a crippled limb, it will remain so – only the HP loss is healed. Likewise, the injury applied to the caster will not cripple him (although it could certainly render him unconscious or even kill him; the spell includes no “safety net” for overly kind wizards).

The spell itself has no casting cost, but the caster loses one HP for each HP the subject gains, which is *not* reduced by high skill. The caster does not suffer the normal skill penalty for spending HP to cast spells, nor is he penalized for recasting on the same subject.

Cost: None to cast, but the caster loses the same HP that the subject gains.

Prerequisite: Lend Vitality.

Drain Energy ②

Regular, Resisted by HT

Causes the subject to lose 1 FP for every energy point used in the casting. High skill reduces the energy cost normally.

Cost: 1 to 3.

Prerequisite: Recover Energy.

Drain Vitality ③

Regular, Resisted by HT

Causes the subject to lose 1 HP for every energy point used in the casting. High skill reduces the energy cost normally.

Cost: 1 to 3.

Prerequisite: Lend Vitality.

Deathtouch ④

Melee

The caster must strike the target to trigger this spell; hit location is irrelevant. The target takes 1d tox damage per point of energy in the spell. Armor does not protect.

Cost: 1 to 3.

Prerequisite: Drain Vitality.

Shape Flesh ③

Regular

Allows the caster to part flesh and mold bone using his hands, without pain or damage. In practical terms, this provides a +2 bonus to First Aid, and allows the caster to use Surgery skill without equipment or anaesthetic. At TL4 or lower, this gives a +2 bonus to Surgery skill, and at any TL it allows surgery to be performed in 1/4 the usual time. Even with this time reduction, a ceremonial casting is often needed in order to maintain the spell throughout the surgery.

This assumes the subject is willing or helpless. The spell can also be used in combat, changing the caster's bare-handed attacks from Crushing to Impaling. This applies *only* if the attack touches bare skin: even ordinary DR 0 clothing will block this effect.

Duration: Temporary (6 minutes).

Cost: 6.

Time to cast: 30 seconds.

Prerequisite: Lend Vitality.

Awaken ②

Area

Renders the subject(s) awake and alert. It instantly counters the effects of stunning. If the subject is very fatigued (less than 1/3 basic FP), this spell renders him alert for an hour but costs him 1 FP at the end of that time. It has no effect on those with 0 or fewer FP. Sleeping or unconscious subjects get a HT roll to awaken, at a bonus equal to the caster's margin of success. A subject rolls at -3 if unconscious due to injury, at -6 if drugged.

Base cost: 1.

Prerequisite: Recover Energy.

Minor Healing ③

Regular

Restores the subject's hit points. Each casting can heal up to 3 HP, at a cost of 1 energy per HP healed. Does not eliminate disease or poison, but will cure damage caused by these things. This spell is risky if used more than once per day by the same caster on the same subject. If you try, roll

at -3 for the first repetition, -6 for the second, and so on.

Option: If counting individual wounds, Minor Healing can only be used to cure minor wounds. Each casting can (wholly or partially) heal a single minor wound, and each caster gets only one try per day *per wound*. This *replaces* the 3 HP limit and the penalties for repeated casting.

Cost: 1 to 3. If counting wounds, cost is from 1 to the size of the minor wound.

Prerequisite: Lend Vitality.

Major Healing ⑤

Regular

Restores up to 8 HP to the subject, at a cost of 1 energy per 2 HP healed. Otherwise, this spell functions just like Minor Healing. The penalties for repeated casting accrue separately for Minor Healing and Major Healing. For instance, a caster could cast both spells on the same subject in the same day at no penalty.

Option: If counting individual wounds, Major Healing be used to cure minor *or* major wounds. Each casting can heal a single wound, and each caster gets only one try per day *per wound* with this spell (though he could try both Minor Healing and Major Healing on the same minor wound). This *replaces* the 8 HP limit and the penalties for repeated casting.

Cost: 2 to 4; heals 2 HP per point of energy. If counting wounds, cost is up to half the size of the wound (round up), minimum 2; heals only up to the damage of that wound.

Prerequisites: Minor Healing, Shape Flesh.

Great Healing ⑥

Regular

Restores all of the subject's missing HP. Does not eliminate disease or poison, nor does it restore crippled or missing body parts, but it can heal HP lost to any of these things. A given subject can only benefit from this spell once per day, whether cast

by the same caster or by a different caster each time.

Cost: 20. One try per day per subject.

Time to cast: 1 minute.

Prerequisite: Major Healing.

Relieve (Disability) ⑦

Regular

Temporarily reverses a crippling injury or spell-induced disability. This will temporarily restore the use of *crippled* limbs, eyes, etc., but will not regrow *missing* limbs or organs. Each disability is a separate spell, but are all familiarities of the same spell *skill*. Each has its own cost and prerequisite, as listed below:

Disability	Cost	Prerequisite
Paralysis	5	Inflict Paralysis
Blindness	5	Strike Blind
Deafness	5	Strike Deaf
Muteness	5	Strike Dumb
Infertility	2	Strike Barren
Insanity	2	Madness
Amnesia	3	Forgetfulness

If multiple limbs are paralyzed by a single injury or spell (e.g. someone suffering quadriplegia due to a blow to the neck), then only one casting of Relieve Paralysis is needed to restore the use of all limbs. If the crippled limbs are the result of multiple injuries, then separate castings are required for each limb. Limbs that have been crippled for long periods will have reduced ST and DX due to disuse, as the GM sees fit.

Relieve Insanity and Relieve Amnesia are also Mind spells.

Duration: Temporary (1 hour).

Cost: As listed above.

Time to cast: 10 seconds.

Prerequisites: Lend Vitality plus the prerequisite listed above.

Restoration ⑬

Regular

Permanently reverses a crippling injury or disability. The injured limb or organ must still be present: the spell will not regrow *missing* limbs or organs. If a limb has been amputated



and is intact, you may try Restoration within the hour, at -5 to skill, to put it back on!

This spell can restore multiple crippled limbs if they were crippled by a single injury (e.g. quadriplegia from a broken neck); otherwise a separate casting is required for each crippled limb.

The restoration normally takes one month, and the limb or organ will not function at all until restoration is complete. For increased cost, the restoration is instantaneous. In either case, once the limb is restored, it stays restored unless damaged again. Crippling damage while the spell is ongoing interrupts the spell.

Durations: Lasting (1 month), Instantaneous.

Cost: 15 for slow restoration that takes one month, 60 for instantaneous restoration. One try.

Time to cast: 1 minute.

Prerequisites: Relieve Paralysis, one other Relieve (Disability) spell, Major Healing.

Regrowth ⑮

Regular

As Restoration, but missing limbs or organs will actually regrow. A separate casting is required for each missing limb or organ.

Durations: Lasting (1 month), Instantaneous.

Cost: 20 for slow regrowth that takes one month, or 80 for instantaneous regrowth. One try.

Time to cast: 1 minute.

Prerequisites: Restoration, Great Healing.

Creation ⑩

Regular

Creates a temporary copy of a living being. The copy will be mindless (IQ 0), but otherwise a perfectly healthy replica of the original. Normally it is used as a vessel for possession or animation. If the living subject is not present, a sample of his body (blood, hair, etc.) must be used in the casting; apply time modifiers (p. 11) from the time the subject died

or the sample was taken. The age of the copy can be set anywhere from infancy to the subject's current age (or his age when the sample was taken).

Duration: Temporary (1 minute).

Cost: 4.

Time to cast: 4 seconds.

Prerequisites: Analyze Life, Lend Vitality.

Clone 23

Regular

As Creation, but permanent: the copy is an actual living creature, requiring no ongoing magic to sustain it once it is mature. The clone normally takes one month to mature, regardless of its biological age, and must be fed a pint of human blood (or nonhuman blood if the clone is not human) each day: this costs the donors 1 HP. For increased cost, the clone can mature instantaneously.

Durations: Lasting (1 month), Instantaneous.

Cost: 200 for slow maturation that takes one month, or 800 for instantaneous maturation.

Time to cast: 4 hours.

Prerequisites: Creation, Regrowth.

Resuscitation 14

Regular

Restores breathing and circulation in the subject, provided he is not below -5×HP. The spell does not heal injury. It is possible to use healing spells to reduce the injuries of a recently "dead" subject to prepare him for this spell. The casting is at -1 per minute elapsed since the subject lost circulation. The spell can be attempted multiple times, but the elapsed time penalty will soon be prohibitive.

If the subject is below -1×HP, he must immediately make a HT roll with the usual penalties to avoid dying again. However, as long as the spell casting itself was successful, this will still "reset the clock" for computing the penalty for time since death on future castings.

Cost: 30.

Time to cast: 1 minute.

Prerequisite: Restoration.

Resurrection 19

Regular

Brings the subject back to life, provided that the body, or most of it, is available. This is the GM's decision; note that a body that has reached -10×HP is by definition too damaged for resurrection. The resurrected subject has FP and HP 0, and must regain FP and HP in the normal fashion. All his limbs will be intact, regardless of the injuries that killed him. The caster's skill is at a -1 penalty for each full day between the subject's death and the beginning of the spell.

Cost: 300.

Time to cast: 2 hours.

Prerequisites: Regrowth, Summon Ghost.

Reincarnation 23

Regular

Returns the spirit of a deceased person to life in a completely new body. Whether this spell exists in a given campaign, and its precise effects, depend on the GM's concept of the fate of deceased souls in his game world. For instance, if souls *naturally* reincarnate after a period of time, or move on to another plane of existence, then this spell may no longer have access to them.

The body of the subject need not be present (and may no longer exist), but the caster should have *some* item associated with the subject: use modifiers as for Seeker. Time modifiers (p. 11) from time of death also apply.

If successful, the subject appears before the caster in a new body, the precise capabilities of which are up to the GM. As a general rule, the new character should be 25 character points lower in value than the deceased character, through a combination of either changes to his physical form, mental disadvantages resulting from his death, or supernatural traits. The GM may adjust this up or down as he wishes: for instance, he may

lower the point value if the character died with "bad karma", or raise it for "good karma" or a heroic death. Or he can simply assign a new form (even an animal form!) at random.

Cost: 3,000.

Time to cast: 1 day.

Prerequisites: Resurrection, Clone.

Alter Body 4

Regular, Resisted by HT

Changes the subject's appearance as the caster wills. This is cosmetic change only; the subject gains no new abilities. The subject's general form cannot change: humanoids stay humanoid. No extra limbs, wings, etc., may be added. Simpler additions are possible (nonprehensile tails, horns, hooves), but the subject will be unfamiliar with them, and may suffer penalties to DX until a suitable adjustment period (GM's decision) has passed. Extra organs (e.g. eyes) will be non-functional. The subject's mass must remain the same; basic stats do not change. Other than that, any change is possible.

If the caster is trying to duplicate an existing face, he is at -1 if he does not have the model (or a good picture) available; if he is not too familiar with the model, -2 or worse.

This spell cannot be used to injure the subject. Mages do not get an automatic IQ + Magery roll to realize someone is under this spell. If this spell is used to permanently improve a PC's looks, the GM should require him to pay the appropriate character points for the improvement!

Durations: Temporary (80 minutes), Permanent, Talisman.

Cost: 8, or 4 to affect the wearer's face only. Can be made permanent on a subject for 20× cost. Alternatively, can create a permanent talisman for 20,000× cost: this gives the bearer a particular appearance (specified when the talisman is created), or as close as his body type allows.

Time to cast: 1 minute.

Prerequisite: Shape Flesh.

Lengthen Limb ⑤

Regular, Resisted by HT

The subject's arm (usually – but legs, pseudopods and so on are also legal) lengthens, becoming like a very long snake. The limb lengthens at a rate of 1 yard per second, and retracts at the end of the spell at a rate of 5 yards per second. The subject retains his full sense of touch, and must feel his way forward once the end of the limb grows out of view, or use Wizard Eye or some similar spell to guide it. The extended limb may make a tempting target for whoever happens on it!

Duration: Temporary (1 minute).

Cost: 1 per yard of added length. This cost is not modified by the size of the subject.

Time to cast: 5 seconds.

Prerequisite: Alter Body.

Enlarge ⑤

Regular, Resisted by HT

Causes the subject to grow, increasing his Size Modifier (SM) by a specified amount. For every 2 levels of increased SM, the subject's ST, HP, and Basic Move are doubled, weight is multiplied by 10, and natural DR is increased by 1. If the SM change is an odd number, apply a final $\times 1.5$ increase to ST, HP, and Move, and $\times 3$ weight. IQ, DX, HT, FP, Basic Speed, and Dodge do not change with size. Growth occurs at a rate of 1 SM per second until the final size is reached; when the spell ends, the subject returns to original size at the same rate.

If the subject is enclosed in a room or other space that is too small to accommodate his larger size, his growth stops. However, if his (modified) maximum thrusting damage is enough to penetrate the enclosure's DR, he bursts through. This does DR/3 damage (round down) to the subject.

Clothing, armour, weapons, etc. do *not* grow with the subject. Ordinary clothing will rip, while most rigid armour will stop growth or inflict DR/3 damage as above. If the caster also

knows Enlarge Object, he can enlarge the subject's possessions in the same spellcasting, by combining the casting time and costs and rolling against the *lower* spell skill.

This spell has two separate skills: Enlarge (Self) if the caster is enlarging himself, and Enlarge (Other) if enlarging another subject. These default to one another at -2. You must buy the skills separately, though you need only acquire the spell once.

Durations: Temporary (1 minute), Permanent.

Cost: 2 per +1 SM. Apply Regular spell cost modifiers based on the *final* size of the subject. Thus doubling the size of a human-sized subject costs 4 (for +2 SM) $\times 2$ (since the subject's final size is double human size), for a final cost of 8. Enlarging a mouse (SM-10) to human size, on the other hand, would cost the straight 20 for +10 SM. The effect of the spell can be made *permanent* for 5,000 $\times$ the casting cost.

Time to cast: 5 seconds.

Prerequisites: Magery 2, Alter Body.

Shrink ⑤

Regular, Resisted by HT

Causes the subject decrease in size, reducing his Size Modifier (SM) by a specified amount. For every 2 levels of decreased SM, the subject's ST, HP, and Basic Move are halved, weight is divided by 10, and natural DR is reduced by 1. If the SM change is an odd number, apply a final $\times 2/3$ reduction in ST, HP, and Move, and $\times 1/3$ weight. IQ, DX, HT, FP, Basic Speed, and Dodge do not change with size. Shrinking occurs at a rate of 1 SM per second until the final size is reached; when the spell ends, the subject returns to original size at the same rate.

The GM may set a floor of 1 HP and Move 1, so that shrunken characters may still accomplish something on foot. This may not be realistic, but it is in keeping with the traditions of heroic fiction.

Clothing, armour, weapons, etc. do *not* shrink with the subject. If the caster also knows Shrink Object, he can shrink the subject's possessions in the same spellcasting, by combining the casting time and costs and rolling against the *lower* spell skill.

This spell has two separate skills: Shrink (Self) if the caster is shrinking himself, and Shrink (Other) if shrinking another subject. These default to one another at -2. You must buy the skills separately, though you need only acquire the spell once.

Durations: Temporary (1 minute), Permanent.

Cost: 2 per -1 SM. The effect of the spell can be made *permanent* for 5,000 $\times$ the casting cost.

Time to cast: 5 seconds.

Prerequisites: Magery 2, Alter Body.

True Form ⑩

Regular

Negates any *magical* alteration to a living subject's shape or form. Casting this spell will terminate an ongoing spell such as Alter Body, Shapeshifting, or the various "Body of..." spells. It will also restore a subject who has been *permanently* transformed, for instance, by IQ loss due to Shapeshifting or Plant Form. The GM may choose whether it will also work on spell effects that already have specific inverse spells, such as Flesh to Stone / Stone to Flesh.

Against chronic magical ailments such as lycanthropy, this spell may end the current transformation, but won't necessarily cure the underlying condition.

Cost: 20.

Time to cast: 30 seconds.

Prerequisites: Magery 2, Analyze Life, Shape Flesh.

Detect Contagion ⑩

Information

Cast on an object, creature, or 1-hex area, determines whether there is a significant source of contagious disease in or on the subject. If only

trace amounts of pathogen is present, the GM may apply a penalty to the spell (and a corresponding *bonus* to any HT rolls to avoid catching the disease). The caster can disregard known sources of contagion, or restrict the spell to a specific disease, if he specifies it in advance.

On a good roll (success by 2 or more), the spell will indicate the disease's virulence (i.e. any penalties to HT rolls to resist the disease). On a success by 5 or more, or a critical success, the spell identifies the disease (if it is known to the caster).

Cost: 1.

Spread Contagion ①

Area

Accelerates the growth of disease in the area, causing one or more day's worth of contagion over the spell's one-minute duration. Anyone in the area during that minute must roll vs. HT to avoid contracting the disease, as if they had spent an entire day there. Each multiple of the casting cost causes another day's worth of growth, forcing an additional HT roll.

The spell only works if contagious pathogens are already present. It has *no* effect on the progress of the disease once it has infected a living organism.

In settings where people are aware of microorganisms, this spell can also be used to speed the growth of cell cultures (whether infectious or not).

Durations: Lasting (1 minute), Talisman.

Base cost: 1 per day's worth of growth (each requiring one extra HT roll). A permanent talisman can be created for 10,000 energy: if worn by an infected person, anyone else in close contact with that person must roll vs. HT once per minute to avoid transmission of the disease. (Combined with a talisman giving the bearer immunity to the disease he carries, this can be a potent strategic weapon.)

Prerequisite: Detect Contagion.

Remove Contagion ②

Area

Purifies the subject area of contagious disease-causing agents – microbes, disease spirits, foul air, etc. – rendering it sterile and free from infection. This spell can be used to cleanse and sterilize anything from a disease-cult temple to an operating theatre. It will not cure or relieve disease in living creatures, though it will cleanse contagion from their skin, hair, clothes, etc.

Infectious areas or objects treated with Remove Contagion cannot serve as a source of contagion (see Contagion, p. B443) until reinfected.

Base cost: 3.

Time to cast: 2 seconds.

Prerequisite: Spread Contagion.

Create Contagion ②

Area

Infects an area with a contagious disease. This does *not* automatically infect creatures in the area; they must roll vs. HT to avoid contagion following the rules on p. B443. Cost depends on the specific disease; each disease is its own spell, though all such spells are familiarities of the same spell *skill*.

The “default” disease created by this spell is a flu-like respiratory illness that requires an unmodified HT roll to resist, does 1 point toxic damage in a 24-hour cycle with 12 cycles. Symptoms include coughing and fever after loss of 1/3 HP. More virulent diseases require more costly variants of the spell. This is up to the GM, but a rough guideline is as follows: Increase base cost by 1 point per 6 extra cycles; increase this modified base cost by 50% for 12-hour cycles or 100% for 6-hour cycles; further increase cost by 2x for -1 to resist, 3x for -2 to resist, etc.; and multiply final base cost by damage if the damage is more than 1 point per cycle. Extra or different symptoms are as determined by the GM.

Base cost: 2 for the default flu-like disease, more for more virulent variants, as discussed above.

Time to cast: 2 seconds.

Prerequisite: Spread Contagion.

Resist Contagion ③

Regular

The subject is immune to contagious diseases for the duration of the spell, as per the Immunity to Disease advantage (p. B80).

Durations: Temporary (40 minutes), Talisman.

Cost: 4. Can create a permanent talisman, at an energy cost of 10,000 for an item that prevents the bearer from spreading any disease he might have, 50,000 for an item that makes the bearer immune to one specific disease, or 100,000 for an item that makes the bearer immune to any disease.

Time to cast: 10 seconds.

Prerequisite: Remove Contagion.

Resist Poison ②

Regular

The subject becomes immune to poisons for the duration of the spell. This only protects the subject from the *effects* of poison; it does not avoid exposure to the poison or remove it from the subject's body. If the poison is long-lasting, the subject will be affected by any remaining cycles after the spell ends.

Durations: Temporary (40 minutes), Talisman.

Cost: 4. Can create a permanent talisman, at an energy cost of 25,000 for an item that makes the bearer immune to one specific poison, or 200,000 for an item that makes the bearer immune to any poison.

Time to cast: 10 seconds.

Prerequisite: Purify Food.

Neutralize Poison ⑤

Regular

Eliminates all traces of one chosen poison from the body of the subject. A successful Poisons roll (by the caster or another character) should

precede the casting in order to identify the poison being treated; if not, spell use is at -5! This spell is of no use against alchemical elixirs other than those that do direct damage. Does not cure existing damage – the spell just removes the remaining poison, avoiding any further damage.

Cost: 5 for a normal casting, 10 for a quick casting (see below). One try.

Time to cast: 30 seconds for a normal casting – beware fast-acting poisons! A quick casting can be performed in 1 second, but costs twice as much.

Prerequisites: Purify Food, Lend Vitality.

Alleviate Illness ⑥

Regular

Mitigates the effects and symptoms of a disease, whether caused by a contagion or by other types of illness. This spell will temporarily suspend any irritating conditions (p. B428) that are the result of the illness, will prevent loss of hit points or other degeneration due to the disease, restore normal internal metabolic functions (circulation, kidney function, liver function, etc.), and so on. It will *not* heal damage caused by the disease, or restore crippled limbs, senses, neurological deficits, or other effects covered by the Relieve (Disability) spells on p. 59.

If an illness or irritating condition is the result of an ongoing spell, that spell gets to resist.

Duration: Lasting (10 minutes).

Cost: 2.

Time to cast: 10 seconds.

Prerequisites: Remove Contagion, Lend Vitality.

Cure Illness ⑩

Regular

Eliminates one type of disease or infection from the body of the subject. A successful Diagnosis roll (by the caster or another) should precede the casting; if not, spell use is at -5! As with Alleviate Illness (above), this

spell does not heal any damage or restore any deficits due to the disease; the spell just eliminates the underlying sickness.

Cost: 4. One try.

Time to cast: 10 minutes.

Prerequisites: Alleviate Illness, Major Healing.

Cure Derangement ⑬

Regular

Cures any one mental disorder. In game terms, this spell can remove any mental disadvantage except a self-imposed disadvantage, subject to the GM's decision. The spell can also restore memories lost to mundane or magical amnesia. If several disadvantages stem from a single underlying cause, the GM may allow a single casting to restore all losses.

Cost: 20. One try.

Time to cast: 10 minutes.

Prerequisites: Relieve Insanity, Relieve Amnesia, Major Healing.

Cure Radiation ⑨

Regular

Heals the subject of radiation damage; this spell reduces the inherent radiation dose in the subject's body, including the 10% "permanent" retained dose (the permanent dose, however, is the last to be healed). It does not restore already-lost HP or other injury, which must be healed by other means.

Cost: 1 per 10 rads removed from the subject's body; minimum cost 5.

Time to cast: 30 seconds.

Prerequisites: Extinguish Radiation, Major Healing.

Age ⑦

Regular, Resisted by HT

Makes the subject older! The subject ages one year for every 10 points of energy put into the spell.

Durations: Instantaneous, Talisman.

Cost: 10 to 50 points. Can create a permanent talisman for 500 energy,

which accelerates the bearer's aging up to one year per day the item is worn.

Time to cast: 1 minute.

Prerequisites: Create Contagion, Drain Vitality.

Halt Aging ⑦

Regular

Stops the subject from aging for one month. Cannot be cast again until the first spell wears off.

Durations: Lasting (1 month), Talisman.

Cost: 20. One try per week. Can create a permanent talisman for 500,000 energy. Kingdoms have been toppled for possession of such things...

Prerequisites: Magery 2, Alleviate Illness.

Youth ⑧

Regular

Removes one year from the subject's age. Any attribute levels lost in that period are automatically regained. Does not affect memories, skills, injuries, etc., gained during the "lost" months.

Cost: 100. One try per month.

Prerequisites: Magery 3, Halt Aging.

Suspended Animation ⑪

Regular, Resisted by HT

Holds the subject in apparent sleep, indefinitely. The effects of severe bleeding, disease, age, etc. are all halted while the spell is in effect. The subject requires neither food nor air, but can still be harmed by fire, weapons, and other natural hazards.

Duration: Lasting. The caster can specify a triggering action performed on the subject that will end the spell (e.g. a kiss); otherwise the spell lasts until it is dispelled or ended by other magic; e.g. the Awaken spell.

Cost: 6.

Time to cast: 30 seconds.

Prerequisites: Sleep, Alleviate Illness.

BODY CONTROL SPELLS

Whereas the preceding spells treat the living body as a structure to be repaired or damaged, Body Control spells treat it as a mechanism to be manipulated. The two types of spells are peripherally related: GMs may wish to separate the Body Control subcollege into its own college.

Spasm ①

Regular, Resisted by HT

Causes one of the subject's voluntary muscles to twitch involuntarily. Directed against a hand, the subject must roll vs. DX or drop what he's holding. Directed against the leg of a moving subject, he must roll vs. DX or trip. Directed against the subject's diaphragm, he may grunt involuntarily. If the subject is in the middle of a task requiring precise speech or movement (such as the physical ritual of spellcasting), he must make a DX roll in order to continue the task. Other effects are up to the GM.

Cost: 2.

Prerequisite: Detect Life.

Stun ②

Regular, Resisted by HT

Causes the subject to be physically stunned (p. B420). Roll vs. HT each second to recover.

Durations: Instantaneous, Talisman.

Cost: 2. Can create a permanent talisman for 20,000 energy: the bearer is stunned for as long as he touches or carries the item, and rolls for recovery once it is dropped.

Prerequisite: Spasm.

Induce (Irritation) ③

Regular, Resisted by HT

Causes the subject to suffer from an irritating condition. Each condition is a separate spell, though they are familiarities of the same *skill* to cast. In addition to the conditions listed on p. B428, add the following conditions:

Itching: You are at -3 to DX and -1 to IQ and self-control rolls. Scratching for 1 turn buys you 1d6 turns of relief. Scratching may require more than 1 turn if you have to take off armour to get at the itch.

Partial Paralysis: One of your limbs is paralyzed (as specified by the caster). Treat it as crippled for the duration of the spell.

Some conditions come in multiple levels with variable cost: e.g. Induce Intoxication is a single spell with an energy cost of 1 for Topsy and 2 for Drunk. The individual spells and their energy costs are as follows:

<i>Irritation</i>	<i>Cost</i>
Itching	2
Coughing	2
Nausea	3
Pain (Moderate, Severe, Terrible)	2,4,6
Euphoria	3
Partial Paralysis	4
Intoxication (Topsy, Drunk)	1,2

Durations: Temporary (10 seconds), Talisman.

Cost: As listed above. Can create a permanent talisman for 1,000× the normal casting cost.

Prerequisite: Stun.

Inflict (Incapacity) ④

Regular, Resisted by HT

Causes the subject to suffer from an incapacitating condition; see p. B428. Each condition is a separate spell, though they are familiarities of the same *skill* to cast. Each has its own cost, and has one of the Induce (Irritation) spells as a prerequisite, as listed below:

<i>Incapacity</i>	<i>Cost</i>	<i>Prerequisite</i>
Seizure	4	Itching
Choking	4	Coughing
Retching	6	Nausea
Agony	8	Pain
Ecstasy	6	Euphoria
Paralysis	8	Partial Paralysis

Durations: Temporary (10 seconds), Talisman.

Cost: As listed above. Can create a permanent talisman for 1,000× the normal casting cost.

Prerequisite: Induce (Irritation) for the irritating condition listed above.

Kill ⑤

Regular, Resisted by HT

Stops the subject's heart, with consequences as given by the *Heart Attack* mortal condition on p. B429. If the subject's resistance roll failed by only 1 or 2, he falls into a coma instead.

Cost: 10.

Prerequisite: Inflict Paralysis.

Strike (Disabled) ④

Regular, Resisted by HT

Shuts down one of the subject's faculties (sight, hearing, speech, touch, taste/smell, or fertility/potency) for the duration of the spell. Each disability is a separate spell, though they are familiarities of the same *skill* to cast. Each has its own cost and spell prerequisite, as listed below:

<i>Disability</i>	<i>Cost</i>	<i>Prerequisites</i>
Blind	4	Spasm, Flash
Deaf	3	Spasm, Thunderclap
Dumb	3	Induce Partial Paralysis
Numb	3	Induce Pain
Anosmic	2	Spasm, Purify Air
Barren	1	Drain Vitality

Durations: Temporary (1 minute), Permanent, Talisman.

Cost: As listed above. Can be made permanent on a subject for 5× cost. Alternatively, can create a permanent talisman for 1,000× the normal casting cost.

Prerequisites: As listed above.

Confound (Sense) ⑤

Regular, Resisted by HT

Allows the caster to seize control of one of the subject's senses, making the subject perceive whatever the caster wishes. This requires constant concentration: when not concentrating, the subject's senses return to normal (though the spell may still be in effect).

If the victim knows or suspects that he is the victim of an illusion, he can *disbelieve* the effect by concentrating on a specific sensation that he thinks is false. Each round of concentration grants another resistance roll to throw off the spell. If the resistance roll fails, the subject continues to perceive what the caster wants (whether he believes it or not). If the sensation that the subject chooses to disbelieve happens to be one that is *not* caused by the spell, then he is wasting his time.

Painful or frightening perceptions can cause shock (p. B419) or a fright check (p. B360), with penalties set by the GM. Victims may be stunned, but not crippled, knocked unconscious, or killed as a result of simulated damage. However, such shocking sensations force an immediate, free disbelief roll, at a *bonus* equal to the shock or fright check penalty. Successful disbelief ends the spell, with the subject experiencing only a mild shadow of the pain or fright that the spell would have caused.

Each sense to be confounded is a separate spell, though they are familiarities of the same *skill* to cast. Each has its own cost, and has the corresponding Strike (Disabled) spell as a prerequisite, as listed on the table below:

Sense	Cost	Prerequisite
Sight	4	Strike Blind
Hearing	3	Strike Deaf
Touch	3	Strike Numb
Taste/Smell	2	Strike Anosmic

Durations: Temporary (1 minute), Talisman.

Cost: As listed above. Can create a permanent talisman for 1,000× the normal casting cost.

Prerequisite: As listed above.

Control Limb ⑤

Regular, Resisted by HT

Takes control of one of the subject's limbs (which can include wings, tentacles, etc. as appropriate). Arms can be made to swing weapons; legs can be made to kick, twist, and so on. The caster must continually concentrate to control the limb; when not concentrating the limb hangs limp. The victim may attempt to grapple himself to prevent his limb from acting, but he is at -3 on contests of ST or DX with himself!

Skilled actions such as attacks are performed using the *caster's* skill, but based on the *subject's* physical attributes. Most skills are at a further -4 or more due to the fact that the caster is not "present" in the body and cannot use its senses: he must watch the subject and control him remotely.

If a caster forces the subject to attack himself with his own weapon or fist, hit rolls are still required, but at a +4 to hit; this cancels the -4 penalty for remote control. The victim may Dodge at -2, or parry (also at -2) if he has an appropriate weapon in his other hand. Treat as Close Combat for legal weapons and any appropriate penalties.

The spell can also be cast on an extremity such as a hand, in which case it is limited to controlling the actions of the hand and fingers. This can interfere with spellcasting, drop items, pull the trigger on a gun, etc.

Duration: Temporary (10 seconds).

Cost: 4 to cast on a limb, or 2 for an extremity.

Prerequisite: Inflict Paralysis.

Control Body ⑥

Regular, Resisted by HT

Takes control of the subject's body. Treat as Control Limb, except that the subject's entire body is controlled, so

the subject cannot grapple or parry his own limbs. The subject is awake and aware, and can take purely *mental* actions, but cannot perform actions that require a physical component. While the caster is concentrating on controlling the subject, his own body falls limp; if he stops concentrating in order to control his own body, then the *subject's* body falls limp.

Duration: Temporary (10 seconds).

Cost: 8.

Prerequisite: Control Limb.

Resist Pain ⑤

Regular

Makes the subject temporarily impervious to pain. He may ignore Induce Pain and other pain-causing spells. He cannot be stunned in combat, and does not suffer a shock penalty when he is wounded or slow down when his HT is reduced to 3. However, he does not gain any actual resistance to injury – only to the pain it causes.

Durations: Temporary (2 minutes), Talisman.

Cost: 4. Can create a permanent talisman for 40,000 energy.

Prerequisite: Strike Numb.

Reduce (Attribute) ②/③

Regular, Resisted by HT or Will

This spell has 5 variants: Reduce ST, Reduce DX, Reduce IQ, Reduce HT, and Reduce Speed. They are separate spells, but Reduce ST, DX, HT, and Speed are familiarities of the same spell *skill*. Each spell temporarily lowers one of the subject's attributes (ST, DX, IQ, HT, or Basic Speed), including all traits and skills based on these attributes. *Exception:* Reducing ST or HT does not lower total or current HP or FP. The GM may also wish to ignore the effect of ST on encumbrance for purposes of playability.

Although it is included here for simplicity, Reduce IQ is in fact a Mind spell, and has its own spell skill

(with a -2 mutual default between it and the physical traits' spell skill). Reduce IQ is resisted by Will, the others are resisted by HT. Reduce IQ has a prerequisite count of 3 spells, the others have 2.

Durations: Temporary (2 minutes), Talisman.

Cost: 1 for every point of reduction (maximum 5). Can create a permanent talisman for 1,000× the normal casting cost.

Prerequisite: Spasm is the prerequisite for Reduce ST, DX, HT, or Speed; Distract is the prerequisite for Reduce IQ.

Raise (Attribute) ③/④

Regular

Temporarily increases one of the subject's attributes (ST, DX, IQ, HT, or Speed), including all traits and skills based on these attributes. *Exception:* Raising ST or HT does not increase total or current HP or FP. Each attribute is a separate spell, though Raise ST, DX, HT, and Speed are familiarities of the same *skill* to cast.

Although it is included here for simplicity, Raise IQ is in fact a Mind spell, and has its own spell skill (with a -2 mutual default between it and the physical traits' spell skill). Raise IQ has a prerequisite count of 4 spells, the others have 3.

Durations: Temporary (2 minutes), Talisman.

Cost: 2 for every level of ST, HT, or Basic Speed, 4 for every level of DX or IQ; maximum 5 levels of increase. Raise IQ can be used to raise Per or Will individually at a cost of 2 per level, or one specific sense (such as sight, hearing, taste/smell...) at a cost of 1 per level. Can create a permanent talisman for 20,000× the normal casting cost.

Prerequisite: Reduce (Attribute) for the corresponding attribute.

Boost (Attribute) ④/⑤

Blocking

Raises the subject's attribute (ST, DX, IQ, HT, or Speed) just long enough for a single die roll or short action – one Quick Contest, one attribute check, delivering or dodging a blow, readying a weapon, resisting a spell, throwing an object, etc. It cannot be used to increase a roll that represents several seconds of effort, such as a Regular Contest. The boosted attribute affects all secondary characteristics except HP and FP. Each attribute is a separate spell, though Boost ST, DX, HT, and Speed are familiarities of the same *skill* to cast.

Although it is included here for simplicity, Boost IQ is in fact a Mind spell, and has its own spell skill (with a -2 mutual default between it and the physical traits' spell skill). Boost IQ has a prerequisite count of 5 spells, the others have 4.

Cost: 1 for every level attribute increase (maximum 5).

Prerequisite: Raise (Attribute) for the corresponding attribute.

Fumble ③

Blocking, Resisted by DX

The subject automatically fumbles the action he is taking. Regular range penalties apply; the caster must point at the subject. If the action is an attack or parry, roll on the Critical Miss Table. A fumbled dodge results in a fall, and a fumbled block unreadies the shield. If he was taking some other action (Move, Ready Weapon, etc), the GM should determine the result as he sees fit. "Mental" actions (concentration, speech, and so on) are unaffected, but a spell requiring body motions of some sort is affected!

Cost: 3.

Prerequisite: Reduce DX.

Ambidexterity ④

Regular

Gives the subject the Ambidexterity advantage (p. B39) for the duration of the spell. The spell has no effect on beings that already have the advantage. If a being has more than two manipulating limbs, each casting of this spell removes the off-hand penalty for a single limb.

Durations: Temporary (90 seconds), Talisman.

Cost: 3. Can create a permanent talisman for 75,000 energy.

Prerequisite: Raise DX.

Balance ④

Regular

Gives the subject the Perfect Balance advantage (p. B74) for the duration of the spell. It has no effect on beings that already possess this advantage.

Durations: Temporary (100 seconds), Talisman.

Cost: 5. Can create a permanent talisman for 40,000 energy.

Prerequisite: Raise DX.

Reflexes ⑥

Regular

Gives the subject the Combat Reflexes advantage (p. B43) for the duration of the spell. The spell has no effect on beings that already have the advantage.

Durations: Temporary (100 seconds), Talisman.

Cost: 5. Can create a permanent talisman for 60,000 energy.

Prerequisites: Raise DX, Raise Speed.



CHAPTER EIGHT

FOOD AND ENERGY SPELLS

In many campaigns, *food* magic is a useful but unglamorous aspect of the magical arts. This college truly comes into its own at TL5+, when

it incorporates advances in chemistry and physics to form the more general College of Energy. At these tech levels, Energy spells cover a variety

of methods for storing and converting energy, including energy in the form of *fuel* (of which food is just one type).

FOOD SPELLS

These are the basic Food and Energy spells, available in traditional low-tech fantasy settings. They are grouped here so that they can be considered separately from their high-tech variants. For purposes of these spells, one pound of generic “food” is enough for a single meal for an average adult human.

Detect Food ⑥

Information

Identifies whether a substance is good to eat. The spell tells nothing about taste or nutrition; it detects poisons, dangerous decay, or foreign objects (e.g. razor blades in fruit). It does not check for magic on food.

Cost: 1 to test one pound of food (a single meal or a single bottle of wine); 3 to check all the food and drink within a hex.

Seek Food ①

Information

Tells the caster the *direction* and *approximate distance* of the nearest significant source of food. Use long-distance modifiers (p. 11). The caster

may specify a particular type of food, if desired. Any known sources of food may be excluded if the caster specifically mentions them before beginning.

Cost: 2.

Prerequisite: Detect Food.

Far Tasting ①

Regular

Allows the subject to taste and smell from a distance anything that he can see, regardless of (transparent) barriers, prevailing winds, etc. The sense will *not* work through television or similar remote sensing, and normal range modifiers from the Speed/Range table on p. B550 apply. The spell is useful for sniffing out poisons, since the spell does not transmit their harmful effects along with their odors.

Duration: Temporary (3 minutes).

Cost: 3.

Time to cast: 3 seconds.

Prerequisite: Either Detect Food or Detect Air.

Remote Smelling ⑥

Regular

Projects the subject’s sense of smell to a distant location. Unpleasant smells may upset the subject, but *harmful* effects (such as poison gas) are *not* transmitted. The remote location must be one that the caster can see, or one that he is familiar with. *Penalties:* -2 for a place you have “seen” only through the mind or memories of another, or via television; -2 for a place you have not seen within a month (except, perhaps, your own home!); and -1 to -3 for a place seen only briefly. Long-distance penalties (p. 11) also apply.

Duration: Temporary (1 minute), Permanent.

Cost: 1 plus the magnitude of the long-distance modifier. A permanent link between two locations costs 5,000 times the normal casting cost: someone standing at the “receiving” location will detect scents as if he were standing at the “sending” location.

Prerequisites: Far Tasting, Seeker.

Scents of the Past ⑨

Regular

When cast on a wall or some object, this spell releases whatever scents it may have been exposed to in the past. The caster specifies the moment from which to start the “play-back”. Time modifiers (p. 11) apply. Each time this spell is cast for the same time period, there is a further -1 penalty to skill. A critical failure will wipe away the object’s “memory” of that time period.

This is also a Knowledge spell.

Duration: Temporary (1 minute).

Cost: 2 plus the magnitude of the time modifier.

Time to cast: 10 seconds.

Prerequisites: Remote Smelling, History.

Wizard Nose ⑤

see p. 76

Wizard Mouth ⑨

see p. 76

Purify Food ①

Regular

Removes foreign objects, poisons, and decay, and renders food fit to eat. Works only on an edible or formerly edible item. The spell operates by concentrating edible food in one half of the volume and inedible substances in the other half: thus, if more than 50% of the substance is edible, the spell will result in half the volume containing purified food (while the concentration of contaminants in the other half is doubled); whereas if less than 50% of the substance is edible, the spell will double the concentration of edible food in one half of the volume (while the other half will contain only inedible substances). The spell can be cast multiple times to achieve further concentration or separation; the effect of multiple castings can also be achieved at once by increasing the cost.

Cost: 1 per pound to increase the concentration of edible substances 2×,

2 per pound for 4×, 3 per pound for 8×, etc. An entire *hex* can be affected for triple the cost of one pound.

Prerequisite: Detect Food.

Decay Food ②

Regular

Makes food rot away immediately and become worthless (it can be saved if Counterspell or Purify Food is cast within a minute).

Cost: 2 to destroy one pound of food; 6 per *hex* to destroy larger amounts.

Prerequisite: Purify Food.

Preserve Food ②

Regular

Keeps food from aging, decaying, spoiling, drying out, etc. Very useful for travelers!

Durations: Lasting (1 week), Permanent.

Cost: 2 per pound of food, or 6 per *hex* of food. Can be cast permanently on a container that will preserve the food inside it indefinitely, for 1,000× cost.

Prerequisite: Purify Food.

Create Food ②

Regular

Produces edible food. This spell is easier when used to convert already existing material into food; the closer the starting material is to food, the tastier the end result will be. In general the spell will produce healthy but simple fare (stews, etc.), unless used in conjunction with Flavour.

Duration: Instantaneous (the food created lasts as long as it would ordinarily).

Cost: 1 per pound to turn edible ingredients into a cooked meal; 2 to change organic material into edible food; 4 to conjure food from thin air.

Time to cast: 30 seconds.

Prerequisite: Purify Food.

Essential Food ⑥

Regular

Transforms food, or any other material, into unbelievably good, filling,

and nutritious food. Essential Food does not spoil, and ten meals of it weigh only a pound.

Duration: Instantaneous (the essential food lasts until it is eaten).

Cost: 4 per meal if starting with edible food; 6 per meal if the starting with some organic material; 8 per meal if starting with nothing.

Time to cast: 30 seconds.

Prerequisites: Six Food spells including Create Food.

Flavour ②

Regular

Spices and seasons a single container of food to the caster’s preference. The caster’s cooking skill determines whether the food tastes any better for it – the spell simply adds the flavours that the caster demands.

The spell can be used to make *any* substance flavourful, regardless of its nutritious value or lack thereof. It could make mud delicious, but not healthy to eat.

Cost: 2 per pound of food.

Time to cast: 10 seconds.

Prerequisite: Purify Food.

Water to Wine ④

Regular

Turns water or other drinkable liquid into a mildly alcoholic beverage (about 10% alcohol). The nature of the resulting drink depends on the starting ingredients: fruit juices become wine, starchy liquids become beer, honey becomes mead, pure water becomes dilute vodka, etc. The quality of the result depends on the caster’s roll and the quality of the starting liquid. Purify Water can be used to concentrate the product further.

Cost: 1 per quart.

Time to cast: 10 seconds.

Prerequisites: Purify Water, Purify Food.



Mature ③

Regular

Causes any foodstuff that must age and mature as part of its production to do so more quickly. This is most often used with beer and wine, but it can also be used to accelerate cheese, yogurt, bread dough, or even meat.

The spell lasts up to an hour, producing up to a year's worth of maturation. Aging processes that normally take days or weeks (beer, wine, aged cheese, pickles, dry-aged meats) take only minutes with this spell, while processes that normally take hours (bread dough, yogurt, fresh cheese) complete in seconds. This is a wonderful way to discover whether a particular vintage of wine will age well...

Duration: Lasting (1 hour or less, as above). The food remains mature permanently.

Cost: 1 per pound of food.

Time to cast: 10 seconds.

Prerequisite: Decay Food or Flavour.

Know Recipe/TL ⑨

Regular, Special Resistance

When cast on an item of food, this spell places complete knowledge of the components of the food (and the method of preparation used by the cook) into the mind of the caster, for the duration of the spell.

This spell may even be used on alchemical creations. However, such elixirs resist this spell with the skill

of the alchemist that made them. At the GM's discretion, this spell may be usable to analyze chemicals or drugs, using technological spell modifiers.

This is also a Knowledge spell.

Duration: Temporary (3 minutes).

Cost: 3.

Prerequisites: History, Flavour.

Fast ⑤

Regular

Allows the subject to go without food or water for a day with no ill effects.

Duration: Lasting (1 day).

Cost: 2 to go without water, 4 to go without food, 6 to go without both.

Prerequisites: Recover Energy, and either Create Food or Create Water (the caster must know the appropriate prerequisite if the subject is to go without food, without water, or both).

Poison Food ③

Regular

Introduces a physical poison into food. This poison remains indefinitely, but can be detected by Detect Food. Different variants of this spell produce poisons of different toxicity. Each poison is its own spell with its own cost to cast, though they are all familiarities of the same spell skill

The "default" version of this spell creates a poison that inflicts 1 point of toxic damage in a 1-hour cycle with 6 cycles, with an onset delay of 15 minutes, and an unmodified HT roll to resist damage each cycle. If any of

the HT rolls fails, the victim is Nauseated for the duration of the toxin plus 1 hour per point of damage taken. More toxic poisons will cost more, as determined by the GM. As a guideline, increase cost by 1

point per 3 extra cycles; increase this modified cost by 50% for 1-minute cycles (and a 15-second onset delay) or 100% for 1-second cycles (and no onset delay); further increase cost by 2× for -1 to resist, 3× for -2 to resist, etc.; and multiply final cost by damage if the damage is more than 1 point per cycle.

Duration: Instantaneous (the poison lasts until it is consumed).

Cost: 2 per meal for the default poison, more for more toxic variants, as described above.

Prerequisite: Decay Food.

Starve ⑥

Regular, Resisted by HT

Causes the victim to suffer from starvation (p. B426). Each second the victim must roll vs. HT or lose 1FP due to starvation, equivalent to a single missed meal; armour does not protect. Below 0FP, the subject also loses 1HP for every FP inflicted. FP and HP can only be recovered with a day of rest and three full meals. Success on the HT roll means no damage is taken that second; critical success breaks the spell. Otherwise, the spell can be maintained until the subject is dead.

Duration: Temporary (2 seconds).

Cost: 2.

Time to cast: 2 seconds.

Prerequisites: Magery 1, Decay Food, Drain Energy.

Rotting Death ⑦

Regular, Resisted by HT

Causes the subject's flesh to rot from within. Each second the victim must roll vs. HT or take 1d-1 tox damage; armour does not protect. Success means no damage is taken that second; critical success breaks the spell. Once the subject dies, his body dissolves into a puddle of goo.

Duration: Temporary (2 seconds).

Cost: 4.

Time to cast: 2 seconds.

Prerequisites: Magery 2, Starve.



ENERGY SPELLS

These technological spells specifically deal with energy used to run machinery. For purposes of these spells, “power” refers to the active use of energy by the machine, while “fuel” refers to any type of stored energy in a form ready to be used by a machine, including electrical batteries, refined petroleum, radioisotopes, etc.

Many of the spells below require conversions between standard power sources and *GURPS* spell energy. The default assumption is that one kilowatt-hour (kWh) is equal to 5 energy; thus one kilowatt (1 kW) is equal to 1 energy every 12 minutes, and one megajoule (1 MJ, or 1,000 kWh) is equal to about 1.4 energy. For comparison, 100 horsepower is about 75 kW, or 6.25 energy per minute. Some settings may have different assumptions, however; ultra-tech settings often deal with extremely high energies (e.g. 1 gram of antimatter would correspond to 250 million standard energy points), and the GM may want to change the conversion rate to compensate.

The “Fuel” spells in this subcollege are actually high-tech versions of the corresponding “Food” spells beginning on p. 67. They can be used with any form of fuel available at their tech level, *including* ordinary food! (In other words, the Food spells are really just the low-TL versions of the Fuel spells.) Rather than repeat the descriptions, each such spell simply refers to the corresponding Food spell, reading “Fuel” in place of “Food”. *Exception:* Create Fuel and Essential Fuel require additional discussion to deal with the increased energy storage density of high-tech fuels. A typical meal for an adult human (consisting of about one pound of generic “food”) contains about 0.8 kWh of useful energy.

At TL6+, this subcollege also contains the subcollege of Electricity in its entirety, and offers a shorter prerequisite chain for these spells.

Detect Fuel/TL ①

see *Detect Food*, p. 67

Seek Fuel/TL ①

see *Seek Food*, p. 67

Purify Fuel/TL ①

see *Purify Food*, p. 68

Decay Fuel/TL ②

see *Decay Food*, p. 68

Preserve Fuel/TL ②

see *Preserve Food*, p. 68

Create Fuel/TL ②

Regular

Creates any form of fuel used by machines or power plants at spell’s TL. This *includes* ordinary food; Create Food is simply a low-tech version of this spell.

Duration: Instantaneous (the fuel created lasts as long as it would ordinarily).

Cost: 5 per kWh of useful energy stored in the fuel, if creating the fuel from scratch. (A rough guideline is that chemical fuels such as gasoline have about 6 kWh per pound, while explosives or self-oxidizing fuels have about 0.6 kWh/pound times their REF.) Half cost if the spell is used to refine a raw material into useful fuel; e.g. to refine crude oil into gasoline, or natural uranium into reactor fuel.

Time to cast: 30 seconds.

Prerequisite: Purify Fuel.

Essential Fuel/TL ⑥

Regular

Turns any regular fuel into the magical essence of fuel. Essential Fuel burns 10 times as long as regular fuel, with one-third the usual pollution (smoke, radiation, etc.). Vehicles running on Essential Fuel have

10 times the Range; in a secret-magic setting, this spell may give rise to urban legends about 200-mpg carburetors.

Note that this spell is twice as expensive as Create Fuel for the same amount of energy produced: you are paying a premium for the fuel being Essential, not getting a discount in energy cost. This spell can also be used to create essential *food*: the Essential Food spell is simply a low-tech version of this spell.

Duration: Instantaneous (the essential fuel lasts until it is consumed).

Cost: 5 per kWh of the essential fuel if starting with ordinary fuel; 10 per kWh to create Essential Fuel from nothing.

Time to cast: 30 seconds.

Prerequisites: Six Food or Energy spells including Create Fuel.

Detect Power/TL ①

Information

Determines how much power a given device is using, producing, or conveying (caster’s choice). If the device has multiple functions, the caster can specify prior to casting which function or set of functions he is interested in; Know Function is useful here.

Cost: 3.

Seek Power/TL ①

Information

Identifies the direction and approximate distance of the nearest significant source of power. Use the long-distance modifiers (p. 11). Any particular types or known sources of power may be excluded if the caster specifically mentions them before casting.

Only active power consumption or production is detected by this spell, not stored energy (use Seek Fuel for that).

Cost: 3.

Time to cast: 10 seconds.

Prerequisite: Detect Power.

Surge/TL ①

Regular

Delivers a short ten-second burst of power to a device. If the power pushes the device above its normal load, then the spellcasting is at -1 per 10% of excess power. Whether the device can handle the excess power depends on its construction: fragile mechanisms may break or shut down, while robust machines with safety features may ignore the extra power or even allow a brief increase in performance (usually with a HT check at a similar penalty as the spellcasting roll).

Duration: Lasting (10 seconds).

Cost: 1 per 72kW of power; high skill reduces the cost normally.

Prerequisite: Detect Power.

Lend Power/TL ⑤

Regular

Allows the caster to expend energy to magically power a device, providing power up to its normal operating load. In theory, a large enough circle of mages could use this spell to power a starship and its weapons. The spell cannot be used to directly charge batteries or other storage devices, but it could power a battery *charger* if one was available.

Duration: Temporary (see below).

Cost: None to cast or maintain, but the caster will lose 5 FP per kWh provided. This is not reduced by high skill, and HP cannot be substituted in place of FP.

Prerequisites: Magery 2, Share Energy, Surge.

Steal Power/TL ⑤

Regular

The caster steals power from an operating machine, electrical circuit, or other device that is in the process of consuming power, in order to restore his FP. This reduces the power available to the device. The caster recovers 1 FP per kWh consumed, plus an additional 1 FP per kWh for every point the spellcasting succeeded by, up to a maximum of 5 FP per kWh.

The maximum power that the caster can handle is $18\text{ kW} \times \text{HT} \times (\text{Magery squared})$, or $0.005\text{ FP} \times \text{HT} \times (\text{Magery squared})$ per second multiplied by the margin of success (up to a maximum margin of success of 5). Thus a wizard with HT 10 and Magery 2 could draw 720 kW to recover from 0.2 to 1 FP per second.

Duration: Temporary (see below).

Cost: None to cast or maintain; the caster recovers 1 to 5 FP per kWh of energy consumed, as described above.

Prerequisites: Magery 2, Share Energy, Surge.

Conduct Power/TL ⑦

Regular

Turns the caster into a conduit between an active power source and a device in need of power. The power can also be used to *maintain* (but not cast) one or more of the caster's spells. The maximum power the caster can conduct is $18\text{ kW} \times \text{HT} \times (\text{Magery squared})$; thus, a mage with HT 10 and Magery 2 could conduct up to 720 kW of power, or 1 energy point per second.

This determines the maximum power *delivered* to the device. The

power requirement from the source depends on the margin of success of the casting: every 5 kW supplied delivers 1 kW, plus 1 kW per point the casting succeeded by, up to 5 kW.

Duration: Temporary (see below).

Cost: None to cast, 1 per minute to maintain (due to the strain of the spell); this maintenance cost *cannot* be supplied by the spell itself.

Prerequisites: Lend Power, Steal Power.

Lightning ⑦/②

see p. 27

Lightning Bolt ⑧/③

see p. 27

Ball Lightning ⑧/⑥

see p. 27

Resist Lightning ⑧/③

see p. 27

Ground ⑨/④

see p. 27

Body of Lightning ⑨/④

see p. 28

Lightning Arc ⑧/③

see p. 28

Shocking Touch ⑧/③

see p. 28

Lightning Weapon ⑧/③

see p. 28

Lightning Armor ⑧/③

see p. 28

RADIATION SPELLS

These spells deal with forms of electromagnetic or particle radiation that are outside the range of "light" (above ultraviolet or below infrared energies). They are conceptually related to Energy spells, but also to

Light and Darkness: this entire sub-college could be placed under the college of Light and Darkness if the GM wishes.

High-energy or *ionizing* radiation is insidious; it is odorless, invis-

ible, and silent. Fatal exposure can be reached in a few minutes, but death can take weeks to come – an ugly, agonizingly painful death. See p. B435 for details on the effect radiation can have on a person.

Under some circumstances (particularly with spells such as Radiation Jet), a victim may have only part of his body irradiated. Such doses of radiation do not have the same effect as a dose distributed over the entire body. To assess the dose's effects, one must convert the body part's dose into an "equivalent whole-body dose": divide a dose received by the head or limbs by 15, one received by the torso by 8 and one received by the vitals by 4.

Detect Radiation ①

Information

Measures the amount of ionizing radiation (higher than UV energy) at a chosen point in space, or emitted by a given source. Regular range penalties apply. The caster can restrict it to a specific type of radiation or energy range, if desired. On a good roll (success by 2 or more), the spell indicates the types of radiation present. On a success by 5 or more, or critical success, the spell gives complete information about the radiation spectrum.

Cost: 1.

See Radiation ①

Regular

Makes all radioactive items visible in the subject's field of vision. Each such item glows in proportion to its activity. Items hidden under clothes, behind walls, etc, give off a glow depending on the amount of radiation getting through the shielding. Spells such as Radiation Jet also become visible.

Duration: Temporary (90 seconds).

Cost: 3.

Prerequisite: Detect Radiation.

Seek Radiation ①

Information

Identifies the direction and approximate distance of the nearest significant source of ionizing radiation of any sort. The caster can also specify that he is looking for a specific sort of

radiation (gamma, neutron, etc.) or a specific energy range. Any known radioactive sources may be excluded if the mage specifies them before casting. Use the long-distance modifiers (p. 11).

Cost: 3.

Time to cast: 10 seconds.

Prerequisite: Detect Radiation.

Stimulate Radiation ①

Area

Increases the activity of radioactive sources in the area. For most sources, this just increases the radiation level. For near-critical nuclear reactors and weapons, this can cause a meltdown (it will *not* normally trigger a nuclear detonation)!

Duration: Lasting (1 hour).

Base cost: 1 to increase the radiation level 2x, 2 to increase it 4x, 3 to increase it 8x, etc., up to a maximum of 20 rads/hour times the base cost.

Prerequisite: Detect Radiation.

Irradiate ②

Area

Makes an area radioactive.

Duration: Temporary (2 hours).

Base cost: 1 per 10 rads/hour.

Prerequisite: Stimulate Radiation.

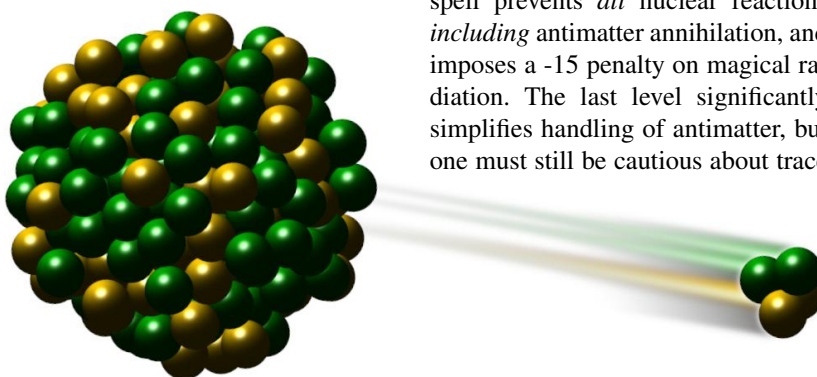
Extinguish Radiation ②

Area

Permanently removes all radioactivity from the area (but does not prevent new radioactive sources from being reintroduced).

Base cost: 1 per 10 rads/hour.

Prerequisite: Stimulate Radiation.



Shape Radiation ②

Area

Allows the caster to redirect and focus ionizing radiation emitted in or passing through the area. This requires concentration to change the focusing or to deal with moving sources, but not to maintain a fixed pattern of radiation from stationary sources. This cannot be used to create a perfect radiation shield: about 1% of gamma rays and neutrons, and 10% of high-energy cosmic rays, will bypass this spell;

Duration: Temporary (2 hours).

Base cost: 2.

Prerequisite: Stimulate Radiation.

Dampen Radiation ③

Area

Suppresses nuclear reactions and radioactivity in the area. This does not protect against radiation from sources outside the area, but will dampen the radioactivity of sources brought into the area during the duration of the spell. The spell can also be cast as a Regular spell on an object to suppress its nuclear activity temporarily.

For the listed cost, the spell prevents radioactive decay and nuclear fission, and imposes a -5 penalty on magical attempts to create radiation in the area. This will shut down radioisotope power sources, fission nuclear reactors, and atomic bombs. It will also prevent the explosion of thermonuclear (fusion) warheads that rely on a fission trigger. For double cost, the spell prevents nuclear fusion as well, and imposes a -10 penalty on magical radiation. For triple cost, the spell prevents *all* nuclear reactions *including* antimatter annihilation, and imposes a -15 penalty on magical radiation. The last level significantly simplifies handling of antimatter, but one must still be cautious about trace

amounts of antimatter leaking out of the area, or remaining when the spell ends.

Durations: Lasting (2d days), Permanent.

Base cost: 3 to prevent fission and decay only, 6 fusion as well, 9 to prevent all nuclear reactions. Can be made permanent for 100× cost.

Time to cast: 5 minutes.

Prerequisite: Extinguish Radiation.

Resist Radiation ④

Regular

The subject (person, creature, or object) and anything he carries are partially or wholly protected against ionizing radiation. The first level blocks all alpha, beta, and x-ray radiation, provides PF 100 against gamma and neutron radiation, and PF 10 against high-energy cosmic rays. The second level provides PF 10,000 against gamma and neutron radiation, and PF 100 against high-energy cosmic rays. The third level provides complete protection against all radiation (but not against, say, the heat and blast of a nuclear explosion).

Durations: Temporary (2 minutes), Permanent.

Cost: 2 for PF 100 (vs. gamma rays), 4 for PF 10,000 (vs. gamma rays), 6 for complete protection. Can be made permanent for 1,000× cost.

Prerequisites: Extinguish Radiation, Shape Radiation.

Radiation Blast ④

Regular

Emits an invisible cone or spherical burst of ionizing radiation, causing radiation exposure to targets in its path. The blast has no fixed range; instead, divide exposure by the *square* of the distance to the target (round down). Radiation PF protects normally: treat the blast as generic gamma radiation. A cone requires a roll vs. DX-4 or Innate Attack (Beam) to hit a specific target (this attack is included in the casting ritual). Use the rules for *Area and Spreading Attacks* (p. B413).



Cost: 1 to 3 for a 1-hex-wide cone: the spell inflicts 10 rads per energy point. For a wider cone up to 60°, multiply the base cost by the width of the cone. For a 360° circle, square the base cost and multiply by 2.

Time to cast: 2 seconds.

Prerequisites: Irradiate, Shape Radiation.

Radiation Jet ⑤

Jet

Emits a continuous beam of invisible ionizing radiation from the caster's hand. The jet inflicts 10 rads per point of energy in the spell to a human-sized target. Reduce exposure by the square of the range, and by the PF of the subject. The spell can also fog photographic films, scramble electronics, and so on.

Duration: Temporary (2 seconds).

Cost: 1 to 3.

Prerequisite: Radiation Blast.

Detect Radio ⑥

Information

Measures the amount of low-frequency radiation (radio and microwaves) at a chosen point in space, or emitted by a given source. This can be used to detect active radar systems such as radar-homing weapons and police speed traps. Regular range penalties to the source or the point of measurement apply.

The caster can restrict the spell to a specific band of wavelengths, if desired. On a good roll (success by 2 or more), the spell indicates the frequency and direction of the strongest radio emission present. On a success

by 5 or more, or critical success, the spell identifies all radio emissions and measures their strength.

Cost: 1.

Hear Radio ①

Regular

Allows the subject to “tune” his hearing to the radio and microwave portions of the electromagnetic spectrum, as if he had Telecommunication (Radio) (Receive Only, -50%) (p. B91).

Duration: Temporary (2 minutes).

Cost: 2.

Prerequisite: Detect Radio.

Spectrum Vision ③

Regular

Allows the subject to perceive any portion of the electromagnetic spectrum, as if he had Hyperspectral Vision with the Extended Low-Band and Extended High-Band enhancements (p. B60). The GM may require rolls against various scientific skills to allow the subject to understand what he sees.

Duration: Temporary (2 minutes).

Cost: 4.

Prerequisites: Detect Radiation, Detect Light, Detect Radio.

Magnetic Vision ①

Regular

Reveals magnetic fields to the subject. They are brightest where densest and seem to flow from one magnetic pole to the other. If no magnetic object stronger than a kitchen magnet is within 1 yard of him, the subject can determine magnetic north. Combined with 1,000× Microscopic Vision (p. B68) or the Small Vision spell, the subject can directly read magnetic data storage media (each format is a distinct language, which must be known at Accented level or better to read in real time).

Duration: Temporary (2 minutes).

Cost: 2.

Prerequisite: Measure Magnetism.

CHAPTER NINE

KNOWLEDGE

SPELLS

These spells deal with acquiring and sharing information. While most colleges have a few basic information or detection spells related to the focus of their college, the spells collected here are more general spells that don't fit within the other college specialties, or that span several specialties. This college contains more than its share of Information spells, but most of its spells are still Regular.

The college includes the subcollege of Communication, which covers spells that receive, transmit, or share information between sapient minds. It also contains the powerful subcollege of Reality Control, which goes beyond passive *prediction* of the future to active *manipulation* of fate or destiny.

Measure (Property) ①

Information

Measures any one physical property of an object: its length in any dimension, volume, mass, temperature, hardness, etc. Each property is its own spell, though they are all familiarities of the same spell *skill*. High-tech settings will add spells for things like refractive index, voltage, electric current, magnetism... In general, any property that can be given as a single number can have a spell to measure it.

Although technological level may affect which spells are known to a society, the spells themselves do not change with tech level and are not /TL spells. Any such spell will measure the property to as good a precision as the caster needs or can comprehend.

Note that some Detect spells in other colleges (e.g. Detect Light, Detect Sound, Detect Radiation) can be considered to be variants of this spell.

Cost: 1.

Tell Time ①

Information

Tells the caster what time it is – as well as the day and year, should that be in doubt.

Cost: 1.



Know Location ①

Information

Tells the caster the subject's exact location (distance and direction) relative to the caster. Apply long-distance modifiers (p. 11) based on the distance to the subject. If the caster cannot *see* the subject, then the subject must be some fixed landmark that the caster is familiar with: e.g. "You are 43 miles north-northeast of Timbuktu". For precise measurements, the "subject" and "caster" can refer to specific reference points on their respective hexes: e.g. "the distance between the tip of that flagpole to the groove etched in this stone".

Cost: 1.

Prerequisite: Measure Length.

Seeker ④

Information

Attunes the caster to one individual person or item he is looking for. While most Seek spells locate the nearest sample within a general category (e.g. nearest animal, nearest chunk of gold, etc.), Seeker locates a specific individual or item (e.g. Fluffy the cat, your wedding ring, etc.). A success gives the caster a vision of the subject's whereabouts.

To seek a person, the caster must either know his name or know him well enough to visualize him. For instance, you cannot use this spell to solve a murder by seeking "the murderer" if you don't know who that is – but if you do, Seeker will find him.

Something associated with the item sought should be available at the time of casting. E.g. blood or hair clippings would allow a casting at no penalty, an item of clothing would give a -2, an accurate picture or sketch would be -4, and simply knowing the subject's full name and place of birth (or similar unique identifier) would give a -6. Long-distance modifiers (p. 11) also apply. The roll is at +1 if the caster has held or is otherwise familiar with the item sought.

Cost: 3. One try per week.

Prerequisite: Know Location and at least one Seek spell. To use Seeker, the caster must also have a general Seek spell appropriate to the type of thing being sought: e.g. Seek Life for a person, Seek Earth for an object made of stone or metal, etc.

Trace ⑤

Regular

Like Seeker, but ongoing: as long as the spell is maintained, the caster will know where the subject is if he concentrates for a second and makes a skill roll (the long-distance modifiers on p. 11 apply). Either the subject must be with the caster when the spell is cast, or the caster must first cast Seeker successfully.

Durations: Temporary (3 hours), Permanent.

Cost: 3. One try per day. The permanent form of this spell produces an item (forked stick, compass, etc.) that always points towards the subject. This requires 15,000 energy; something associated with the subject must be incorporated into the item.

Time to cast: 1 minute.

Prerequisite: Seeker.

History ⑥

Information

When cast on any inanimate object (or a 1-yard section of a large object), History lets the caster determine the past of that object over some specified timespan. Time penalties from p. 11 apply, based on the length of history sought. The caster can reduce these penalties in exchange for less precise information, as specified below: these are not variant spells, but simply different ways of casting the same spell.

Recent history: Normal time penalties apply. Reveals the personality of the item's users over the specified timespan (but no names), its typical day-to-day use, plus any noteworthy events it took part in (battles, performances, etc.).

Ancient history: Reduce time penalties by 6 (but no better than zero; i.e. never a net *bonus*). Gives more general information about the item's usage over a timespan of a year or more. It can reveal the personality of users who possessed the item continuously for at least a year, and any *epic* events that it took part in.

Prehistory: Reduce time penalties by 12. Gives even less specific information about the item over a timespan of at least a millennium. Reveals the purpose and function of the item, as well as its age (if within the timespan), but little else, unless the item was involved in truly legendary events.

Cost: 3 plus the magnitude of the net time penalty (after reducing the penalty for ancient history or prehistory).

Time to cast: 5 seconds for recent history, 5 minutes for ancient history, or 5 hours for prehistory.

Prerequisite: Seeker, Tell Time.

Scents of the Past ⑨

see p. 68

Images of the Past ⑨

see p. 85

Echoes of the Past ⑨

see p. 138

Know Recipe/TL ⑨

see p. 69

Schematic/TL ⑧

see p. 90

Reveal Secrets ⑦

Information

Causes hidden items, doors, traps, etc., to stand out clearly in the subject's vision. This spell works only on things that were deliberately hidden – not lost.

Cost: 3.

Prerequisite: History.

See Secrets ⑧

Regular

Like Reveal Secrets, but ongoing.

Durations: Temporary (150 seconds), Talisman.

Cost: 5. Can create a permanent talisman for 100,000 energy.

Prerequisite: Reveal Secrets.

Recall ⑫

Information

Allows the subject to recall a single forgotten or obscured fact or event as if he had Photographic Memory (p. B51). The penalties given under Time modifiers (p. 11) apply, based on the time since the forgotten event occurred. Eidetic Memory gives a +5 bonus; Photographic Memory gives a +10 bonus (though individuals with Photographic Memory will only need this spell to restore unnaturally removed memories). Magically blocked memories get to resist. A critical failure could cause a false or distorted memory, or eradicate the memory beyond hope of recovery!

Cost: 4.

Time to cast: 10 seconds.

Prerequisites: Magery 2, Memorize, History.

Premonition ⑦

Information

Gives the caster a sense of upcoming triumph or danger. The strength of the sense depends on how immediate, dramatic, and certain the events are. A rough guideline is to assign a -1 penalty per minute of advance warning, for events that pose a serious threat or would significantly affect the caster's life; -3 for more mundane dangers or surprises; +5 for major catastrophes; -1 to -5 if the event is plausible but not certain. Success produces a vague sense of forboding or excitement, success by 2 or more provides some hint as to the nature of the event, success by 5 or more, or critical success, identifies the cause of the premonition.

Cost: 3.

Prerequisite: History.

Sense Future ⑧

Regular

Like Premonition, but ongoing: this spell effectively gives the subject the passive-only form of Precognition (p. B77).

Durations: Temporary (150 seconds), Talisman.

Cost: 5. Can create a permanent talisman for 100,000 energy.

Prerequisite: Premonition.

Divination ⑦

Information

Gives the caster a vision relevant to any question, or the answer to one yes-or-no question. There are many sorts of divination; each is a separate spell, and requires the appropriate materials. The GM can make available any type of divination he likes, or even invent his own; players may take part in specifying their character's method of divination, with the GM's permission. What follows are some general guidelines. Note that these are among the more mystical and ambiguous of spells, and a GMs need not permit *any* if they do not fit the feel of the setting.

All forms of divination are notoriously vague and subject to interpretation. A completely accurate and unambiguous answer should be reserved for a success by 5 or a critical success. Anything less will have varying amounts of room for interpretation. Failure will give complete nonsense, and critical failure will actively mislead the caster.

When asking questions about distant events, or the past or future, long-distance *and* time modifiers from p. 11 apply. If the question regards a particular person, the spell is at -5 if the person is not present. Most forms of divination require, or are aided by, specialized equipment or ingredients used in the ritual. This should be specified by the GM for the particular form of divination being employed. As a general rule, durable equipment costing of order \$1,000 or consumables of order \$100 per attempt are required for an ordinary divination. These costs can be reduced for divination methods that are very restricted in circumstances or in scope. Elaborate materials may give a +1 or +2 to skill (increasing costs by perhaps 10× or 100×); missing or im-

provided equipment may give penalties of -5 or more.

The following are some general *categories* of divination; each category includes many distinct methods, each with its own spell.

Sortilege: This is divination by random selection: drawing cards or tokens, throwing dice or sticks, and similar methods. The GM may answer the question by describing a sequence of selections or patterns that is more or less indicative of the answer (depending on the success roll), and let the player interpret them. The GM may assess penalties for poor-quality equipment, missing or improvised items, and so on.

Scrying: This is divination by staring into crystal balls, mirrors, tea leaves, smoke, fire, water, etc. The GM describes to the player a vision relevant to his question. He may assign penalties or bonuses based on the quality of the medium used for scrying (expensive crystal, smoke from holy incense, etc.).

Somatomancy: This is divination by examining lines and shapes of a person's hands, feet, head, etc. These methods are most useful for answering questions about that person; the GM may assign a penalty for any other usage.

Sacrifice: This is divination by examining the bodies of animals (or people!) that the caster has killed. The GM may apply modifiers based on the type or quality of animal sacrificed, the extravagance of the sacrificial ceremony, etc.

Omens: This is divination by observing and interpreting natural phenomena, such as motions of planets (astrology), flight of birds (augury), dreams (oneiromancy), etc. GM may assign modifiers based on the effectiveness of the observations, including time spent, good or poor observing conditions, and quality of observing equipment, if applicable.

These are only a sampling of the possible methods of divination; the GM and players may add others.

Cost: 10. One try per question per day (this includes questions on related subjects).

Time to cast: As specified by the GM for a given method; typically 1 hour.

Prerequisite: History.

Wizard (Body Part) ⑤/⑨

Regular

Creates a floating replica of the caster's physical eye, ear, nose, mouth, or hand, through which he can see, hear, smell, taste, or touch, respectively. The Wizard Mouth can also speak with the caster's voice, and the Wizard Hand can also grasp and manipulate with a ST of 2 (not enough to inflict significant damage). Each body part is a separate spell, with its own prerequisite and cost as specified below, and its own spell skill.

Part	Cost	Prerequisite(s)	Count
Eye	4	Far Seeing	5
Ear	4	Far Hearing	5
Nose	3	Far Tasting <i>or</i> Seek Air	5
Mouth	4	Far Tasting <i>and</i> Far Speaking	9
Hand	4	Far Feeling <i>and</i> Manipulation	5

The body part can fly through the air, vertically and/or horizontally, with a Move of 10; it moves on the caster's turn. Concentration is necessary to move the organ, but not to sense, speak, or grasp with it. A Wizard Eye can see where it's going, as can a Wizard Ear *if* the caster has a Sound Vision spell cast on him; a Wizard Hand can also grope its way along walls, floors, or ceilings with a maximum Move of 3. Otherwise the body part will move blindly once it is out of sight, bumping into obstacles. However, a caster with several of these spells can have them all move together as long as they stay within the same hex.

Any sense-enhancing spells (or voice-enhancing, in the case of a Wizard Mouth) affecting the caster will also affect the magical body part.

However, magical effects cannot be *delivered* through the body part: in particular, they cannot be used to deliver touch-based spells.

Wizard Eye is also a Light and Darkness spell. Wizard Ear is also a Sound spell. Wizard Nose is also a Food spell. Wizard Mouth is also both

a Sound *and* a Food spell. Wizard Hand is also a Movement spell.

Durations: Temporary (2 minutes), Talisman.

Cost: As listed above. A permanent but *immobile* part can be created for 5,000× the normal casting cost,

through which the bearer of a talisman, created at the same time, can sense any time he wishes (and speak or grasp in the case of a Mouth or Hand).

Time to cast: 2 seconds.

Prerequisites: As listed above, *plus* Apportation.

COMMUNICATION SPELLS

These spells deal with discerning (or *concealing*) thought or intent. They work only on sapient minds capable of language (IQ 6+), whether living or nonliving, natural, artificial, or magical in nature. For spells that act on an emotional or neurological level, see Mind spells.

Detect Truth ②

Information, Resisted by Will

Tells the caster whether the subject is lying or being intentionally deceptive. Success reveals whether the *last* statement the subject made (within the past minute) was a lie, and roughly how great the lie was. Success by 2 or more further tells whether the subject has told *any* lies in the past minute. Success by 5 or more, or a critical success, reveals the truth or falseness of all statements the subject has made in the past minute.

Despite its name, the spell does not reveal what the truth *actually* is: it detects deliberate lies or deception, not unintentional mistakes. It *will* uncover an intent to deceive even if the subject is not stating an actual falsehood.

Cost: 2.

Prerequisite: Detect Emotion or History.

Detect Observation ④

Information, Resisted by IQ or observing spell

Cast on a person, object, or 1-hex area, determines whether that subject is currently being actively observed by a sapient being. This can detect

both magical scrying or ordinary spying with normal senses. Roll a quick contest between the Detect Observation spell and either the observation spell (for magical scrying) or the observer's IQ (for normal senses). Detect Observation suffers Regular range penalties to the subject, but range to the *observer* is irrelevant.

If the caster of Detect Observation wins the contest, he will be aware of whether the target is being observed. Success by 2 or more reveals the means of observation; success by 5 or more, or critical success, identifies the observer. Any success will allow the caster to cast Seeker on the observer within 10 seconds: the penalty for casting Seeker is -6, *reduced* by the margin of success of the quick contest, instead of the normal penalties for having nothing related to the target. (This can at best eliminate the penalty to Seeker, it cannot give a bonus.)

Cost: 3.

Prerequisites: Detect Truth, Detect Magic.

Hide Thoughts ③

Regular

Resists all mind-reading, thought-control, or emotion-manipulation attempts on the subject. The "attacking" ability must win a Quick Contest against this spell in order to affect the subject. If the attacking ability pierces Hide Thoughts, the subject still gets his normal resistance roll (roll separately). This spell does not affect any previously established mental control.

The spell also conceals a person's emotions, resisting even mundane attempts to "read" the subject: the subject can maintain an outward appearance of calm, regardless of any inner turmoil. This use of the spell is a great favorite of diplomats, courtiers, and poker players. It can grant up to a +4 bonus (GM's judgment) to any skill where masked emotions are valuable. If the spell is used *only* to conceal emotions, its maintenance cost is reduced.

Duration: Temporary (30 minutes, or 90 minutes if only concealing emotions).

Cost: 3.

Prerequisite: Detect Truth.

Mind Sense ③

Regular, Resisted by Will

Allows the caster to see through the subject's eyes, hear through his ears, etc., whenever he concentrates. (The caster also remains aware of his own body and may act normally). The caster exerts no control whatsoever over the subject, and does not know the subject's thoughts. Skill is at -2 if the subject is of a different race; if the subject is totally alien, -4 or more!

Duration: Temporary (2 minutes).

Cost: 4.

Prerequisite: Detect Truth.

Mind Scan ③

Regular, Resisted by Will

Allows the caster to read the subject's surface thoughts (what the subject is thinking at that moment). It will not work on sleeping or unconscious subjects. The subject is not

aware his mind is being read, except in the case of a critical failure. The caster and subject need not share a language, though the spell is easier if they do.

Modifiers: -2 if the caster does not know the subject's *native* language; -2 if the subject is of a different race – or -4 or more if the subject is totally alien!

Duration: Temporary (2 minutes).

Cost: 4.

Prerequisite: Detect Truth.

Mind Search ③

Regular, Resisted by Will

Allows the caster to probe the subject's knowledge and long-term memory. It will not reveal surface thoughts. In effect, the caster can ask one simple question (of order 10 words or less) every minute, and get the most truthful answer the subject can give.

The subject is not aware his mind is being read, except in the case of a critical failure. The caster and subject need not share a language, though the spell is easier if they do. Modifiers are as for Mind Scan.

Duration: Temporary (2 minutes).

Cost: 4.

Prerequisite: Detect Truth.

Mind Send ③

Regular

Allows the caster to send his thoughts to a subject in a one-way communication. Transmission proceeds at only talking speed, though the caster may also send simple pictures (the time required is equal to the time it would take the subject to copy the picture on paper or parchment).

The caster and subject need not share a language, though the spell is easier if they do. Modifiers are as for Mind Scan. Apply long-distance modifiers (p. 11) to the subject, and a further -4 if the caster and subject do not know each other.

Duration: Temporary (2 minutes).

Cost: 4.

Prerequisite: Detect Truth.

Telepathy ⑦

Regular, Automatic Resistance

Provides full two-way communication between the caster and a *willing* subject. Both caster and subject know the whole of each others' thoughts and what the other is experiencing; they communicate at the speed of thought. Other people can "enter the link" – a new casting of the spell (by anyone involved) is required for each new person to enter. You cannot initiate a link with an unwilling subject, but to eavesdrop on an *existing* telepathic link without being noticed, cast the spell with a -4 skill penalty. Other modifiers are as for Mind Send, above. The spell cannot work across time, dimensions, interplanetary space, etc.

Duration: Temporary (2 minutes).

Cost: 6.

Prerequisites: Mind Sense, Mind Scan, Mind Search, Mind Send.

Dream Viewing ⑥

Regular, Resisted by Will

Allows the caster to view the subject's dreams. The subject must be unconscious when the spell is cast. If the subject is expecting this spell to be cast, and has the Dreaming skill (p. B188), he can use this to send a messages to the caster. Modifiers are as for Mind Scan, but apply long-distance modifiers (p. 11) for distance to the subject, and an additional -2 if the caster and subject do not know each other.

Duration: Temporary (3 hours).

Cost: 3.

Prerequisites: Detect Truth, Sleep.

Dream Sending ⑥

Regular

Allows the caster to send a message to the subject in the form of a dream. The caster should describe the message to the GM, who then rolls against the subject's IQ-5 or a skill such as Fortune-Telling (Dream Interpretation) (p. B196) to see how much

the subject understood. Use the same modifiers as for Dream Viewing.

Duration: Lasting (1 hour).

Cost: 3. One try per night.

Time to cast: 1 minute.

Prerequisites: Detect Truth, Sleep.

Dream Projection ⑧

Regular

Projects the caster's presence into the subject's dreams, allowing them to converse. Each minute the spell lasts allows an exchange of about one sentence each. A successful use of the Dreaming skill (p. B188) by the subject each minute allows an extra exchange of sentences. Use the same modifiers as for Dream Viewing.

Duration: Temporary (2 minutes).

Cost: 2.

Prerequisites: Dream Viewing, Dream Sending.

Possession ⑥

Regular, Resisted by Will

Allows the caster to take over the subject's body, using all the subject's senses and controlling all the victim's physical actions. The subject's mind is unconscious for the duration of the spell, as is the caster's body.

If the caster also has the Mind Search spell, then he has access to the subject's knowledge and memories for no extra cost: use of the subject's *physical* skills are at -1 unless the caster spends time practicing with them (treat as acquiring a familiarity).

Durations: Temporary (2 minutes), Lasting (until caster chooses to end it).

Cost: 8 for a temporary casting, 24 for a *lasting* possession that continues until the caster chooses to end it (or it is countered by Dispel Magic or similar anti-magic).

Prerequisites: Mind Sense, Mind Scan, Mind Send. Mind Search is required if the caster is to have access to the subject's memories.

Exchange Bodies ⑦

Regular, Resisted by Will

Switches the caster's mind into the subject's body, and vice-versa. There is no ongoing magical effect once cast; the only way to reverse the spell is to cast it again. Physical traits (ST, DX, HT, related secondary attributes, and physical advantages and disadvantages) go with the body; IQ, memory, personality, mental advantages and disadvantages, and all skills and spells go with the mind.

Note: Exchange Bodies may result in the caster increasing his point value; the GM may wish to charge him for the difference. See Mind Transfer (p. B296) for more gaming suggestions.

Cost: 120.

Prerequisite: Possession.

Lend Skill ④

Regular

Grants the subject one of the caster's skills or languages. A language is known at the same comprehension level as the caster (including literacy, if applicable). A skill is known at the same *relative* level as the caster. This will work on spell *skills*, but not on spells themselves.



Durations: Temporary (3 minutes), Talisman.

Cost: 3. Can be permanently cast on a talisman for an energy cost of 60,000.

Prerequisite: Mind Send.

Borrow Skill ⑤

Regular

Grants the caster one of the subject's skills or languages. A language is known at the same comprehension level as the subject (including literacy, if applicable). A skill is known at the same *relative* level as the subject. This will work on spell *skills*, but not on spells themselves.

Durations: Temporary (3 minutes), Talisman.

Cost: 3. Can be permanently cast on a talisman for an energy cost of 60,000: the person providing the skill must be present throughout the casting, but need not have any magical capabilities.

Prerequisite: Lend Skill.

Comprehend Writing/TL ⑪

Regular, Special Resistance

Grants the caster the ability to read the language of a specified text. This is a technological spell: use TL modifiers based on the tech level when the writing *system* was developed, compared to the tech level of the spell. Most writing systems are TL1 (pictographs) or TL2 (alphabets), but modern machine codes etc. are higher.

Since *codes* are effectively a kind of language, this spell can be *extremely* useful for espionage. Simple codes and substitution ciphers are translated at no penalty. Deliberately obscure codes with nonrepeating patterns, mathematical ciphers, etc., resist this spell with the Cryptography skill of the code's creator (p. B186). If the writing was designed to have a secret double-meaning, the spell will first reveal the "obvious" meaning, while a *second* casting (resisted as above) will uncover the "hidden" meaning.

Duration: Temporary (3 minutes).

Cost: 6.

Prerequisites: History, Borrow Skill.

REALITY CONTROL SPELLS

These spells are among the most powerful yet subtle of magics, manipulating the very nature of cause and effect. This subcollege is grouped with Knowledge spells, descending from the Premonition spell as a prerequisite. But whereas Premonition allows one to see only the *most likely* future, these spells allow the caster to visualize *multiple* futures (or, for more advanced spells, multiple *presents*), and choose among them. They also have some affinity to the time-manipulation spells of the Gate subcollege. Depending on the tone of the campaign, this subcollege

can be presented as a kind of probability control, world-hopping, or a mystical influence over one's destiny.

Optionally, if the GM allows that the Death Vision spell provides accurate presentiment of the future, then that spell may replace Premonition as the base prerequisite. This gives necromancers a shortcut into the manipulation of fate. This reduces the difficulty of the corresponding spell skills; however, the GM may rule that the necromantic versions are *variants* of these spells with their own spell skills. Both prerequisite counts are presented for all spells.

Alter Fate ⑧/①

Regular

Allows the caster to experience two alternate futures, lasting about a second each, and choose the better of the two outcomes. After casting the spell, play the next round normally, up to and including the caster's next turn. Then play the same round again. The caster then chooses which of the two possibilities actually occurred. He must make his selection on the basis only of what he can observe. Only the caster retains any memory of the alternative outcome.

If multiple spellcasters use this spell in the same round, things can quickly get complicated. The “correct” way to handle this is to split *each* of the two timelines two further ways when the second spell is cast. When the first spellcaster’s next turn ends, he is thus presented with *four* possible alternatives, and must make a choice between either the first pair or the second pair. Play then continues along the two remaining timelines until the end of the second spellcaster’s turn, at which point he makes his selection. (If this is too much work, the GM may rule that the second spell doesn’t start to take effect until the first has ended, so that the players only have to keep track of two timelines at any time.)

Duration: Lasting (1 second).

Cost: 2.

Time to cast: 2 seconds.

Prerequisite: Magery 3, Premonition or (optionally) Death Vision.

Alter Fortune ⑨/②

Blocking

Like Alter Fate, but retroactive: this spell allows the caster to force a replay of the preceding turn. He *must* accept the new outcome. If this spell interrupts another player’s turn, play reverts to point in time at the *end* of that player’s *previous* turn, and the other players replay their turns in sequence.

Unlike most Blocking spells, casting Alter Fortune is a free action, not an active defense. However, it still counts as the only Blocking spell the wizard can cast on his turn.

Cost: 4.

Prerequisite: Alter Fate.

Bless ⑩/③

Regular

Improves the fortunes of the subject. Every die roll made by the subject is adjusted favourably by 1 to 3 points (but not better than the best possible roll). This includes success rolls, defense rolls, damage rolls, etc.

Multiple Blessings do not stack; only the most powerful applies.

Durations: Temporary (1 hour), Lasting (1 month), Talisman.

Cost: 10 per point of Blessing, for a temporary Blessing. 150× cost for a 1-month Blessing. 20,000× cost to create a permanent talisman.

Prerequisite: Alter Fortune.

Curse ⑩/③

Regular

The opposite of Bless, this spell adjusts all die rolls made by the subject *unfavourably* by 1 to 3 points (but never worse than the worst possible roll).

Durations: Temporary (1 hour), Lasting (1 month), Talisman.

Cost: 2 per point of the Curse, for a temporary Curse. 150× cost for a 1-month Curse. 20,000× cost to create a permanent talisman.

Prerequisite: Alter Fortune.

Choose Fate ⑨/②

Regular

Allows the subject to *specify* the outcome of any one die roll made in his presence: an attack roll, defense roll, damage roll, etc. This is a free action, declared immediately prior to the roll of the dice. The spell is cast on the subject, and lasts until it is used, at which point it expires.

The subject must be able to observe the outcome of the die roll: he is actually selecting the *observable effects* of the die roll rather than the roll itself. The die roll must represent the outcome of an action lasting no longer than a second; the spell cannot affect long actions, including spell-castings lasting longer than one second.

Durations: Lasting (until used), Talisman.

Cost: 2,000. Can create a talisman for 5× cost, allowing the spell to be used by the bearer; this is treated as a Permanent spell, although it still ends as soon as it is used.

Prerequisite: Alter Fate.

Choose Fortune ⑩/③

Regular

Like Choose Fate except that the subject can use it to specify the outcome of a roll *after* the roll has been made. Again, this is free action, declared immediately after the roll.

Durations: Lasting (until used), Talisman.

Cost: 3,000. Can create a talisman for 5× cost, allowing the spell to be used by its bearer; this is treated as a Permanent spell, although it still ends as soon as it is used.

Prerequisite: Choose Fate.

Wish ⑩/④

Regular

Allows the subject to permanently alter reality to suit his desires. It can accomplish almost any clearly-stated change or outcome, within certain limits. A rule of thumb is that the change can represent a benefit worth up to 20 character points to the player making the wish (granting an advantage, removing a disadvantage, casting a spell with up to 24,000 energy...).

If the player’s wish exceeds this guideline, the GM has two options: he can declare that the wish failed (and was not used), or he can impose limitations or consequences to bring the value down. It is especially appropriate if the GM can twist the literal meaning of the wish so as to limit the value of the outcome. Overambitious players beware!

Durations: Lasting (until used), Talisman.

Cost: 25,000. Can create a talisman for 5× cost, allowing the spell to be used by its bearer; this is treated as a Permanent spell, although it still ends as soon as it is used.

Prerequisites: Choose Fortune.

CHAPTER TEN

LIGHT AND DARKNESS SPELLS

These spells affect not just visible light, but also infrared and ultraviolet light. Spells that provide illumination will allow those with Infravision and Ultravision to see, while spells that block ordinary vision will also block those senses.

Many Light and Darkness spells can produce varying levels of light. If a spell is used as the sole source of illumination, the following Vision modifiers are appropriate.

<i>Intensity</i>	<i>Vision Modifier</i>
Starlight	-7
Candlelight or moonlight	-5
Torchlight	-3
Daylight	0

Light levels typically don't cut off sharply: a region of bright light will be surrounded by a *much* larger region of dim light. As a general rule, each *quadrupling* in distance from a light source gives an additional -1 in darkness penalties. That is, a light sufficient to illuminate out to 1 yard (a central hex and the surrounding 6 hexes) with daylight will provide torchlight-level illumination out to 64 yards, moonlight out to 1000 yards, and starlight out to 10 miles. Reduce light levels by 2 or ranges by a factor of 16 if the source of light itself is not visible, but illumination is being provided by indirect light reflected off of objects in the illuminated area.

Detect Light ①

Information

Measures the light level at a chosen point in space, or emitted by a given source. Regular range penalties apply, as do normal darkness penalties for dim light. The spell is sensitive to all light from infrared to ultraviolet, or the caster can restrict it to a specific colour or range of colours. On a good roll (success by 2 or more), the spell indicates the dominant colour of the light. On a success by 5 or more, or critical success, the spell gives complete information about the light spectrum.

Cost: 1.

Seek Light ①

Information

Tells the caster the direction and approximate distance of the nearest source of direct or indirect light (caster's choice). The caster can also restrict the spell to a particular intensity of light or range of colours, or exclude known light sources, by specifying them in advance.

Cost: 1.

Prerequisite: Detect Light.

Heat Vision ①

Regular

Grants the subject the Infravision advantage (p. B60) for the duration of

the spell, in addition to his normal vision. The spell does not allow him to see invisible objects.

Duration: Temporary (3 minutes).

Cost: 3.

Prerequisite: Detect Light.

Night Vision ①

Regular

Allows the subject to see clearly as long as there is any light at all, as with Night Vision 9. In utter darkness, the subject is still blind.

Duration: Temporary (3 minutes).

Cost: 3.

Prerequisite: Detect Light.

Dark Vision ②

Regular

Allows the subject can see even in pitch darkness, as if he had the Dark Vision advantage. He can also ignore the effects of the Gloom spell.

Duration: Temporary (150 seconds).

Cost: 5.

Prerequisite: Night Vision or Heat Vision.

See Invisible ③

Regular

Allows the subject to see anything concealed by the Invisibility spell or by "natural" invisibility. These things will be slightly translucent; thus, you can see through them and tell that they appear invisible to others.

Duration: Temporary (2 minutes).

Cost: 4.

Prerequisite: Dark Vision.

Far Seeing ①

Regular

Grants the subject extraordinary clarity of vision and the ability to “zoom in” on distant objects, providing the equivalent of Telescopic Vision (p. B92). Each level lets the subject ignore -1 in range penalties to Vision rolls at all times, or -2 in range penalties if he takes an Aim maneuver to zoom in on a particular target. This ability can also function as a telescopic sight, giving up to +1 Accuracy per level with ranged attacks provided you take an Aim maneuver for seconds equal to the bonus. The benefits of this spell are not cumulative with those of technological aids such as binoculars or scopes: you must opt for one or the other.

While the spell is in effect the subject will be farsighted, and have difficulty focusing on objects within 1 foot, doubled per level of the spell. This gives a -6 penalty to Vision rolls and a -2 penalty to attacks on targets within this range.

Duration: Temporary (2 minutes).

Cost: 2 per level of Telescopic Vision.

Time to cast: 2 seconds.

Prerequisite: Detect Light.

Small Vision ①

Regular

Grants the subject the equivalent of Microscopic Vision (p. B68). Each level increases magnification by 10× for viewing objects within 1 foot. While the spell is in effect, the subject is extremely nearsighted, giving a -6 penalty to Vision rolls and a -2 penalty to attacks on targets more than 1 yard away.

Duration: Temporary (2 minutes).

Cost: 2 per level of Microscopic Vision.

Time to cast: 2 seconds.

Prerequisite: Detect Light.

Flash ①

Regular

Creates a brilliant flash of light, which can blind many who see it. The “subject” is the spot the caster chooses as the spell’s center. Anyone facing the flash with their eyes open may be affected (GM’s decision if a combat map is not being used). Assume characters have their eyes open unless they explicitly say they are closing them (the *caster* can be assumed to have closed his eyes). Roll vs. HT-5. Failure means the subject is *blinded* for seconds equal to the margin of failure, plus 1 minute at -3 to Vision and most DX rolls due to dazzling. Success means the subject is dazzled for 30 seconds. Success by 5 or more, or critical success, means no effect. Apply modifier equal to the *negative* of the range modifier for the distance to the flash: e.g. a flash at 10 yards gives a +4 to the HT roll.

Cost: 4.

Prerequisite: Detect Light.

Glow ②

Area

Suffuses an area with a uniform glow. Objects and beings standing in the area won’t project any shadows unless a source of light stronger than the ambient glow is brought in. The spell provides only *indirect* lighting to its surroundings, from light reflected off of objects in the area.

Durations: Temporary (2 minutes), Permanent.

Base cost: 1/2 for starlight; 1 for moonlight; 3/2 for torchlight; 2 for daylight. Can be made permanent for 50× casting cost.

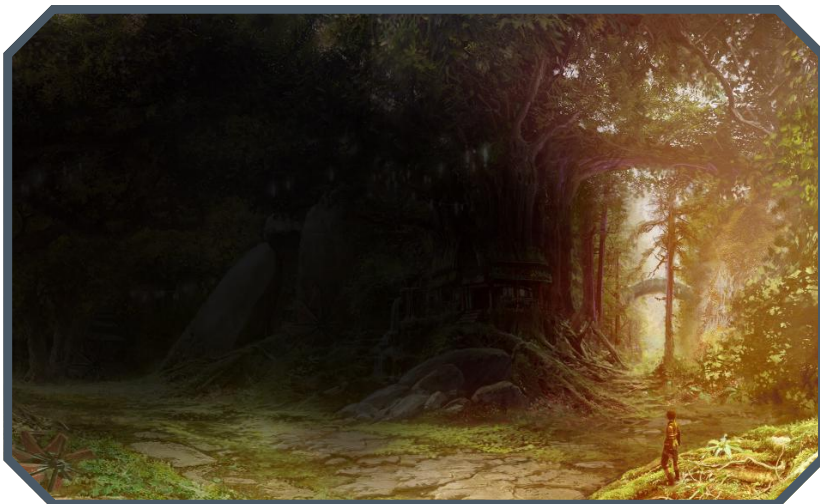
Prerequisite: Flash.

Gloom ②

Area

Plunges an area into darkness. The *maximum* ambient light in the area is set by the cost of the spell, but it can be less if the normal level of light is less. The spell affects both light entering the region from outside, and light produced by sources within the area. People within the region will see *everything* reduced in brightness to the specified level. People from a brighter region trying to look in will see impenetrable or near-impenetrable darkness: in addition to the darkness penalty for the light level in the region, apply a *further* penalty equal to the *difference* between the viewer’s light level and the gloomy region, since the viewer’s vision is adapted to his own brighter environment. Complete darkness blocks all vision within or through the area of effect.

Night Vision applies its normal bonus, but only cancels the penalty for the ambient light level, not the additional penalty for the *difference* in light levels when looking from a bright to a dark region. It also will not



work in complete darkness. Dark Vision completely counters the effect of this spell.

Durations: Temporary (2 minutes), Permanent.

Base cost: 1/2 for torchlight; 1 for moonlight; 3/2 for starlight; 2 for complete darkness. Can be made permanent for 50× casting cost.

Prerequisite: Flash.

Light ②

Regular

Produces a glowing white light the size of a torch or lightbulb. The subject can be either an object or a point in space: in the latter case, the light can travel at Move 5 if the caster concentrates, otherwise it stays still. The cost of the spell depends on the intensity of light produced: the spell produces the specified level of light out to a range of 1 yard (a central hex and the surrounding 6 hexes).

Durations: Temporary (1 minute), Lasting (2d days), Permanent.

Base cost: 1 for a dim glow like starlight; 2 for moonlight; 3 for torchlight; 4 for daylight. Can be made lasting (2d days) for 5× casting cost, or permanent for 50× cost.

Prerequisite: Flash.

Shape Light ②

Area

Bends and redirects beams of light within the area, creating the effect of one or more (insubstantial) mirrors, lenses, etc. Each simple component (mirror or lens) requires at least a second of concentration to create, or more if the caster must refine it to any degree of precision. The components will remain in place without concentration. The spell can also perform tricks such as enlarging, shrinking, or shaping the shadows of objects that fall within the area: this requires constant concentration unless the shadow and the object casting it are stationary.

Duration: Temporary (1 minute).

Base cost: 2.

Prerequisite: Flash.



Colours ③

Regular

Changes the colour of any light. The spell must be cast on the source of the light. If the caster concentrates, multiple colour-changes are possible with the same spell.

Durations: Temporary (2 minutes), Lasting (2d days), Permanent.

Cost: 2 to cast as a temporary spell. A fixed colour change lasting 2d days costs 10 energy: if cast on the lasting version of the Light spell, it will automatically last as long as the underlying spell. A permanent colour change costs 100 energy (the light source can still be turned on and off normally).

Prerequisite: Shape Light.

Image ⑤

Area

Produces a realistic but insubstantial three-dimensional image of anything the caster wishes. This can be either a single object or an entire scene. The image can move (within the area of effect) if the caster concentrates, otherwise it remains stationary.

Durations: Temporary (2 minutes), Permanent.

Base cost: 1. If the image is to provide its own illumination, add the appropriate cost as per the Glow spell. Can be made permanent for 50× casting cost; this is usually combined with a spell such as Program Spell or Intelligence if it is to depict anything other than a single unchanging scene.

Prerequisites: Light, Colours.

Wall of Darkness ③

Area

Surrounds the affected area with a wall through which light will not pass. Does not affect the illumination of the interior by light sources within the area.

Durations: Temporary (2 minutes), Permanent.

Base cost: 2. Can be made permanent for 50× casting cost.

Prerequisite: Gloom.

Blur ③

Regular

Makes the subject harder to see and therefore harder to hit with attacks. Each point of energy gives -1 to the effective skill of any attack on the subject, to a maximum of -5.

Duration: Temporary (1 minute).

Cost: 1 to 5.

Time to cast: 2 seconds.

Prerequisite: Shape Light.

Hide ④

Regular

Makes the subject harder to find. A Vision roll is necessary to see a subject in plain sight; Vision rolls to detect a subject already hidden are at -1 per point of energy spent, to a maximum of -5. These effects only apply while the subject remains still, but if he moves and then stops moving before the spell expires, the effects resume.

Durations: Temporary (1 hour), Permanent.

Cost: 1 to 5. An item may be made permanently “hidden” for 5,000× casting cost.

Time to cast: 5 seconds.

Prerequisite: Blur.

Resist Light ④

Regular

Protects the subject from bright light, allowing him to peer safely into intense sources (like a roaring fire or the sun), and making him immune to blindness from Vision-based attacks such as Flash. For double cost the

subject is immune to *damaging* effects of light, including things like lasers and radiant heat from an oven or nuclear flash (he is still vulnerable to blast, flame, superheated gas, and radiation).

Durations: Temporary (2 minutes), Permanent.

Cost: 2 to resist blinding light, 4 to resist *burning* light. Can be made permanent for 1,000× casting cost.

Prerequisites: Gloom, Shape Light.

Invisibility ⑥

Regular

The subject cannot be seen and does not appear in reflections or photographs. He can still see his surroundings, still makes sounds, and can be tracked by scent or footprints. Anything he picks up becomes invisible, unless he wills it to stay visible. Infravision cannot detect him, but See Invisible can. He is unaffected by light-based attacks as per Resist Light. Invisible characters have a great advantage in combat: see p. B394.

Durations: Temporary (2 minutes), Permanent.

Cost: 6. Half cost for subjects less than 1 foot in size and 50 pounds in weight. Can be made permanent for 5,000× casting cost.

Time to cast: 3 seconds.

Prerequisites: Resist Light, Blur.

Light Jet ④

Jet

Emits a beam of bright light from one finger. This beam can be used like a flashlight. It gives good illumination for 10 yards in the direction it is pointed, and some vision will be possible up to 30 yards away. It can be used as a signal for up to a mile if visibility is good.

This spell can be used in combat to blind foes within 10 yards, but only in relative darkness (when the darkness penalty is at least -5). Each turn, the caster rolls against Innate Attack (Beam) skill or DX-4, with a

-5 penalty to hit the face. This attack can be dodged or blocked, but not parried. If the target is hit, he will be at a -4 penalty to combat skills on his next turn, and at a -1 penalty for the next minute. This effect is not cumulative. Foes with Night Vision double these penalties.

Duration: Temporary (2 minutes).

Cost: 2.

Prerequisites: Glow, Shape Light.

Sunlight ⑤

Area

The area is illuminated in full daylight – even underground! The area extends skyward, stopping only when it hits some sort of ceiling or opaque barrier. If cast in a cave, the area is a huge shaft of light extending upward to the rock. If cast on a cloudy day outdoors, the light appears to break through the clouds above. If cast at night, the light appears to come from an overhead star which brightens to sun level for those inside the area. Surroundings will receive indirect illumination from light reflected off of objects in the area.

Treat the light as natural sunlight for all purposes – it can be used to grow plants, get a tan, etc. Creatures who are susceptible to the effects of sunlight (such as vampires) are fully affected.

Durations: Temporary (2 minutes), Permanent.

Base cost: 2. Can be made permanent for 50× casting cost.

Prerequisites: Magery 1, Glow, Colours.

Sunburst ⑥

Regular

Emits a burning blast of light, either in a narrow cone or in all directions. The blast has no fixed range; instead, divide damage by the distance to the target (round down). A cone requires a roll vs. DX-4 or Innate Attack (Beam) to hit a specific target (this attack is included in the casting ritual). Use the rules for *Area and Spreading Attacks* (p. B413).

Cost: 1 to 3 for a 1-hex-wide cone: the spell does 2d burn damage per energy point. For a wider cone up to 60°, multiply the base cost by the width of the cone. For a 360° circle, square the base cost and multiply by 2.

Time to cast: 2 seconds.

Prerequisite: Sunlight.

Sunbolt ⑦

Missile

Shoots a bolt of concentrated sunlight from one hand. It has 1/2D 75, Max 150, Acc 2; use the Innate Attack (Beam) skill to hit. The light burns like laser light and does tight-beam burning damage. Increase a shield's DB against this spell by 50%, rounding down, if it is highly polished.

Whether or not damage gets through armor, a hit to the face blinds the victim unless he makes a HT roll. A hit to the eyes does double damage and blinds the victim unless he makes a HT roll at a penalty equal to the damage suffered. Treat Sunbolt-induced blindness as a crippling injury for recovery purposes (p. B420).

Any mirror will reflect a Sunbolt; if the GM is uncertain of the exact angle of incidence/reflection (if the Sunbolt hits a hand-held mirror, for instance), determine its new direction randomly. Use the rules for hitting the wrong target (p. B389) to determine if anything along the new path is hit.

Deliberately reflected shots are a much trickier matter; range penalties will be for the total range to the target, with an additional -2 for each "bounce". And unless the mirrors are very large and/or stable and/or deliberately placed for the purpose, the GM may simply declare the shot impossible.

Defending characters holding mirrors may attempt to reflect the bolt back at the caster – treat this as a Block defense at a -2 penalty; also apply the normal range penalties from the defender to the caster. The DB of the mirror (if it is large enough to

offer any; GM call) adds to this roll normally. The caster may defend normally, unless totally surprised.

Sunbolt is not affected by Missile Shield or Force Dome. Deflect Fire, Resist Fire, Resist Light (at the second level of effect), and Invisibility do offer protection. Areas of magical Gloom get a resistance roll (vs. the spell's power) to dissipate a Sunbolt.

Cost: Any amount up to your Magery level per second, for three seconds. The bolt does 1d-1 tight-beam burning damage per energy point.

Time to cast: 1 to 3 seconds.

Prerequisite: Sunburst.

Sunbeam ⑦

Jet

Emits a continuous beam of burning light from the caster's hand. This acts like a laser weapon, doing 1d-1 tight-beam burning damage for every energy point in the spell; Reach is equal to twice the energy cost. Use the rules for Sunbolt (above) for the effects of reflective shields or damage to the eyes.

Duration: Temporary (2 seconds).

Cost: 1 to 3.

Prerequisites: Sunburst.

Remote Seeing ⑥

Regular

Allows the caster and others to peer through a distant mirror or window. The view "seen" by the remote object is projected in a reflective or transparent surface, such as a mirror or crystal

ball. In a pinch, the caster can have the images appear in a cup or pool of water; this does not affect the casting of the spell, but the GM may reduce the clarity of the images accordingly.

The remote mirror or window must be one that the caster can see, or one that he is familiar with. *Penalties:* -2 for a place you have "seen" only through the mind or memories of another, or via television; -2 for a place you have not seen within a month (except, perhaps, your own home!); and -1 to -3 for a place seen only briefly. Apply long-distance penalties (p. 11) to the remote window or mirror, and Regular distance penalties to the surface in which the images will appear, if the caster cannot touch it.

Durations: Temporary (1 minute), Permanent.

Cost: 2 plus the magnitude of the long-distance modifier. Double cost for a two-way link, allowing people near the remote mirror or window to view the caster and his surroundings. A permanent link between two locations costs 5,000× the normal casting cost.

Prerequisites: Far Seeing, Seeker.

Darkness Meta-Trait

Body of Shadow: You are an animated two-dimensional shadow, capable of sliding along surfaces and through narrow cracks. Shadow Form [50] and Feature (Affected by Light magic) [0]. 50 points.

Images of the Past ⑨

Regular

When cast on a mirror or window, this spell "plays back" whatever images it may have "seen" in the past. The caster specifies the moment from which to start viewing ("Let us see what happened in this room a year ago..."). Time modifiers (p. 11) apply. Each time this spell is cast for the same time period, there is a further -1 penalty to skill. A critical failure will wipe away the object's "memory" of that time period.

This is also a Knowledge spell.

Duration: Temporary (1 minute).

Cost: 3 plus the magnitude of the time modifier.

Time to cast: 10 seconds.

Prerequisites: Remote Seeing, History.

Wizard Eye ⑤

see p. 76

Body of Shadow ⑦

Regular, Resisted by HT

The subject's body fades away, leaving only his shadow; he gains the Shadow Form advantage (p. B83) for the duration of the spell. His clothing (up to 6 pounds) also becomes shadow, but while in shadow form it loses any magic powers it might have had. The rest of his equipment tumbles to the ground; he can carry *nothing* while in this form.

Note that this spell does not augment the subject's senses to allow him to see in pitch darkness!

Duration: Temporary (2 minutes).

Cost: 6.

Time to cast: 5 seconds.

Prerequisite: Invisibility.



CHAPTER ELEVEN

MAKING AND BREAKING SPELLS

These spells deal with the structure and function of nonliving artifacts. Many of the spells deal with *inanimate* objects, directly manipulating their structure. However, the spells in the Machine subcollege operate self-powered devices through their own control mechanisms.

Many of the spells in this college depend on the *mass* of the item. Unless otherwise specified, the cost factor for the subject of a Regular spell in this college should be based on its median linear dimension in yards, or its weight from the following table (whichever gives the larger modifier):

Weight Modifiers Table

Weight	Cost
Under 50 lbs.	×1/2
Up to 200 lbs.	×1
Up to 450 lbs.	×3/2
Up to 800 lbs.	×2
Up to 0.9 tons	×3
Up to 1.6 tons	×4

For larger weights, the multiplier is the square root of (10 times the weight in tons), rounded up. These weights are the Extra-Heavy encumbrance limits for a person with ST of 10 times the multiplier: the GM may choose to introduce finer divisions if he wishes. Note that these spells represent a special case in which the cost of a Regular spell can be *reduced* for a smaller-than-human subject (though by no more than half).

Detect Weakness ①

Information

Tells the caster the weakest part of the subject. Can be cast on any part of a large object; you would not have to cast it on a whole city wall, for instance, but could check one yard of wall at a time. Of course, many subjects will have no special weakness.

On a good roll (success by 2 or more), tells the caster how much damage it will take to break the subject. On a very good roll (success by 5 or more, or critical success), gives the equivalent of a full stress analysis, telling the caster how much force or damage each part of the subject can sustain before breaking. Known weak spots can be excluded if the caster specifies them in advance.

Note that this spell only detects *structural* weaknesses: where the subject is likely to *break*. If the subject is already broken, it will indicate the *next* likely break point. With complex machinery one should use the Know Function spell to diagnose functional problems.

Cost: 1.
Time to cast: 2 seconds.

Break ①

Regular

Inflicts 1d damage per point of energy to a specified spot on the subject (nonliving subjects only). See p. B557 for HP of various items. Treat the damage as generic Crushing damage with no blunt trauma and no knockback; subject's DR does not protect. However, if this is not enough to *break* the subject, then it takes *no* damage.

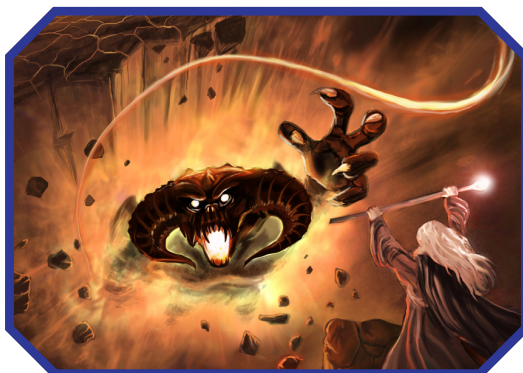
Cost: 1 per die of damage.
Prerequisite: Detect Weakness.

Weaken ②

Regular

Like Break, but damage is cumulative, whether or not the subject is broken by an individual casting. No caster may use this spell on the same subject more than once per hour.

Cost: 2 per die of damage.
Prerequisite: Break.



Shatter ②

Regular

Similar to Break, but the subject, if it breaks, explodes violently, doing [1d] fragmentation damage to surrounding targets (p. B414).

Cost: 2 to 6; does 1d damage to the subject for every two points of energy put into it (fragmentation damage is fixed at [1d]).

Prerequisites: Magery 2, Break.

Ruin ③

Regular

Accelerates the natural process of decay on unliving materials. Each minute of duration has the general effect of aging the subject 5 years. It rusts iron and steel, but has little effect on other metals unless maintained for a very long time. It causes organic material – leather, fur, wood, plastics, etc. – to decay to uselessness. Ceramics are unaffected by Ruin. This spell does not have to be cast on an entire object.

Duration: Temporary (1 minute).

Cost: 2 per pound of material (minimum 2).

Time to cast: 2 seconds per point of energy spent in the casting.

Prerequisites: Magery 1, Weaken.

Disintegrate ④

Regular

Similar to Break, but leaves only dust (cannot be repaired!). If the damage rolled doesn't destroy the subject, it is unaffected. This spell affects inanimate objects only and cannot affect parts of objects.

Cost: 1 to 4; does 1d damage for each point of energy put into it.

Prerequisites: Magery 2, Ruin.

Reshape ②

Regular

Allows the subject to mold any inanimate substance as though it were clay. Does not convey any additional artistic ability to the subject, however! Any inanimate object the subject picks up while under this spell

will soften slightly – this can be troublesome. For instance, if he tries to wield a sword or staff, it does only half damage! A gun fired while “soft” will be ruined. Any material molded will become hard again, in its new form, as soon as the subject removes his hands from it.

Inconvenient doors and walls can be removed, at a double-handful of material per second. This spell can even be used to tunnel through rock, but since in effect the subject is digging through soft earth with his hands, it is slow and tiring.

Duration: Temporary (2 minutes).

Cost: 6.

Time to cast: 10 seconds.

Prerequisites: Magery 1, Break.

Shape Object ⑨

Regular, Special Resistance

Causes an inanimate object to flex and move as the caster wishes, without having to touch it. E.g. a chair could move around and kick people, a sword could snake around its wielder's arm, etc. This requires constant concentration on the part of the caster: when he isn't concentrating, the object will remain in whatever position he left it.

A being holding the object can resist the spell with his Will.

Duration: Temporary (1 minute).

Cost: 4 times the Weight Modifier of the object, if it is already flexible. Double cost if it is made of wood, stone, or soft metal. Triple cost if it is made of hard metal.

Time to cast: 3 seconds.

Prerequisites: Magery 2, Reshape, Shape Earth, Shape Plant.

Rejoin ②

Regular

Temporarily fixes a broken inanimate object. If some small nonessential parts are missing, skill is at -3, but if the spell succeeds the object holds together without the missing parts.

Duration: Lasting (10 minutes).

Cost: 6, multiplied by the Weight Modifier of the object.

Time to cast: 4 seconds per point of energy spent in the casting.

Prerequisite: Break.

Restore ②

Regular

Makes a broken or damaged object look as good as new. This does not restore HP or repair breaks, but will cover up cracks or minor blemishes, remove stains or tarnish, etc. A broken item may appear whole, but will not stand up to being handled. If small parts are missing, skill is at -3, but if the spell succeeds the breaks will not be obvious.

Duration: Instantaneous (the restoration lasts until the object breaks or is tarnished again).

Cost: 6, multiplied by the Weight Modifier of the object.

Time to cast: 4 seconds per point of energy spent in the casting.

Prerequisite: Break.

Clean ③

Area

Cleans the subject area or being (i.e., removes dirt and stains, and polishes surfaces which can hold a polish). Does not remove lingering odors (use Purify Air for that). Soilproof is useful for ensuring that the area stays clean.

Base cost: 2.

Prerequisite: Restore.

Repair/TL ④

Regular

Permanently repairs a broken inanimate object. If some small parts are missing, skill is at -5, and the appropriate materials to make the missing parts must be provided – e.g., a lump of gold to make gold filigree-work. If the spell succeeds, the missing parts reappear.

The caster must know exactly what repairs he is trying to make: an appropriate craft, mechanic, or engineering skill, or prior casting of Schematic, will be useful here. Formerly magical

items do not regain their magic when repaired (although this spell will restore a weakened magic item to full durability).

Duration: Instantaneous (the repair lasts until the object is damaged again).

Cost: 12, multiplied by the Weight Modifier of the object.

Time to cast: 4 seconds per point of energy spent in the casting.

Prerequisites: Magery 2, Rejoin, Restore.

Create Object/TL ⑥

Regular

Temporarily creates an inanimate object out of nothing. The caster must have complete knowledge of what he is trying to make, either by having the skills required to create it normally or through casting Schematic on an existing artifact (or a piece of an artifact). Thus, *information* (e.g. a book) could not be created unless the caster knew the contents by heart.

Food, fuel, or other forms of accessible energy cannot be created by this spell, nor can magical items. The spell *can* create devices to conduct or channel energy, subject to the limitations of the caster's knowledge and the spell's TL. Create Object can also be cast simultaneously with Create Fuel to build a device and its power source together.

Example: Create Object/TL5 could create a revolver, while Create Object/TL5 and Create Fuel/TL5 could create a *loaded* revolver. Minimum energy costs would apply: 6 for the Create Object spell plus 1 for the Create Fuel spell, or a total of 7 for both. If casting the two spells simultaneously, casting time would be only 30 seconds, since this is the larger of the time for Create Object (24 seconds) and Create Fuel (30 seconds). The caster would need to succeed with separate rolls vs. the two spell skills and Armoury/TL5: failure with Create Object would produce a small pile of gunpowder, failure with Create Fuel would produce a gun with

empty cartridges, while failure with Armoury would produce a (possibly dangerously) flawed weapon.

Duration: Temporary (2 minutes).

Cost: 12, multiplied by the Weight Modifier of the creation.

Time to cast: 4 seconds per point of energy spent in the casting.

Prerequisites: Magery 3, Rejoin, Create Earth.

Transform Object/TL ⑧

Regular, Special Resistance

Changes an object into another object of the same weight. The change can be anything – a gun could be turned into a rag doll, for instance, or vice-versa. The same restrictions that apply to Create Object also apply to Transform Object. The TL of the spell only applies to the *product* of the spell, not the object being changed.

An object held or worn by someone resists with its owner's Will.

Duration: Temporary (1 hour).

Cost: 12, multiplied by the Weight Modifier of the creation.

Time to cast: 4 seconds per point of energy spent in the casting.

Prerequisites: Create Object, Reshape.

Fabricate Object/TL ⑨

Regular

Builds an object or mechanism out of raw materials. These materials must be provided: if the item requires fuel, exotic alloys, or other substances, they must be found or created separately. Otherwise, treat the spell as Create Object, except that the item is permanent, with no ongoing magic required. Magical items or properties cannot be Fabricated.

Cost: 30, multiplied by the Weight Modifier of the final object.

Time to cast: 4 seconds per point of energy spent in the casting.

Prerequisites: Create Object, Repair.

Sharpen ⑤

Regular

Produces an extraordinary sharpness on cutting and impaling weapons, giving +1 to +3 on basic damage. Multiple castings of this spell are not cumulative: apply only the strongest effect.

Durations: Temporary (2 minutes), Permanent.

Cost: 2 times the damage bonus (up to +3) for blades up to a foot long (arrows, spears, knives, or axes); 4 times the damage bonus per yard (or fraction) for longer blades. Can be made permanent for 5,000× cost; note that this will be *cumulative* with the ST bonus from Puissance.

Time to cast: 4 seconds.

Prerequisite: Repair.

Penetration ⑥

Regular

Causes a cutting, impaling, or piercing weapon to slide through armour like a knife through butter. Specifically, the spell grants the weapon an armor divisor (p. B268). Such a weapon does not do extra basic damage to unarmored foes. Hardened DR defends against the armor divisor conferred by this spell as normal. Multiple castings of this spell are not cumulative: apply only the strongest effect.

Durations: Temporary (2 minutes), Permanent.

Cost: For an armor divisor of 2, energy cost is 2 times the blade length in yards (round up), or 1 for blades under one foot long (arrows, spears, knives, or axes). Additional levels are possible, giving an armor divisor of 3, 5, 10, 100, or Ignores DR: each step *doubles* cost. Can be made permanent for 5,000× cost.

Time to cast: 10 seconds.

Prerequisite: Sharpen.

Toughen ⑤

Regular

Strengthens an inanimate object, doubling its Hit Points. A cheap or regular metal weapon is treated as a

“fine” quality weapon while the spell lasts, and a “fine” weapon as “very fine”. Other Toughened items are similarly resistant, and will not normally break due to accidental dropping, etc. This will not increase the protection offered by armour (since this depends on DR, not HP), but will make shields more resistant to penetration.

Durations: Temporary (1 hour), Permanent.

Cost: 6, multiplied by the Weight Modifier of the object. Can be made permanent for 5,000× cost.

Time to cast: 5 seconds.

Prerequisite: Repair.

Harden ⑥

Regular

Gives the subject’s DR the *Hardened* enhancement, as described on p. B47. This does not increase DR, but reduces an attack’s armor divisor. The subject may be any *nonliving* item, including a suit or piece of armor.

Durations: Temporary (1 hour), Permanent.

Cost: 2, multiplied by the Weight Modifier of the object, for the first level of hardening; cost *doubles* for each additional level. Can be made permanent for 5,000× cost.

Time to cast: 15 seconds.

Prerequisite: Toughen.

Stiffen ③

Regular, Special Resistance

Temporarily stiffens a limp object; turns a rope into a pole, for example, or a thread into a lockpick. Does not work on living beings. This spell can be used to make improvised weapons; the GM judges their effectiveness.

This spell may also be used to stiffen a foe’s clothes. In this case, the foe resists the spell with his ST+2. If the spell works, the victim is at -1 DX for each pound of clothing that was stiffened, and this DX change does affect his Move.

Duration: Temporary (20 minutes).

Cost: 4, multiplied by the Weight Modifier of the object.

Time to cast: 2 seconds times the every cost.

Prerequisite: Rejoin.

Knot ④

Regular

Ties a knot that cannot be untied without magic (though the rope can be cut, of course). The knot unties when the caster wills it (though he can delegate this to an Independence spell if he wishes). Thus, he could use the spell to descend a cliff, then have the rope release itself when he reaches the bottom. Knot also works for string, chastity belts, etc.

Duration: Lasting (until the caster wills it to end).

Cost: 2.

Time to cast: 3 seconds.

Prerequisite: Stiffen.

Contract Object ③

Regular

Scales an object down in its longest dimension. Works only on homogeneous objects or parts of objects, not complex artifacts. For instance, a sword blade or spear shaft could be contracted without affecting the hilt or head. This reduces the object’s Size Modifier, and its weight also decreases in proportion to its length, but DR and HP are unchanged.

Once the casting is complete, the length of the object contracts at a rate of one halving every second until the final size is reached. When the spell ends, the object expands at a similar rate.

Duration: Temporary (1 hour).

Cost: 2 per halving of length, multiplied by the number of yards (or fraction) of *initial* length. Divide cost by 2 if initial length is under 1 foot. This is not modified by the weight of the subject.

Time to cast: 3 seconds.

Prerequisites: Magery 3, Reshape.

Extend Object ③

Regular

Similar to Contract Object, except that it *lengthens* the longest dimension of the object. Weight increases in proportion to length, but DR and HP do not; if extended too much, the object will snap under its own weight.

Duration: Temporary (1 hour).

Cost: 2 per doubling of length, multiplied by the number of yards (or fraction) of *final* length. Divide cost by 2 if final length is under 1 foot. This is not modified by the weight of the subject.

Time to cast: 3 seconds.

Prerequisites: Magery 3, Reshape.

Shrink Object ③

Regular

Scales an object down in size while maintaining its proportions, decreasing its Size Modifier (SM). Multiply weight by 1/3 and HP by 2/3 for every -1 SM, or by 1/10 and 1/2 (respectively) for every -2 SM; each -2 SM also reduces DR by 1. Once the casting is complete, the subject shrinks at a rate of 1 SM per second until the final size is reached; when the spell lapses, the subject expands at a similar rate.

Duration: Temporary (1 hour).

Cost: 3 per -1 to SM, multiplied by the Weight Modifier of the subject based on its *initial* weight.

Time to cast: 3 seconds.

Prerequisites: Magery 3, Reshape.

Enlarge Object ③

Regular

Similar to Shrink Object, except that the object is scaled up in all dimensions, increasing its Size Modifier (SM). Multiply weight by 3 and HP by 1.5 for every +1 SM, or by 10 and 2 (respectively) for every +2 SM; each +2 SM also increases DR by 1.

Duration: Temporary (1 hour).

Cost: 3 per +1 to SM, multiplied by the Weight Modifier of the subject based on its *final* weight.

Time to cast: 3 seconds.

Prerequisites: Magery 3, Reshape.

MACHINE SPELLS

These spells deal with the manipulation and control of complex machinery. For purposes of these rules, a *machine* is a tool or object that uses a system of controls to regulate a larger source of power or stored energy in order to do its job. Thus a hand drill is not a machine but an electric drill is; a longbow is not a machine while a crossbow is. By way of comparison, whereas Energy or Movement spells can *power* a mechanism, Machine spells can *control* it. The GM has final say in any ambiguous cases.

Sometimes a machine must be assigned an attribute, usually HT, for purposes of spell resistance. Most machines can be given a default HT of 10, unless the machine is particularly temperamental or rugged.

Many of these spells will work on sapient machines, but some are intended only for non-sapient machines (IQ 5 or less), as noted in the spell description. Usually this is for spells that have counterparts in the subcollege of Communication for interacting with sapient beings. When casting a Communication spell on a machine intelligence, penalties for a “totally alien” mind are usually appropriate.

Know Function/TL ①

Information

Reveals the functions of the subject machine. If the subject has more than one function, the spell reveals them in order of power consumed (highest power first), and tells the caster “there are more functions”. Later castings will reveal the remaining functions, one per casting. This spell will also work on *computer programs*, revealing functions in decreasing order of Complexity.

A separate casting will also reveal the control to activate a known function. This is at no penalty if the control is a simple button or trigger, but up to a -5 penalty for more complex key sequences, hidden controls, etc.

Alternatively, a casting of this spell can tell the caster what the machine will do if a specified control or sequence of controls is used. A given caster gets only *one* attempt per function when casting the spell in these ways. If successful, the caster can then use the machine with the appropriate skill (or default) at a penalty of only -1 for unfamiliarity.

This spell tells the caster what functions the machine will *actually* perform when activated, regardless of what it was *designed* to do. It is thus useful for diagnosing buggy or broken machines, if the caster knows the intended function.

Cost: 8, multiplied by the Weight Modifier of the subject.

Time to cast: 10 minutes.

Prerequisite: Detect Power.

Schematic/TL ⑧

Information

Creates detailed technical “blueprints” of the machine subject in the caster’s mind. The caster can browse through the mental schematic at his leisure at the same rate that he could examine actual hardcopy plans for the machine. However, this spell grants no appropriate skills; to

interpret, for instance, a schematic of a starship’s fusion power plant, the caster would need some skill in Engineering (Fusion). To make any use of a schematic of a weapon, either Armoury or some sort of weapons Engineering would be required. The duration is the length of time that the image stays with any useful clarity in the caster’s mind.

The schematic can either represent the current state of the object (showing any internal damage, alterations, and wear), or the ideal state of the object, at the caster’s discretion. Both can be useful. The latter use even gives plans for an object based only on a tiny fraction of it (at least 5% of the machine’s total mass needs to be present). This could be used to form a complete picture from a fragmented Precursor device, for instance... In either case, the cost to cast the spell is based on the mass of the intact machine.

This is also a Knowledge spell.

Duration: Temporary (2 minutes).

Cost: 10, multiplied by the Weight Modifier of the subject.

Time to cast: 5 seconds.

Prerequisites: Know Function, History.



Sense Machines/TL ②

Regular

Gives the subject an empathic connection to machinery around him. He can sense whether machinery is operating without being able to see or hear it, at a range in yards equal to the margin of success of the spell-casting. Other information may be available on a good roll: for example, success by 2 or more (i.e. at 2 yards reduced range) might indicate that there's "something wrong" with a machine, while success by 5 or more, or critical success, would give a detailed diagnosis.

The caster can attune the subject to a specific machine, or a specific type of machine, if he specifies it before casting the spell. This is mostly useful for eliminating confusion or "noise" in an environment with many devices.

Duration: Temporary (1 minute).

Cost: 2.

Prerequisite: Know Function.

Machine Speech/TL ③

Regular

Allows the caster to communicate with non-sapient machinery in the machine's own "language". (To interact with sapient machines, use spells of the subcollege of Communication.) Unless the language is sound-borne, the caster has to maintain physical contact with the machine's interface port or antenna. The amount of information exchanged depends on the machine's intelligence; no machine below IQ 3 will be likely to know much of interest.

Duration: Temporary (100 seconds).

Cost: 5. Each minute of the spell allows one question and answer.

Prerequisite: Sense Machines.

Machine Control/TL ⑤

Regular, Special Resistance

Controls the actions of either a single non-sapient machine (IQ 5 or

less), or a 1-hex swarm of micromachines (up to 100 pounds). The caster must be aware of the machine's functions to control it. The spell does not supply the skill to use the machine – the caster must use his own skill at Gunner, Computer Operation, Driving, and so on. Concentration is required.

The spell acts through the machine's triggers and controls, mechanical or electrical. A mage could use the spell to make a camera snap a picture, a robot strangle its evil creator, or a gun discharge all of its ammunition. He could not aim the object, or move it, unless it was self-aiming or self-propelled (at least without adding an Apportation spell).

Machinery that is normally controlled by an operator will not resist, unless the caster must wrest control away from another operator; the caster and operator must make a Quick Contest of operator's skill vs. the caster's spell skill each second, to see who controls the machine for that second. If the machine has multiple operators, the spell must be cast on a specific control station, and can control only the functions accessible by that station. Autonomous (but non-sapient) machinery with a Will score may make a resistance roll *once* when the spell is cast: if the spell succeeds, the caster can give instructions to the machine, which it will carry out using its own IQ. A sapient AI is immune to this spell: use spells from the subcollege of Communication to interact with it mentally, or the Control Machine spell to control it physically.

A mage who knows this spell may use the Rider, Rider Within, or Beast Possession spells on non-sapient machines; note, however, that a machine's sensory apparatus may not be readily intelligible to a human being!

Duration: Temporary (2 minutes).

Cost: 6, multiplied by the Weight Modifier of the subject.

Time to cast: 5 seconds.

Prerequisites: Machine Speech, Surge.

Glitch/TL ②

Regular, Resisted by HT

The equivalent of Stun but for machinery (sapient or non-sapient). The machine stops working briefly, and must make a HT roll (one try per second) to resume operation. This can be anything from a trivial annoyance (if cast on a flashlight, for instance), to potentially deadly (if cast on an automedic in the middle of laser surgery).

Cost: 6, multiplied by the Weight Modifier of the subject.

Prerequisite: Surge.

Malfunction/TL ③

Regular, Resisted by HT

Incapacitates the subject machine: it simply ceases to function for the duration of the spell (an airplane falls, a sensor is "blind", and so on). This works on sapient and non-sapient machines.

Duration: Temporary (10 seconds).

Cost: 8, multiplied by the Weight Modifier of the subject.

Prerequisites: Magery 2, Glitch.

Control Machine/TL ④

Regular, Resisted by Will

Takes control of a machine, whether sapient or non-sapient. Autonomous machines resist with their Will, but physical operators do *not* get to resist: this spell bypasses the machine's normal control system, treating the machine as an extension of the caster's body. The caster can manipulate *any* of the machine's functions and subsystems. This requires concentration: while concentrating, the caster's own body falls limp.

Duration: Temporary (10 seconds).

Cost: 8, multiplied by the Weight Modifier of the subject.

Prerequisite: Malfunction.

CHAPTER TWELVE

META-SPILLS

These spells have to do with the structure of magic itself. They are spells about spells, or spells that affect other spells. Only mages can learn meta-spells; even the most basic meta-spell requires Magery 1.

Detect Magic ⑥

Information

Determines whether any one person or object is magical, or whether a spell has been cast on it within the last 10 seconds. Success by 2 or more identifies the college of the magical effect, *or* determines the effect's duration category (instantaneous, temporary, lasting, or permanent), as chosen by the caster. Success by 5 or more, or critical success, identifies the precise spell or magical effect, if it is known to the caster (otherwise only the college *and* the duration category are revealed).

If the object is subject to multiple magical effects, this spell identifies only the most powerful. The caster can choose to ignore particular types of magic, or specific spells, if he specifies them before casting this spell.

Cost: 2.

Time to cast: 5 seconds.

Prerequisite: Magery 1.

Sense Magic ①

Regular

Allows the subject to sense the presence of magic on an ongoing basis. The range of the sense in yards is equal to the margin of success of the casting. In only detects the approximate distance and direction to the magical item or effect, though by moving around the subject can "home in" on the source. The sense is not blocked by physical barriers, but cannot penetrate a No Mana zone.

Duration: Temporary (90 seconds).

Cost: 3.

Time to cast: 5 seconds.

Prerequisite: Detect Magic.

See Magic ①

Regular

Allows the subject to see magical effects and spells as glowing auras around their subjects. Unlike Sense Magic, the magical effect must be in the viewer's line of sight, and behind no more than 1/2" of solid material. Thus a magical item underneath a person's clothing would have a detectable glow, while one in a chest would not.

The aura of a permanently enchanted item will be stronger than that of something under a temporary spell. Enchanted (or magical) beings also glow, though mages themselves do not unless they actually have spells on them at the moment. The aura may also give a clue to an item's nature. On a good roll (e.g. success by 2 or more), the college of magic would be discernable from the colour of the aura. On a success by 5 or more, or a critical success, the aura will reveal the underlying spell if it is known to the subject. Note that this ability is essentially a more reliable and sensitive version of the magical sense that comes with Magery 0 (p. B66).

Duration: Temporary (90 seconds).

Cost: 3.

Prerequisite: Detect Magic.



Analyze Magic ①

Information, Resisted by spells that conceal magic

Identifies exactly what spells are on the subject. If the subject has more than one spell on it, Analyze Magic identifies the one that took the least energy, and tells the caster "there are more spells". It can then be cast again to determine the next spell, and so on. If the spell is a meta-spell such as Spellbind that carries another spell, a second casting is required to identify the underlying spell. If the spell is Program Spell, a second casting at -5 will reveal the underlying program, but any individual wizard may only attempt to Analyze a given Program Spell spell once.

If any spell is one that is totally unknown to the caster – not just one he doesn't know, but one he has never *heard* of – the GM should provide only a vague description; e.g., "Some kind of physical protection".

This spell will also identify the level of mana at the caster's location.

Cost: 4.

Prerequisite: Detect Magic.

Counterspell ①

Regular, Resisted by subject spell

Nullifies any one ongoing spell (temporary, lasting, or permanent). It cannot "counter" effects that persist after the spell has ended (e.g., Create Water or Flesh to Stone). The subject of Counterspell may be the subject of the spell to be countered, or, in the case of temporary spells only, the person who is maintaining the spell.

The caster of Counterspell should also have some knowledge of the spell being countered: his skill in the casting is the *lower* of his skill

with Counterspell or the spell being countered (which may be at default). He need not necessarily *possess* the spell being countered. He must win a Quick Contest with the power of the target spell to cancel it. If the spell being countered is a meta-spell such as Spellbind that carries another spell, he must use the lowest of his skill with Counterspell, the meta-spell being countered, *and* the underlying spell. You *can* cast multiple Counterspells to negate an Area spell piece by piece, but other spells must be countered all at once.

For reduced cost, you can temporarily *suspend* an ongoing spell rather than *end* it. If the spell being suspended is itself a temporary spell, then it requires no maintenance while suspended (though the Counterspell must be maintained throughout).

A wizard will know if a spell he is maintaining has been suspended or ended.

Durations: Instantaneous, Temporary (1 minute).

Cost: 1/2 that of the spell countered, *not* counting bonuses the other caster got for high skill, to *end* the other spell. 1/10 that of the spell countered to temporarily *suspend* the spell.

Time to cast: 5 seconds.

Prerequisite: Detect Magic.

Resist Spell ②

Regular

Gives the subject Magic Resistance (p. B67) against a specific spell. This adds to the subject's resistance roll against Resisted spells, and grants a resistance roll against spells that are not normally Resisted. This only applies if he is the *subject* of the spell, not if he is the *target* of a Melee, Jet, Missile, or similar spell. Unless permanently enchanted, the spell expires after providing one such resistance roll.

Like Counterspell, the caster of this spell should have some skill with the spell to be resisted: the casting is at the *lower* of his Resist Spell skill and

his skill with the resisted spell. He need not *possess* the resisted spell, and may in fact use a skill default.

Durations: Lasting (until used), Talisman.

Cost: 2 times the *square* of the Magic Resistance granted, to a maximum cost of 50 for a +5 to resist. For 5x cost, creates a talisman that protects whoever is carrying it; this is treated as a spell of "permanent" duration but still dissipates after one use. For 25x cost, creates a permanent talisman that does not lose power when used.

Time to cast: 1 minute.

Prerequisite: Counterspell.

Ward ②

Blocking, Resisted by subject spell

When cast immediately after a spell is cast on its subject, this spell can prevent the opposed spell from working. It works against only a single magical spellcasting. Apply Regular range penalties to the warded spell's subject *or* its caster, whichever is closer. Remember that for Area spells the subject is the area of effect, so the distance to the subject is the distance to the closest point of the affected area.

The caster of the Ward should also know the spell being warded: his skill in the casting is the *lower* of his skill with Ward or the spell being warded (which may be at default). He must win a Quick Contest with the other spellcaster in order to block the spell. The caster must announce he is using Ward before the opposed spell's subject tries a resistance roll, if any.

The caster *must* be able to see the target of his Ward (either the subject or the caster of the spell to be warded). He must make a blocking gesture with one hand as part of the casting ritual. Ward counts as the caster's Block defense in combat.

Ward does not protect against the physical *effects* of magic, but blocks the spell itself from taking effect. For instance, it will not protect the *tar-*

get of a Fireball or Flame Jet, since these are spells a wizard casts on *himself*; the Ward could, however, block a wizard from casting these spells on himself. While this means that Ward will not protect against most missile spells, it could prevent a spell thrown with Throw Spell from taking effect.

Cost: 3, or 2 if you were the original target of the Warded spell.

Prerequisite: Counterspell.

Reflect ③

Blocking, Resisted by subject spell

This spell works the same to Ward, except that instead of preventing the spell from taking effect, it causes the reflected spell to affect its caster as if it were cast on him to begin with. Obviously this is of no use if the caster of the spell to be reflected *was* the original subject of the spell. If the caster of the reflected spell is not a valid subject for that spell, or the spell was tailored for a smaller subject, then the spell will most likely simply fail or have drastically reduced effects (GM's call). If an Area spell is reflected, it will affect the same-sized area as originally intended, but centered on its caster.

Cost: 6, or 4 if you were the original target of the Reflected spell.

Prerequisite: Ward.

Catch Spell ⑨

Blocking

When cast immediately after a Missile spell is thrown (not when it is cast), this spell allows its caster to catch the missile as it comes within reach of him. Once caught, the spell can be held by the caster just as if he himself had cast it, to be thrown later (back at its original caster, perhaps...). The caster need not know the spell he is catching. If the caster is not the target of the missile spell, then it must be passing within his reach.

Cost: 3.

Prerequisites: Reflect, Catch Missile.

Dispel Magic 13

Area, Resisted by subject spells

Negates any temporary or lasting spells within the area. It has no effect on permanent spells. Each spell resists separately. Dispel Magic is not selective! The caster need not know the spell(s) being dispelled. To nullify a specific spell without affecting others, or to remove a permanent spell, use Counterspell.

You can also choose to temporarily *suspend* ongoing spells in the area, rather than *ending* them. If a spell being suspended is itself a temporary spell, then it requires no maintenance while suspended (though Dispel Magic must itself be maintained).

A wizard will know if a spell he is maintaining has been suspended or ended.

Durations: Instantaneous, Temporary (2 minutes).

Base cost: 3 to cast, whether ending or suspending magic in the area.

Time to cast: 1 second for each energy point spent.

Prerequisites: Counterspell, at least 12 other spells of any type.

Drain Mana 14

Area

Removes all mana from an area, leaving it permanently “dead” to magic. Spells do not work there, and magic cannot sense anyone or anything in a no-mana zone; temporary and lasting magical spells end, and permanent magical effects are suspended until they are removed from the area.

This spell is used to create areas in which mages, magical creatures, and magical objects can safely be confined or hidden. A no-mana zone stays stable with respect to the earth, but not to objects. Thus, if you make the inside of a box mana-dead, when you move the box, the dead space will stay where it was, rather than moving with the box.

For lower cost, the reduction in mana can fade with time: mana will

“leak in” at a rate depending on the level of surrounding mana. Consult the table for powerstone recharging (p. 102), reading “yards” instead of “points”; i.e. in a Normal mana region the area of drained mana will shrink by 1 yard per day. Whether the reduction in mana is permanent or fading, the spell itself is instantaneous.

A critical failure with this spell costs the caster one level of Magery! If the caster was only trying to drain mana temporarily, treat this as a crippling injury, rolling vs. IQ+Magery to recover. If the caster was attempting to drain mana *permanently*, the Magery loss is likewise permanent.

Base cost: 10 to reduce mana permanently, 5 to reduce it temporarily, as described above.

Time to cast: 1 hour.

Prerequisite: Dispel Magic.

Drain Magery 15

Regular, Resisted by Will+Magery

Drains one level of the subject's Magery advantage. The caster must touch the subject throughout the casting.

The subject retains his knowledge of spells and spell skills (albeit at a lower skill level), but cannot cast those that require a higher degree of Magery than his new one, or that require Magery to cast at the current mana level if his Magery is reduced to zero.

For lower cost, the loss of Magery is only temporary for the duration of the spell.

A critical failure with this spell costs the *caster* a level of Magery, as described for Drain Mana, above.

Durations: Instantaneous, Temporary (1 hour).

Cost: 30 for a permanent reduction. For a temporary reduction, the casting cost is 12.

Time to cast: 10 minutes.

Prerequisites: Magery 2, Drain Mana.

Pierce Glamour 14

Information, Resisted by affected spells

Gives the caster a momentary glimpse of the subject's true form, countering the effects of any spells on the subject *or* the caster that alter the subject's appearance. These include, but are not limited to, Shapeshifting, Confound (Sense), Image, Alter Body, Body of (Substance), and so on. The spell(s) resist with their current power.

Pierce Glamour can penetrate ongoing temporary, lasting, or permanent magic, but not enduring non-magical effects caused by spells. It is not useful against magical *hallucinations* affecting the caster, which directly control his *beliefs*: while Pierce Glamour may give him a momentary insight, he will not believe it once the hallucination resumes.

Cost: 2.

Prerequisite: Dispel Magic.

Scryguard 1

Area, Resists Information spells

Any information spell cast on subjects inside the guarded area must win a Quick Contest of spell skill with the Scryguard to “see” the subject. Other information-gathering magic, such as the various “Sense” and “See” spells, are similarly affected. Attempts to detect the Scryguard spell itself, with Detect Magic, Analyze Magic, etc., must also overcome its resistance.

Scryguard can also be cast on a person or item as a Regular spell, using the base cost as the casting cost.

Durations: Temporary (1 day), Permanent.

Base cost: 3. Can be made permanent for 100× cost.

Time to cast: 5 seconds.

Prerequisite: Detect Magic.

Scryfool 2

Area, Special Resistance

As Scryguard, but instead of blocking information spells, it *redirects* them to another subject (the “decoy”).

Information spells must win a Quick Contest with the Scryfool spell to detect the correct subject; otherwise, they will detect the decoy.

If the decoy is not present in the area at the time of casting, then Regular range penalties apply. An unwilling living decoy may attempt to resist this spell with his Will when it is cast.

Like Scryguard, Scryfool can also be cast as a Regular spell on a person or item, using the base cost as the casting cost.

Durations: Temporary (1 day), Permanent.

Base cost: 4. Can be made permanent for 100× cost.

Time to cast: 10 seconds.

Prerequisite: Scryguard.

Spell Shield 14

Area, Resists all spells cast through it

Resists any spell cast through it, using its power score. It also acts as a Scryguard. The protection only applies when caster and subject are on opposite sides of the boundary: in particular, it does not protect against magical *effects*, such as magical jets or missiles (including spells thrown with Throw Spell). Note that if the attacking spell wins the contest, it gets through, but the Spell Shield is not destroyed – instead, its power is reduced by 1. When a Spell Shield's power is reduced to 0, the spell dissipates and cannot be maintained. If the spell is cast as a lasting spell, then it requires no maintenance, but still dissipates when Power reaches 0.

A Spell Shield can be one-directional (either way) or two-directional, as the caster wishes. This does not change the cost, but must be specified in advance.

A Spell Shield can also be cast on a person or item as a Regular spell, using the base cost as the casting cost. As an optional “flavour” rule, the GM may require the caster to provide a symbolic decoy or effigy of the shielded subject as a magical “sink”:

the effigy will gradually deteriorate as the spell power decreases.

Durations: Temporary (1 minute), Lasting (until power is reduced to 0).

Base cost: 3. Can be made Lasting for 5× cost.

Prerequisites: Magery 2, Scryguard, Dispel Magic.

Pentagram 16

Area, Resists all magic crossing it

Like Spell Shield, except that the spell resists *all* magical effects crossing its boundaries, including missile spells, ongoing spells, and magical creatures. Mages can cross the boundary, but any temporary or lasting spells on them must resist or be dispelled (permanent spells are unaffected). Magical creatures can cross the boundary only if they resist the spell with Will; each creature can make only one attempt per day. Each successful resistance lowers the Pentagram's power by 1.

The casting ritual includes tracing the outline of the pentagram on the ground. The exact shape of the figure is up to the GM: a pentagram (five-pointed star) is typical, but other settings may have other shapes, or different variants of the spell may exist in a setting.

Duration: Lasting (until power is reduced to 0).

Base cost: 20.

Time to cast: As long as it takes to trace the figure.

Prerequisites: Spell Shield, Drain Mana.

Mage Touch 12

Regular

This spell is cast on an item to turn it into a magical extension of the caster's touch. That is, subjects touched by the item are considered to be touched by the caster, and if the caster points the item at a more distant subject, the range to that subject is reduced by the length of the item. The caster must be holding the item for it to have this effect! If he throws

or drops the item, it is no longer considered an extension of his touch, until he picks it up again.

The exact form of the item receiving this spell is setting-dependent. The default rule is that it must be a *staff* or *wand*: a shaft of organic material (wood, bone, etc.) no more than 6 feet long. In some settings, other weapons or tools may be permitted, as the GM sees fit.

This spell is most often encountered in its permanent form, which works for anyone holding the item.

Durations: Temporary (1 minute), Permanent.

Cost: 1. Can be made permanent for 30 energy.

Prerequisites: Magery 1, at least 12 other spells of any type.

Mage Hand 18

Regular

This spell is exactly like the Wizard Hand spell, except that the Hand counts as an extension of the wizard's touch for spellcasting purposes. That is, subjects touched by the Hand count as touched by the wizard, range penalties may be computed to the subject from the Hand, etc.

A Mage Hand *can* be used to deliver Missile and Melee spells. When casting these spells, the caster must specify whether the spell appears on the Mage Hand or the caster's own hand. When attacking with these or other spells, the caster is essentially attacking blindly, unless he has a Wizard Eye or other means of projecting his senses into the hex with the Mage Hand. Note that a single Wizard Eye still leaves the caster suffering the effects of the One Eye disadvantage (p. B147); other means of telepresence may impose their own penalties, as the GM sees fit.

Durations: Temporary (2 minutes), Talisman.

Cost: 5. A permanent but *immobile* Mage Hand can be created for 5,000× the normal casting cost, through which the bearer of a talisman, created at the same time, can

feel, grasp, or cast spells any time he wishes.

Time to cast: 5 seconds.

Prerequisites: Wizard Hand, Mage Touch.

Poppet 13

Regular

This spell forges a magical link between a subject and a symbolic icon or effigy, called a *poppet*. Usually the subject is a living being, though this is not necessarily the case. Once established, spells can be cast on the subject by directing them at the poppet, applying only range penalties to the *poppet* rather than to the subject. This only applies to spells cast *on* the subject, or spells that produce a magical effect directly on the subject: it would allow the possessor of the poppet to cast Sleep or Deathtouch on the subject, but not Fireball or Flame Jet.

The subject, living or not, resists such spells with a Quick Contest of HT vs. the power of the Poppet spell; this is *in addition* to any resistance permitted against the spell being cast through the poppet. Each successful resistance reduces power by 1; when power reaches 0, the spell ends. Physical destruction of the poppet will also end the spell, but *living* subjects will suffer Toxic damage equal to the remaining power.

Although less common, a poppet can also be used to cast *beneficial* spells on the subject from a distance, such as healing spells. The subject *must* still make a resistance roll against Poppet for such spells, even if he is willing.

The subject need not be present for the casting of this spell, but the poppet should be constructed using items associated with the subject: use the modifiers for Seeker, including long-distance modifiers.

Duration: Lasting (until power reaches 0).

Cost: 250.

Time to cast: 10 minutes.

Prerequisites: Mage Touch, Seeker.

Transfer Spell 14

Regular

Gives control of one of the caster's ongoing temporary spells to someone else (sapient beings only). The recipient gains full control over the spell as if he had cast it himself, as well as responsibility for maintaining it (though he can always choose to let it lapse). Reductions in maintenance cost for high skill are based on the *recipient's* spell skill, which may be negligible.

The recipient need not possess the spell or any of its prerequisites (or even be capable of spellcasting), though the casting of Transfer Spell is easier if he does: the casting is at -2 if the recipient does not possess all the prerequisites, +0 if he has the prerequisites but not the spell itself, and +2 if he knows the spell. Apply Regular range penalties for distance to the recipient. Transfer Spell is cast at the lower of the caster's skill with Transfer Spell or the subject spell.

Cost: Equal to half the cost to cast the subject spell (round up). Reductions due to high skill apply to the *final* (halved) cost, but are based on the *lower* of the caster's skill with Transfer Spell and the subject spell.

Time to cast: 3 seconds.

Prerequisites: Dispel Magic, Lend Skill.

Steal Spell 15

Regular, Resisted by subject spell

Steals control of an already-cast temporary spell from its original caster. Note that it is cast at the other spell's caster and is therefore subject to range modifiers. The caster must know precisely what he is stealing – Analyze Magic is very useful for this purpose. Spells operating under Maintain Spell can also be stolen; the “caster”, for range purposes, is then the maintained spell's area or subject. A held Missile cannot be stolen.

The caster of Steal Spell need not possess the spell he is stealing or any of its prerequisites, though it is eas-

ier if he does. Modifiers are as for Transfer Spell, but with an additional -2: that is, he makes an unmodified roll if he possesses the spell in question, -2 if he does not but has all of its prerequisites, -4 if he is missing prerequisites. Furthermore, his skill is the *lower* of his Steal Spell skill and his skill with the spell being stolen: if he did not learn the spell, he may be rolling at default. The spell being stolen resists with its power.

Cost: Equal to half the cost to cast the subject spell (round up). Reductions due to high skill apply to the *final* (halved) cost, but are based on the *lower* of the caster's skill with Steal Spell and the subject spell.

Time to cast: 3 seconds.

Prerequisite: Transfer Spell.

Maintain Spell 16

Regular

Converts one of the caster's currently-ongoing temporary spells into a lasting spell by providing it with a pool of energy to maintain itself. The spell no longer belongs to its original caster; it no longer counts as a spell “on”, may not be cancelled, etc. If the spell requires ongoing control or concentration, the caster should first cast Program Spell or Intelligence. Maintain Spell may be cast any time the subject spell is active.

Control of a spell operating under Maintain Spell can be stolen using Steal Spell.

Duration: Lasting (until the energy pool is drained or the underlying spell lapses).

Cost: Equal to the normal maintenance of the subject spell for as long as the caster wants it to last. The caster's skill with the subject spell reduces its maintenance cost normally, and his skill with Maintain Spell reduces the casting cost of Maintain Spell normally. Minimum cost is 1 point per day of duration.

Time to cast: 2 seconds.

Prerequisite: Transfer Spell.

Program Spell 15

Regular

This allows the caster to provide instructions in advance to other spells that would normally require concentration. For instance, an illusion created with Image and Voices spells could turn to face a passerby and recite a programmed statement; a tree under the effects of Shape Plant could lash out at an intruder; etc.

The spell has no intelligence and no skills, so it cannot engage in meaningful conversation or interpret vague instructions: the caster must specify *precisely* what actions will be taken in response to *specific* triggers. Beyond this, though, the program can be as complex as the caster cares to make it. Complicated programs should be written down for reference. If the spell encounters an event that is not in its program, it will do nothing. The program cannot be changed once the spell is cast.

A single Program Spell can be linked to any number of the caster's ongoing spells, so long as they have a common subject or area of effect. However, Program Spell can only "concentrate" on one at a time: to control several spells at once, use multiple castings of Program Spell. The spells can be cast in any order, and need not all be cast at once: spells can be linked to the program at any time. However, since the program cannot be modified once cast, it must be created with "hooks" or instructions for any spells that will be added later.

The caster must decide what senses (sight, hearing, taste/smell, touch) will be available to the program, which affects the casting cost. The spell has Per and DX of 8 for purposes of responding to events. If the Program Spell and linked spells have a physical subject, then the spell's "awareness" will be centred on that subject; if the spells cover an area of effect, the spell's awareness will be centred on a specific hex within that area. The caster *must* touch the sub-

ject or target hex: he cannot project the spell's senses to a remote point. The spell will perceive its surroundings with its assigned senses as if it were a person standing at that location. A non-interactive program need not be given any senses at all!

Program Spell can be cast permanently or along with Maintain Spell to create autonomous magical effects. Permanent Program Spells are often used with permanent Limit Spells to control magic items. For instance, an item might be limited to work only for a given person or race (matching a specific programmed description), or to require a spoken password to activate. An area of flaming hexes or a similar magical trap could be suspended with Limit Spell or Hold Spell, and then be triggered with a Program Spell. And so on.

Durations: Temporary (2 hours), Permanent.

Cost: 1 per sense (sight, hearing, touch, smell, taste) that the spell has; minimum 2 energy (even if the spell has no senses). The spell can be made permanent for 100× cost.

Time to cast: As long as it takes the casting *player* to describe the instructions to the GM, or to read them aloud if they are in writing (writing them down will save arguments!). Complex instructions take a long time to cast. Minimum 5 seconds.

Prerequisite: Transfer Spell. The caster must also possess the basic Information spells for any senses to be added (Detect Light, Detect Sound, Touch, Detect Air, Detect Food). The GM may allow other senses to be added by wizards with suitable spells.

Intelligence 16

Regular

Like Program Spell, except that the "program" has a degree of intelligence: it can be given broad instructions and respond intelligently to its environment, and can be assigned skills when it is cast (though it cannot learn new skills). If it encounters a situation outside of its in-

structions, it will respond as a totally loyal ally of the caster, to the limit of its intelligence. The caster can freely give new instructions to the spell, and place subsequently-cast spells under its control.

The spell starts with IQ 1 and DX 8, and these can be raised to as high as the caster's. The spell has a Per of 8 or its IQ, whichever is higher. The spell can also be assigned some of the caster's skills: each skill granted is known at the same *relative* level as for the caster.

If the caster also has the Borrow Skill spell, then he can imbue the Intelligence spell with skills from another person. The cost is the same as providing one of the caster's own skills, but the skill provider must be willing and present throughout the spellcasting.

Although the Intelligence spell can remember facts, it cannot acquire new skills, or scrutinize its own motivations: it is similar to a "weak" (not fully self-aware) artificial intelligence. A wizard wishing to bind a fully-sapient personality into an item should consider the Command (Spirit) spell instead.

Durations: Temporary (2 hours), Permanent.

Cost: 1 per sense that the spell has, plus 1 per point of added IQ or DX, plus 3 per skill. Minimum energy cost is 3. The spell can be made permanent for 100× cost.

Time to cast: 10 seconds.

Prerequisites: Program Spell, Raise IQ.

Limit Spell 17

Regular

This spell allows the caster to delay another of his spells from taking effect, or to turn ongoing spells on and off. Limit Spell is cast first, and counts as a spell "on" when casting the spell or spells to be limited. The subject of the Limit Spell is the same as the subject of the spells to be limited. Once the Limit Spell is cast, whenever the same caster places

a new spell on the subject, he has the *option* of placing that spell under the control of the Limit Spell. All spells under the control of one Limit Spell will activate or deactivate together.

If Limit Spell is being used to delay other spells, then the range penalties, success rolls and resistance rolls for the delayed spells are still resolved at the time of casting: the spells are still being *cast*, they are just not yet taking *effect*. This means that the subject of the spell should normally be present at the time of casting, regardless of when the spells are to be activated. (Note that for Melee, Missile, and Jet spells, the *subject* of the spell is the caster himself, which is not to be confused with the *target* of the attack once the spell is activated.)

It takes a turn of concentration for the caster to trigger a delayed spell, or to turn an ongoing spell on or off: this means that a delayed Blocking spell can no longer be used instantly as a defense. Ongoing spells can be toggled on or off repeatedly if the caster wishes. Temporary spells require no maintenance while they are “off”, and time spent “off” does not count towards the duration of a lasting spell; the Limit Spell itself, however, must be maintained throughout.

Limit Spell can be cast as a permanent spell, if long delays are anticipated. Permanent Limit Spells are normally used to control other permanent spells, and are usually themselves controlled by a permanent Program Spell or Intelligence spell. See Program Spell for examples.

Durations: Temporary (2 hours), Permanent.

Cost: 2. The spell can be made permanent for 100× cost.

Time to cast: 10 seconds.

Prerequisite: Dispel Magic.

Hold Spell 16

Regular

This spell allows a delay between the *preparation* and *activation* of another spell (or spells). The casting time of Hold Spell includes the time

to cast the spell being held. At the end of this time, the caster rolls vs. his Hold Spell skill, and, if successful, pays the energy cost of *both* spells. However, the roll for the held spell is not made until the spell is activated. Only then is the subject of the underlying spell is chosen (unless the spell description requires the subject to be present throughout the casting). Range penalties, spells “on”, magic resistance, mana level changes, etc. are likewise applied at activation. It takes a second of concentration to trigger a held spell: note that this significantly reduces the usefulness of holding Blocking spells. High skill with Hold Spell or the subject spell(s) reduces their casting costs normally.

As long as the roll vs. Hold Spell is successful, the caster pays the *full* energy cost of the Hold Spell and the underlying spell, even if the subsequent activation fails. If the caster holds a spell tailored to a human-sized subject and then activates it on a larger subject, there is either no effect or a reduced effect, as the GM sees fit. The caster can also pay in advance the maintenance cost of an underlying temporary spell by combining it with Maintain Spell; Hold Spell treats the combination as a single more expensive spell. Otherwise, normal maintenance for the underlying spell must be paid after it is triggered.

A held spell that is being maintained counts as one spell “on” for casting purposes; it does not, however, count against itself when it is activated. Thus, if a mage has four held spells, he casts other spells at -4 to skill, but triggers any one of the held spells at -3 to skill. Similarly, a held spell counts as a single spell for purposes of Transfer Spell or Steal Spell (using the combined cost of Hold Spell and the underlying spell): the recipient gains both the power to trigger the held spell *and* responsibility for controlling and/or maintaining it, if necessary. However, the skill roll to activate the spell is against the *original* caster’s skill.

A single Hold Spell can be used to hold several spells together: the casting time and cost should be the total of the Hold Spell and *all* subject spells. The subject spells must be triggered together and on the same target. As noted above, the Hold Spell does not count as an additional spell “on”, but *each* component spell does, and counts against the activation roll of the *other* component spells.

A held spell is susceptible to Dispel Magic and Counterspell, which will either destroy the held spell or temporarily prevent it from activating.

Hold Spell can be used to create a talisman, sometimes called a *spellstone*, that allows the *bearer* of the item to trigger the held spell(s), choose a target, and assume control (and maintenance cost) of the spell(s) once cast. As above, the skill roll is against the skill of the caster who *prepared* the spell. The talisman is a permanent spell: it lasts indefinitely, is immune to Dispel Magic, and is suspended (not destroyed) by no-mana regions. However, the Hold Spell will still dissipate once triggered.

Durations: Temporary (2 hours), Talisman. Hold Spell automatically ends once it is triggered.

Cost: 3; the casting cost of the held spell or spells are then added to this. A held spell can be placed on a talisman for 10 times the total cost (i.e. 30 plus 10× the cost of the underlying spell).

Time to cast: 10 seconds plus the casting time of the underlying spell(s).

Prerequisite: Limit Spell.

Extend Spell 17

Area

This spell allows another spell or spells to take effect within an area. It works exactly like Hold Spell, except that, when triggered, it can target any subject within the area of the Extend Spell with no range penalty. A spell prepared for a single subject will still only affect one subject in the area, as specified by the caster when

he triggers it. If several spells (or several castings of the same spell) are being held under the same Extend Spell, then they must be triggered together, but they can target either the same or separate targets within the area.

If the underlying spell is itself an Area spell, then its own area of effect can be placed however the caster wishes, as long as it overlaps at least one hex of the Extend Spell's area.

Example: A wizard casts a 10-hex Extend Spell, linking two 1-hex Create Fire spells and two 1-hex Glue spells. The cost to cast is 30 plus the total cost of the underlying spells (2 for each Create Fire spell and 3 for each Glue spell), or 40 total. The cost to maintain the Extend Spell is 40 energy every 2 hours, or 1 energy every 3 minutes. The time to cast is 10 seconds plus 1 for each of the underlying spells, or 14 total. At some point in the future, the caster can turn any two hexes within the Extend Spell's area into flaming glue hexes. He could also place the Create Fire and Glue spells on different hexes. There is no cost to trigger the underlying spells, though they would have to be maintained normally once activated.

Durations: Temporary (2 hours), Permanent.

Base cost: 3. After multiplying by the radius, add the casting cost of the underlying spells. Can be made permanent for 10x the total casting cost.

Time to cast: 10 seconds plus the total casting time of the underlying spells.

Prerequisites: Hold Spell, Spell Shield.

Reflex Spell 16

Blocking

This spell works the same as Hold Spell, above, except that the underlying spell can be triggered *instantly* as a defense. This allows spells that are not normally Blocking spells to be treated as Blocking spells, by preparing them in advance. (Blocking spells can also be reflexed, in or-

der to pay the cost in advance.) Reflexed spells are often given to non-spellcasters using Transfer Spell, to afford them magical defenses; however, unlike Hold Spell, they cannot be cast as talismans.

Triggering a reflex spell requires a blocking gesture with one arm, and counts as a Block defense in combat.

Duration: Temporary (2 hours).

Cost: 3; the casting cost of the underlying spell is then added to this.

Time to cast: 10 seconds plus the casting time of the underlying spell.

Prerequisites: Hold Spell, Ward.

Wield Spell 16

Melee

This spell is cast on another spell, transforming it into a Melee spell. The spells are cast together as for Hold Spell, but are triggered by a melee attack.

The main purpose of this spell is to hold another spell briefly to allow the caster to maneuver, usually in order to eliminate range penalties to the subject. Regular spells are cast on the target struck, as normal. Jet spells also attack the target of the melee attack; the melee attack roll replaces the usual attack roll for the jet. Area spells are placed as the caster wishes, but must include the target. Blocking spells are treated as Regular spells (that is, they are cast on the caster's turn when he attacks, not as a defense). Missile spells may not be used with this spell.

Cost: 3; the casting cost of the underlying spell is then added to this.

Time to cast: 1 second plus the casting time of the underlying spell.

Prerequisites: Hold Spell, Mage Touch.

Throw Spell 16

Missile

This spell is cast on another spell, transforming it into a Missile spell. The spells are cast together as for Hold Spell, but the spell is then "held" like a missile spell until the caster throws it. Thrown spells have 1/2D n/a, Max 80, Acc 1; roll against DX-4 or Innate Attack (Projectile) skill to hit.

All thrown spells take effect at the moment they hit something. Thrown Area spells center on their point of impact. A Jet spell takes effect at the point of impact, with the jet pointing directly away from the thrower (treat it as a Wild Swing, p. B388). Most other spells simply allow the caster to cast from a distance spells that would normally require touch (e.g. Melee spells) or negate range penalties for Regular spells. Missile spells cannot be thrown with this spell (but don't need to be). Blocking spells can be thrown, but are treated as Regular spells (they are thrown on the caster's turn, not as a defense).

Thrown spells may be blocked or dodged, but not parried. However, they can be caught using Catch Spell.

Cost: 3; the casting cost of the underlying spell is then added to this.

Time to cast: 1 second plus the casting time of the underlying spell.

Prerequisites: Hold Spell, Catch Spell.



ENCHANTMENT SPELLS

These spells deal with the creation of items with permanent magical powers. While many other spells have the *option* of a permanent spellcasting (whether to create a permanent effect on the item or a talisman that affects its bearer), the spells of the Enchantment subcollege are *solely* used for creating magic items.

The basic spell of this subcollege is the Spellbind enchantment, allowing *any* other spell to be “bound” to an item. Many of the other spells in this subcollege apply only to such “bound” spells, though some are independent enchantments. In addition to the spells of this subcollege, the permanent forms of certain other spells are particularly useful when building magic items: Program Spell and Limit Spell (for creating items that work in certain circumstances or according to a fixed program), Intelligence (for creating intelligent or semi-intelligent items), Hold Spell (for creating one-shot self-powered spells), and Mage Touch (for creating magical staffs and wands that extend a wizard’s touch).

Spellbind 13

Regular

Creates a magical item that permits its bearer to cast a spell as if he possessed it. The item must be bound not only with the spell, but with its entire prerequisite chain.

Each spell bound into the item can be “passive” or “active”. A passive spell does *not* allow the user to cast that spell, but satisfies the prerequisite requirement for more advanced spells to be bound to it. An active spell allows the user to cast that spell as if he possessed it, but he must use his own skill with the spell (possibly at default) to do so. If the spell or any of its prerequisites has some level of Magery as a prerequisite, then the user of the item must have that level of Magery; he must also have Magery to cast the spell in low or nor-

mal mana areas. However, the Imbue Skill and Imbue Magery spells can be used to remove these requirements.

An item must have spells bound to it one by one, starting from the basic spells and building up to the more advanced spells. There is an inherent risk to this: a critical failure in *any* of the rolls to bind a spell will destroy the item, along with any spells already bound to it. An active spell can be bound in a single casting, or a passive bound spell can be “upgraded” to active with a separate casting.

When binding an *active* spell, the caster’s skill is the *lower* of his skill with the Spellbind spell or his skill with the spell being bound. When binding a *passive* spell, the caster’s skill is simply his Spellbind skill.

Duration: Talisman.

Cost: 600 to bind a spell passively into an item, or to upgrade a passively bound spell to active; 1,200 to bind a spell actively.

Prerequisite: Mage Touch.

Imbue Skill 14

Regular

This is cast on an item with a spell bound to it using Spellbind. The Imbue Skill enchantment gives the item its own skill for casting the bound spell, equal to the lower of the enchanter’s skill with the spell in question or with Imbue Skill. This is a separate enchantment for each spell skill.

With this ability, the *user* of the item need not have any skill with the bound spell, and need not perform any spellcasting ritual (*except* for rituals specifically stated in the spell description): he simply concentrates for the required casting time, pays the casting cost, and the item casts the spell. There are *no* cost or time reductions for high Skill; those are separate abilities granted by the Imbue Power and Imbue Speed enchantments, below. The user of the item can choose to use his *own* spell skill, in which

case normal rituals, cost reductions, and time reductions apply.

Duration: Permanent.

Cost: 600 per spell skill.

Prerequisite: Spellbind, Lend Skill.

Imbue Speed 15

Regular

This is cast on an item that is carrying an Imbue Skill spell (above), to reduce the time required to cast spells with it. If an item has multiple spells bound to it, a single Imbue Speed spell will apply to all of them, but *only* if they are cast with Imbue Skill (not the user’s own skill).

Duration: Permanent.

Cost: 10,000 energy times the factor of time reduction: i.e. 20,000 for 1/2 casting time, 30,000 for 1/3 casting time, etc. This can be cast all at once, or incrementally 10,000 energy at a time.

Prerequisite: Imbue Skill.

Imbue Power 16

Regular

This is cast on an item that is carrying an Imbue Skill spell, to reduce the energy cost required to cast and maintain spells with it. If an item has multiple spells bound to it, a single Imbue Power spell will apply to all of them, but only if they are cast with skills granted by Imbue Skill (not with the user’s own spell skills).

Duration: Permanent.

Cost: 20,000 energy to reduce casting costs by 1 energy point (which also reduces the maintenance cost for temporary spells). Each doubling of energy reduces casting cost by a further 1 energy point: i.e. 40,000 energy will reduce casting cost by 2 energy, 80,000 energy will reduce casting cost by 3 energy, etc. This can be enchanted all at once, or incrementally, paying only the difference in cost for the next level of Power.

Prerequisite: Imbue Skill.

Imbue Magery ⑭

Regular

Allows an item enchanted with Spellbind to fulfill any Magery requirements for spells bound to it, whether as a spell prerequisite, or for spells that have variable effect depending on magery, or for casting the spells in regions of normal or low mana. The user of the item can use his own Magery level if it is higher.

The Imbue Magery enchantment only works with spells bound with Spellbind, but a single Imbue Magery enchantment suffices for all such spells on the item, whether they are cast using the Imbue Skill enchantment or the user's own skill. The caster of the Imbue Magery enchantment cannot bestow a level of Magery higher than his own.

Duration: Permanent.

Cost: 30,000 energy for Magery 0, plus 60,000 energy for each additional level. This can be enchanted all at once or incrementally one level at a time.

Prerequisite: Spellbind.



Hex ⑧

Regular

Makes an item impossible to put down/take off/get out of/etc. In itself, this effect is merely inconvenient, and can even be useful – for instance, you will never drop a hexed weapon, and a hexed pair of glasses will never fall off. However, if the hexed object has another malign spell on it, it becomes much more dangerous.

To escape from a hexed object, you must remove or suppress the enchantment, or amputate the body part involved. Attempts to break or cut off the hexed item will inflict equal damage to the body part.

Most hexes are controlled by Limit Spell and Program Spell, to produce an item that can be removed by

performing a specific action, such as reciting a name or password.

Duration: Permanent.

Cost: 200.

Prerequisite: Glue.

Puissance ④

Regular

This spell functions like the talisman form of the Raise ST spell, but the increase in ST (up to +6) applies only to the use of the item. Usually this enchantment is used to increase damage with weapons, but it could also be cast on shovel, wrench, or other tool.

Duration: Talisman.

Cost: 20,000 per point of ST (maximum 6).

Prerequisite: Raise ST.

Gracefulness ④

Regular

This spell functions like the talisman form of the Raise DX spell, but the increase in DX (up to +6) applies only to the use of the item. This is a popular enchantment for weapons, but can be cast on other tools (lockpicks, surgical tools, etc.). With weapons, one has the option of limiting the enchantment to apply only to *attacks* (referred to as “Accuracy”) or only to *defenses* (referred to as “Defending Weapon/Shield”), each at half cost.

Duration: Talisman.

Cost: 40,000 per point of DX (maximum 6). Half cost to limit the bonus only to attacks or only to defenses.

Prerequisite: Raise DX.

Attune 15

Regular

This spell is used to make a magic item that is “focused” for a particular subject. Successfully cast *before* any talisman enchantment, it reduces the cost of that enchantment, but the talisman will only work on the specified class of bearer. A single Attune spell may apply to multiple enchantments on an item, or an item may have multiple Attune enchantments targeting different groups: the enchanter of any subsequent talisman spells may choose which, if any, Attune spell will apply to his enchantment (and reduce its cost accordingly).

The Spellbind enchantment is a particular kind of talisman that interacts with Attune in a distinct way. The Attune spell may restrict who can *use* the bound spells, in which case the cost reduction applies to the 600-point “passive” part of that Spellbind casting, *and* any subsequently-bound spells that depend on it as a prerequisite. Or, Attune may restrict the allowed *targets* of the bound spell, in which case the cost reduction applies to the 600-point “active” part of the Spellbind casting for that spell only.

The cost reduction should be decided by the GM on a spell-by-spell basis, using the rules for Accessibility (p. B110) as a guide. Some examples:

Only the item’s wearer: For Spellbind, divide cost by 2 (or more) for a spell that can be cast on another subject; no reduction for a spell that can normally affect only the caster.

Only a specific nation or race: Divide cost by 2 for offensive spells or enchantments; no reduction for beneficial effects.

Only a specific creature, or folk of a particular city: Divide cost by 3 for offensive magic, by 1.5 for beneficial magic.

Only members of a specific family: Divide cost by 4 for offensive magic, by 2 for beneficial magic.

Only one specific individual: Divide cost by 10 for offensive magic, by 5 for beneficial magic.

Conventionally, Attune only works with magical effects that are placed directly on the subject: for instance, it cannot restrict the *target* of Melee, Missile, or Jet spells, since these are cast on the *caster*. Optionally, the GM may relax this condition on a spell-by-spell basis (such as Death-touch, Puissance, or Gracefulness), to enable certain “bane”-type enchantments (e.g. “+6 sword of dragon-slaying”).

The enchanter should have an object or individual associated with the target class when casting Attune, with skill modifiers as for Seeker.

Duration: Permanent.

Cost: 100.

Prerequisite: Limit Spell.

Readiness 3

Regular

Creates a weapon or tool that reads itself on the mental command of its user. Normally, its “user” is the last sapient being to touch it, unless the class of valid users is restricted by Limit Spell and Program Spell.

At the user’s mental command, the item will leap into his hand, from up to 40 yards distance. This is a free action taken at the start of the user’s turn. If the item was in a scabbard or in the user’s hex, it is ready immediately as if successfully Fast-Drawn (p. B194). If it was farther away, it flies back with a Move of 20 (on the user’s turn), and is ready the turn after it arrives. An unbalanced weapon with this enchantment will not become unready after attacking or parrying (p. B383), and the user can change his grip on a weapon without a Ready maneuver.

Cheaper forms of this enchantment may bestow a reduced set of these abilities. These are separate spells, but are familiarities of the same spell skill. The variants are:

Quick-Draw: The item will leap from a scabbard to its wearer’s hand, and will not become unready after an attack or parry, or when changing

grips. However, the item will not return to the user from a distance or if it is dropped. Energy cost is reduced by 1/2. This variant can be cast on a *container* (quiver, bag, etc.) from which smaller items such as missiles will leap to the wearer’s hand: the cost is based on the capacity of the container.

Re-Ready: An unbalanced weapon will not become unready after an attack or parry, and the user can change grips without a Ready maneuver. However, the item will not leap to the user’s hand if he is not holding it. Energy cost is divided by 4.

Duration: Permanent.

Cost: 600 per pound of item weight (minimum 1 pound). 300 per pound for the Quick-Draw and 150 per pound for the Re-Ready variants.

Prerequisite: Apportation.

Powerstone 3

Regular

Creates a repository of magical energy that can be tapped by wizards to power their spells. The item need not be an actual “stone”, though gemstones are popular; hence the name. Any wizard touching a powerstone may use some or all of the energy stored in it, in place of his own energy, when casting or maintaining a spell.

Each Powerstone has a certain capacity – the maximum amount of energy it can hold. Since a wizard can only use one Powerstone at a time, a large Powerstone is more useful than a handful of small ones. A large Powerstone can be used to cast a large spell; a group of small ones can be used one at a time to help maintain a spell, but cannot be used all at once.

A Powerstone recharges itself after use, by absorbing mana from the surrounding area. The rate of recharge varies with the area’s mana level:

Local Mana	Recharge Rate
None	None
Low	1 point/week
Normal	1 point/day
High	1 point/12 hours
Very High	1 point/6 hours

For mana levels higher than Very High, recharge rate doubles per additional level. If the GM is using varying levels of low mana, the recharge rate depends on the low mana skill penalty:

<i>Skill Penalty</i>	<i>Recharge Rate</i>
-10	1 point/40 days
-9	1 point/28 days
-8	1 point/20 days
-7	1 point/14 days
-6	1 point/10 days
-5	1 point/7 days
-4	1 point/5 days
-3	1 point/3 days
-2	1 point/2 days
-1	1 point/1.5 days

A Powerstone does not recharge if it is within six feet of a larger Powerstone, unless the larger Powerstone is already fully-charged. Stones of the same size split the available mana and recharge at fractional speed. This unfortunate fact means that the owner of several Powerstones must let some of them out of his sight to get them recharged!

A Powerstone is enchanted one step at a time. Each casting places one point of energy in the stone, and increases its capacity by 1. The energy in a Powerstone cannot be used to help enchant itself. Thus, 15 castings would create a fully-charged Powerstone with a capacity of 15. But note that with this many castings, there would be a cumulative chance of nearly 1 in 4 that a critical failure would be rolled at some point, destroying the stone. For 60 successive castings, the cumulative chance of critical failure is 2 in 3!

Further, each ordinary failure while casting puts some sort of magical “quirk” on the stone. Thus, it is possible for work for months and end up with a 20-energy Powerstone that smells like fish and can only be used on Wednesdays... This makes big stones without serious flaws more valuable than others of the same strength. The quirks of a Powerstone are set by the GM, and can be used as

a tool for campaign balance. Most of them will be peculiar, arbitrary limitations on how the stone can recharge (e.g., only while bathed in bat blood) or how it can be used (e.g., only on Fire spells; only by a green-eyed virgin; not by anyone wearing a hat). A severe quirk affects the user of the stone (e.g., renders him mute for an hour).

The caster knows if his spell has failed, but not what quirk his Powerstone now has. The Analyze Magic spell can determine what quirks a Powerstone has. Two failures in a row indicate that no further growth is possible for that stone.

Dedicated Powerstones

An item enchanted with Spellbind can also be enchanted as a Powerstone. The enchanter can choose to make it a *dedicated* Powerstone. The power from a dedicated Powerstone may *only* be used to power those spells bound to the item. However, each point of energy used from the Powerstone provides *two* points of energy to the spell. Thus a 5-point dedicated Powerstone could provide up to 10 energy to spells cast with the item, but would still recharge in 5 days in normal mana.

If dedicated and normal Powerstone enchantments are placed on the same item, they are treated as two separate Powerstones: only one can be tapped at a time, and they will recharge in succession or at a reduced rate, as described earlier.

Exclusive Powerstones

An item may be enchanted with Spellbind and Powerstone in such a way that the spell bound to the item can *only* be cast or maintained using the energy of the Powerstone. This is a limitation on the Spellbind enchantment, not the Powerstone enchantment, and must be decided at the time that the Spellbind enchantment is cast. This also gives a 2-to-1 improvement in efficiency: each point of energy drawn from the Powerstone provides two points of energy to the

spell. If the Powerstone itself is also a dedicated Powerstone, the efficiency is 4-to-1: each energy point used provides four energy points to the spell.

One-College Powerstones

This is a variation that follows all normal Powerstone rules. A one-college Powerstone is enchanted in such a way that it can provide energy only for spells of a particular college. One-college Powerstones may not be dedicated or exclusive. The advantage of a one-college Powerstone is that each casting only requires 24 energy, not 40.

Manastones

A Manastone is an un rechargeable Powerstone, created with the same enchantment spell. Each casting of the enchantment places one energy point in the item. A Manastone has no “capacity” as such, just the energy that is currently stored in it. Manastones do not affect the recharging of nearby Powerstones. A single item can be enchanted as both a Powerstone and a Manastone, but these are treated as separate energy pools: only one can be tapped at any time.

Manastones can be dedicated, exclusive, or one-college, as described above. If a Manastone “quirks” in enchanting, the quirks (naturally) must be appropriate to a nonrecharging object (no quirks about recharging limitations!); the quirks will vanish once *all* energy in the Manastone is drained, and will not affect further castings (a critical failure will still destroy the item). The Manastone enchantment costs 1/4 the energy of a normal Powerstone enchantment. It is treated as a permanent spell, even though the enchantment vanishes once the Manastone is discharged.

Duration: Permanent.

Cost: 40 for a normal, dedicated, or exclusive Powerstone. 24 for a one-college Powerstone. 10 for a normal, dedicated, or exclusive Manastone. 6 for a one-college Manastone.

Prerequisite: Share Energy.

CHAPTER THIRTEEN

MIND SPELLS

Mind spells manipulate the workings of *biological* minds, or minds that operate in very similar ways. They work equally well on sapient and nonsapient minds. Although closely related to Body Control and Communication spells, these spells operate on a more basic level, interacting with the mental processes that underly behaviour, perception, and conscious thought. As a general rule, subjects of Body Control or Communication spells will be (or can be made) aware of the magic affecting them, whereas subjects of Mind spells will *not*: it is their very beliefs and awareness that are being manipulated.

Detect Emotion ①

Information, Resisted by Will

Tells the caster what emotion the subject is predominantly feeling at the moment, and how strongly. On a good roll (success by 2), the spell will provide some details, such as the source or target of the emotion, or secondary feelings colouring the primary emotion. Success by 5 or more, or a critical success, gives the caster a fairly complete profile of the subject's current emotional state. The spell can also be targeted to detect the presence and strength of a *particular* emotion (e.g. love, hostility, loyalty) if the caster specifies it in advance.

Cost: 2.

Prerequisite: Detect Life.

Sense Emotion ②

Regular, Resisted by Will

Gives the subject a vague empathic sense of the emotions of people or creatures around him. The range of the sense in yards is equal to the margin of success of the casting, with

particularly strong or weak emotions giving a bonus or penalty (i.e. an increase or decrease in range) as the GM sees fit. This spell is not resisted by the *subject*, but a person deliberately trying to conceal their emotions may make a Will roll, with their margin of success subtracting from the spell's range.

The caster can make the spell sense only a particular emotion if he specifies it at the casting: this can help reduce confusion from multiple sources. For instance, the caster could specify "hostility", allowing the subject to sense approaching foes.

Duration: Temporary (1 minute).

Cost: 2.

Prerequisite: Detect Emotion.

See Emotion ②

Regular, Resisted by Will

Allows the subject to sense the emotions of people around him as visible "auras". This is more precise than Sense Emotion, identifying specific emotions with specific targets; however, the target has to be clearly visible to the viewer.

Particularly good spellcasting rolls will improve the precision of this sight, as for Detect Emotion; on a critical success, the subject can psychoanalyze anyone he sees. A person trying to conceal their emotions can roll a Quick Contest of Will vs. the spell's power to change or dampen their aura.

Duration: Temporary (1 minute).

Cost: 2.

Prerequisite: Detect Emotion.

Distract ②

Regular, Resisted by Will

Causes the subject to lose his train of thought. This interrupts concentra-

tion, makes him forget what he was talking about, or has other effects as determined by the GM.

Cost: 2.

Prerequisite: Detect Emotion.

Daze ③

Area, Resisted by Will

Subjects affected by the spell look and act normal, but do not notice what is going on around them, or remember it later. A dazed guard stands quietly while a thief walks past! Any injury, *loud* noise, etc., causes the subject to snap out of the daze and return to full alert status. Otherwise, subjects gets an IQ roll every minute to recover.

Durations: Instantaneous, Talisman.

Base cost: 3. Can create a permanent talisman for 30,000 energy: the bearer is dazed for as long as he touches or carries the item, and rolls to recover as above after it is dropped or removed.

Prerequisite: Distract.

Sleep ④

Area, Resisted by Will

Affected subjects in the area fall asleep. If standing, they fall – but this does not wake them. They can be awakened by a blow, loud noise, etc., but will be mentally stunned (see Effects of Stun, p. B420). The Awaken spell will arouse them instantly. If not awakened, they will sleep for around eight hours and awaken normally.

Durations: Instantaneous, Talisman.

Base cost: 4. Can create a permanent talisman for 30,000 energy: the bearer sleeps for as long as he touches or carries the item, and continues to

sleep for a few minutes to a few hours after it is dropped or removed (depending on how tired he is).

Time to cast: 3 seconds.

Prerequisite: Daze.

Fascinate ④

Blocking, Resisted by Will

Holds the subject motionless and unaware of the passage of time as long as the caster maintains eye contact and concentration. Darkness breaks eye contact! The caster may move slowly (Move 1) while maintaining eye contact if the spellcasting succeeded (and overcame resistance) by a margin of 2 or better; each yard he moves away from the subject allows it another resistance roll to break the spell. The spell is also broken by any attack (physical or magical) on the subject.

Durations: Lasting (as above), Permanent.

Cost: 4. The permanent form of this spell costs 50,000, and is cast on a mirror, statue, painting, etc.: it will Fascinate anyone looking at it (if they fail to resist), until the victim's view is blocked or he collapses from exhaustion.

Prerequisite: Daze.

Arouse ②

Regular, Resisted by Will

Intensifies whatever emotions the subject is feeling at the moment. Effects are up to the GM, but a player must always roleplay his character's aroused emotional state. If cast on an NPC, this will generally shift his reaction roll by one category towards the extreme; e.g. "Good" to "Very Good", "Poor" to "Very Poor", "Neutral" to either "Good" or "Poor" (roll randomly).

The caster can choose to strengthen a *particular* emotion if he specifies it in advance. The subject must already be feeling the specified emotion, and the effect of the intensification will vary depending on its prior strength. See Instill (Emotion) for some emotions and their typical game effects.

The spell itself is instantaneous, but the emotions aroused will linger until they abate normally. In the absence of external events to reinforce or counteract the emotion, the effects will fade after 10 minutes or so. Multiple castings of this spell are *not* cumulative, though they can prolong the effect or target different emotions.

Cost: 2.

Time to cast: 3 seconds.

Prerequisite: Detect Emotion.

Instill (Emotion) ③

Area, Resisted by Will

Causes subjects in the area to feel a specified emotion. Each emotion is a separate spell, but they are all familiarities of the same spell *skill*. There are as many variants as there are emotions; a few of the more common ones are given below. Players *must* roleplay the emotions affecting their characters.

Fear: The subject is frightened. This gives a -3 on rolls to resist intimidation, a +3 on reaction rolls to avoid or break off combat, -3 on loyalty checks, etc. *Base cost:* 1.

Panic: The subject flees the current location in mindless fear. If he cannot flee, he must take All-Out Defense maneuvers. *Base cost:* 4.

Terror: The subject must make a Fright Check at -3. *Base cost:* 4.

Bravery: The subject feels no fear, and must make an IQ roll any time that caution is called for. *Base cost:* 2.

Curiosity: The subject acts as if he had failed a self-control roll for the Curious disadvantage. *Base cost:* 3.

Loyalty: The subject has a +3 reaction to the caster for purposes of loyalty checks or requests for aid. *Base cost:* 2.

Friendship: The subject takes a liking to whoever he is paying attention to at the moment, giving a +3 to reaction rolls. *Base cost:* 3.

Hatred: The subject takes a strong dislike to whoever he is paying attention to at the moment, giving a -3 to reaction rolls. *Base cost:* 3.

Love: The subject feels strongly attracted to the nearest member of a suitable sex. Make an immediate reaction roll at +3. *Base cost:* 2.

Lust: The subject acts as if he had failed a self-control roll for the Lecherousness disadvantage. *Base cost:* 3.

Anger: The subject acts as if he had failed a self-control roll for the Bad Temper disadvantage. *Base cost:* 3.

Greed: The subject acts as if he had failed a self-control roll for the Greed disadvantage. *Base cost:* 2.

Sadness: The subject acts as if he had failed a self-control roll for the Chronic Depression disadvantage. *Base cost:* 4.

Joy: The subject feels inexplicably happy. No precise game effects, but will often give a reaction bonus in the right circumstances. *Base cost:* 1.

Jealousy: The subject temporarily acquires the Jealousy disadvantage. *Base cost:* 2.

Patriotism: The subject temporarily acquires the Fanaticism disadvantage towards his country, kingdom, etc. *Base cost:* 4.

Boredom: The subject temporarily acquires the Absent-Mindedness disadvantage. *Base cost:* 3.

The spell itself is instantaneous, but the emotion instilled will linger until it abates normally. In the absence of external events to reinforce or counteract the emotion, the effects will fade after 10 minutes or so.

Durations: Instantaneous, Talisman.

Base cost: Varies, as listed above. Can create a permanent talisman for 10,000× the normal base cost of the spell.

Time to cast: 3 seconds.

Prerequisite: Arouse.

Calm ③

Area, Resisted by Will

Removes any strong emotions from affected subjects. This will cut short emotional reactions caused by spells, mental disadvantages, or other



events, allowing the subject to behave rationally. (Ongoing spell effects get a chance to resist.) This spell does *not* provide any resistance or protection against further emotional triggers.

Base cost: 2.

Time to cast: 3 seconds.

Prerequisite: Arouse.

Resist Emotion ④

Regular

Like the Calm spell, but ongoing. This effectively gives the subject the Unfazeable advantage (p. B95) for the duration of the spell.

Durations: Temporary (4 minutes), Talisman.

Base cost: 4. Can create a permanent talisman for 40,000 energy.

Time to cast: 5 seconds.

Prerequisite: Calm.

Reduce IQ ③

see p. 65

Raise IQ ④

see p. 66

Forgetfulness ④

Regular, Resisted by Will

Causes the subject to forget one fact or skill temporarily. The skill cannot be used while Forgetfulness is in effect. If the skill is a prerequisite

for other skills, the subject *can* still use those other skills, but at -2.

Durations: Temporary (30 minutes), Permanent, Talisman.

Cost: 3. Can be made permanent on a subject for an energy cost of 15. Alternatively, can create a permanent talisman for 15,000 energy: the bearer forgets one particular thing (specified when the talisman is created), and will remember it again 1 hour after the item is removed.

Time to cast: 10 seconds.

Prerequisites: Magery 1, Reduce IQ.

Memorize ⑤

Regular

All that the subject perceives for the next 10 seconds thereafter is implanted perfectly in his memory, as if he had Photographic Memory (p. B51). The spell can be used to memorize maps, faces, an event, etc. It cannot be used to learn a skill or to retain a magically borrowed one.

Duration: Lasting (10 seconds; the memory is permanent).

Cost: 3.

Time to cast: 2 seconds.

Prerequisite: Forgetfulness.

Madness ④

Regular, Resisted by Will-2

The subject is driven temporarily insane; this should be roleplayed. The caster selects the severity of madness he wishes to inflict, and the GM decides which madness at that severity is appropriate to the situation (rolling a die is a perfectly acceptable way to make this decision). On a critical success, the caster may select the madness to be inflicted.

Unless noted otherwise, each madness is identical to the disadvantage of the same name. Some madnesses are equivalent to disadvantages that require self-control rolls. The



subject always fails his self-control rolls against the magical madness.

Mild: Delusion [-5], Flashbacks [-5], Phantom Voices [-5], Phobia [-5].

Moderate: Bestial [-10], Confused, Delusion [-10], Flashbacks [-10], Paranoia [-10], Phantom Voices [-10].

Severe: Berserk, Bestial [-15], Chronic Depression, Delusion [-15], Hallucinations (as the Hallucinating incapacitating condition, p. B429), Phantom Voices [-15].

Extreme: Catatonia (as the Daze incapacitating condition on p. B428, but the subject cannot snap out of it until the spell ends), Flashbacks [-20].

Durations: Temporary (2 minutes), Permanent, Talisman.

Cost: 2 for a Mild madness; 3 for Moderate; 4 for Severe; 6 for Extreme. Can be made permanent on a subject for 5× cost. Alternatively, can create a permanent talisman for 25,000 energy: the bearer experiences a particular type of madness (specified when the item is enchanted).

Time to cast: 2 seconds.

Prerequisites: Magery 1, Reduce IQ.

Mindlessness ⑤

Regular, Resisted by Will

Lowers the subject's IQ to 1, reducing him to babbling idiocy. The subject cannot cast or maintain spells, use skills, talk, or other actions determined by the GM. The subject can walk, laugh, cry, drool, eat with his hands, react to heat and cold, etc. He has a very short attention span and notices only colors, pretty things, movement, and other things that a baby would be curious about. If the subject is a PC, the player should roleplay this state.

Durations: Temporary (2 minutes), Talisman.

Cost: 8. Can create a permanent talisman for 40,000 energy.

Time to cast: 5 seconds.

Prerequisites: Magery 2, Forgetfulness.

Relieve Insanity ⑦

see p. 59

Relieve Amnesia ⑦

see p. 59

Suggestion ⑦

Area, Resisted by Will

Instills a suggestion in the minds of affected subjects in the area. It must be one simple idea; language is no barrier unless the subject's language cannot encompass the idea. If the suggestion goes against a subject's personal safety, it is Resisted at +5; if it goes against his beliefs, convictions or knowledge, it is Resisted at +3. The affected subjects will try to accomplish the suggestion or otherwise act as if the idea was their own. The effects of the suggestion will linger for about 10 minutes after the spell ends, unless the subject can be dissuaded.

Durations: Temporary (4 minutes), Talisman.

Base cost: 4. Can create a permanent talisman for 40,000 energy: it instills a particular suggestion (specified when the talisman is created) for as long as the item is carried, and for up to 10 minutes after it is removed, as above.

Time to cast: 10 seconds.

Prerequisites: Forgetfulness, any Instill (Emotion) spell.

Geas ⑧

Regular, Resisted by Will

Gives the subject one command, which the subject must obey. This must be a command to do one specific thing. The GM must determine whether the command constitutes a "Lesser Geas" or a "Greater Geas": the difference being that a lesser geas specifies a well-defined and achievable mission (e.g. "Slay the dragon!"), while a greater geas is an open-ended condition that will occupy the subject indefinitely (e.g. "Never touch weapons", or "Slay all goblins").

Until the geas is fulfilled or removed, the subject must make it his

first priority. If the subject wishes to go against his geas, he may make another resistance roll, no more than once per day. Success means he can violate his geas that one time, but does not break the spell's hold on him.

Durations: Lasting (until fulfilled, for a Lesser Geas), Permanent (for a Greater Geas), Talisman.

Cost: 12 for a Lesser Geas, 30 for a Greater Geas. *Divide cost by 6* if the subject *willingly* undertakes the quest or oath. A permanent talisman that places a geas on the bearer can be created for 7,500× these casting costs. The bearer will not voluntarily remove the item; if it is forcibly removed, the geas will persist as a lasting spell effect, fading after 1 month (or when fulfilled or dispelled).

Time to cast: 1 minute.

Prerequisites: Magery 2, Suggestion.

Command ⑨

Blocking, Resisted by Will

Give a subject one immediate command – a word and a gesture, or at most two words – which the subject *must* obey. If the subject is unable to fulfill the command immediately or on his next turn, the spell has no effect.

Unlike most Blocking spells, casting this spell is a free action and does *not* take the place of an active defense. However, the caster is still limited to a single Blocking spell per turn. The subject must be able to hear and understand the caster's command.

Examples:

"Drop it!" – the subject drops whatever he was holding.

"Look!" – the subject looks in the direction the caster indicates.

"Wait!" – the subject takes the Wait maneuver on his next turn.

Cost: 2.

Prerequisite: Suggestion.



Hallucination 9

Area, Resisted by Will

Addles the perceptions of subjects in the area. Affected subjects are completely convinced that one thing that is not present is (or vice versa); they can see it, hear it, feel it, and so on.

The hallucination must concern the presence or absence of a single “thing”: one person the subjects know or knew, one crowd of revelers, one pair of shackles on one subject’s wrists, one pride of lions... If it can be described as a single entity in English (without amazing gymnastics), then it should pass. The GM’s judgment is final, as usual.

The hallucination does not require concentration: the subjects supply, unconsciously, all the “realism” necessary. By concentrating, the caster can “direct” the hallucination – put words in the mouth of the fictitious person, have the revelers head off in a certain direction or start singing a particular song, etc. Frightening hallucinations may require fright checks. If the hallucination is made to inflict

pain or damage, then the affected subject will suffer shock penalties but no actual injury. In either of these extreme cases, the subjects suffering from fright or shock immediately get another resistance roll to avoid the effects and end the spell, as with the Confound (Sense) spells. Unlike the Confound (Sense) spells, though, the subject *cannot* actively “disbelieve” the hallucination: the spell directly affects the subjects’ *belief* in the hallucination.

Impossible or obviously false hallucinations (a long-dead uncle, for example) are Resisted at a bonus of up to +5.

This spell can be used for positive effect; if the subject is required to walk a narrow log across a thousand-foot-deep chasm, he might find it easier if he hallucinates a shallow stream in place of the chasm...

Durations: Temporary (2 minutes), Talisman.

Base cost: 4. Can create a permanent talisman for 50,000 energy.

Time to cast: 2 seconds.

Prerequisites: Madness, Suggestion.

False Memory 8

Regular, Resisted by Will

Inserts a single, simple false memory into a subject’s mind. This spell is often used to avoid paying bills, and is considered highly illegal in many areas.

If the implanted memory conflicts with a real memory, the subject’s brain will usually fit the new one in anyway, leaving him

slightly confused but convinced. In case of extreme direct conflict – “You remember killing the duke” (when the subject saw the *caster* kill the duke!) – the subject should be allowed a bonus on his resistance roll; the example above would be a +5 for a loyal subject, but probably only +1 for somebody who *wanted* to kill the duke.

Durations: Temporary (30 minutes), Permanent, Talisman.

Cost: 3. Can be made permanent on a subject for an energy cost of 15. Alternatively, can create a permanent talisman for 15,000 energy: the item implants a particular memory (specified when the talisman is created), which will fade 1 hour after the item is removed.

Time to cast: 5 seconds.

Prerequisite: Suggestion.

Charm 5

Regular, Resisted by Will

The subject becomes caster’s faithful slave until the spell expires, following any orders, no matter how



dangerous. There is no mental link – the caster must give his orders to the subject verbally or in writing. However, the subject will protect the caster without orders. In all other respects the subject will be mentally normal and alert. He will be unable to explain (and unwilling to discuss or even think about) his loyalty to the caster.

Durations: Temporary (2 minutes), Permanent, Talisman.

Cost: 6. Can be made permanent on a subject at a cost of 30 energy. Alternatively, can create a permanent talisman: this costs 50,000 energy for a talisman that makes the bearer loyal to the talisman's creator, or 100,000 for one that makes the bearer loyal to some specific third person.

Time to cast: 3 seconds.

Prerequisites: Magery 1, Instill Loyalty, Instill Bravery.

Zone of (Beguilement) ⑧

Area, Resisted by Will

Creates an area that magically attracts, repels, or ensnares sentient beings. This is actually three separate spells, though they are familiarities of the same spell skill.

Zone of Allure: Each being who steps within this spell's area of effect feels compelled to approach the center of the affected region. Once the victim has reached the center, he is immune to the spell until he leaves the affected area (if he returns, he will once again be "attacked" by the spell).

Zone of Avoidance: Makes the subject area unattractive to all creatures except the caster. Gazes will be averted, and approaching characters will feel an intense unease, an urge to be somewhere else. The spell resists attempts to look at it or to approach it.

Zone of Entrapment: Creates a mental barrier that prevents sentient beings other than the caster from entering or leaving the area. Each being gets a resistance roll, and if it fails, they will be unable to cross the

boundary voluntarily, or take any action that they think will lead them to cross the boundary. They will also oppose anyone trying to bring them across. If they are involuntarily forced across the boundary, then the spell no longer affects them.

Victims won't be aware of these spells if they can act in a subtle way, and the GM should roll in secret to see if they work. For instance, he might tell a victim of a Zone of Allurement that he "feels curious about the chest" or some such subtle hint. Someone affected by a Zone of Avoidance would not be told "You can't look in that closet," but just "you see nothing"... the spell made him think he had checked the closet, or made each searcher think that another one had checked it. And so on.

Zones of Allurement and Avoidance are antagonistic spells and thus resist each other.

Durations: Temporary (1 hour), Permanent.

Base cost: 1. Can be made permanent for 100× casting cost.

Time to cast: As long as it takes for the caster to circle the area.

Prerequisite: Suggestion.

Insignificance ⑧

Regular, Special Resistance

Causes all beings with whom the subject has social contact to ignore or disregard him. Only beings who have a reason to notice that particular person or someone in his particular situation can resist the spell with Per – the subject himself does not get to resist. Viewers get a bonus to their resistance roll equal to the magnitude subject's total Appearance modifier, *whether positive or negative*. Thus, viewers of an Attractive subject resist with Per+1, but viewers of an Unattractive subject also resist with Per+1.

The spell's effects are limited in magnitude; the subject could slip unnoticed through a crowd, but would

be stopped by guards if trying to go where he should not. He can get someone's attention by grabbing him, but is then likely to get a negative reaction. If he steals something or commits some other objectionable act (removing his clothing, perhaps), all witnesses get a new resistance roll. If he attacks someone, that person is automatically released from the spell – furthermore, the victim's cries for help *won't* be ignored!

Insignificance and Presence resist each other.

Durations: Temporary (1 hour), Talisman.

Cost: 4. Can create a permanent talisman for 35,000 energy.

Time to cast: 10 seconds.

Prerequisite: Suggestion.

Presence ⑧

Regular, Special Resistance

Causes all beings with whom the subject has social contact to pay attention. Each being who attempts to ignore the subject gets to resist the spell with Will – but the subject himself does not get to resist! The spell does not guarantee a good reaction from those it affects – it doubles the positive or negative modifier! If he has no positive or negative modifiers, it gives him a +1 modifier (most people will assume that, if a person stands out for no identifiable reason, there must be something worthwhile about him).

Someone affected by this spell can easily be followed in a crowd or along city streets. The searcher can simply ask bystanders, "Did you see so-and-so come by here?" and quickly resume the pursuit.

Presence and Insignificance resist each other.

Durations: Temporary (1 hour), Talisman.

Cost: 4. Can create a permanent talisman for 35,000 energy.

Time to cast: 10 seconds.

Prerequisite: Suggestion.

CHAPTER FOURTEEN

MOVEMENT

SPELLS

These spells physically manipulate the subject as a whole or affect its movement abilities. The college includes spells relating to tactile and kinesthetic sense, which gives it some overlap with the Body Control subcollege. The more advanced spells in the college involve direct manipulation of time and space; these are collected in the Gate subcollege.

The cost of Regular spells normally scales with size of the subject (median linear dimension in yards). However, for some spells in this college, the cost factor instead depends either on the subject's weight from the *Weight Modifiers* table on p. 86, or on the effective ST of the spell, as noted in the description.

Slow ③

Regular, Resisted by HT

Slows down the subject a great deal; in effect, the subject has the Decreased Time Rate disadvantage (p. B129) for the duration of the spell.

Alternatively, this spell can be used to halve the subject's long-distance travel speed, without affecting his maneuvers in combat. This use of the spell has a lower maintenance cost.

Durations: Lasting (10 seconds, or 10 hours for long distance travel only), Talisman.

Cost: 5. Can create a permanent talisman for 25,000 energy (15,000 for an item that affects long-distance travel only).

Time to cast: 3 seconds.

Prerequisites: Magery 1, Reduce Speed.

Haste ④

Regular

Speeds the subject up *a lot*. In effect, the subject has one (extra) level of Altered Time Rate (p. B38) for the duration of the spell.

Alternatively, this spell can be used to double the subject's long-distance travel speed, without affecting his maneuvers in combat. This use of the spell has a lower maintenance cost.

Duration: Lasting (10 seconds, or 10 hours for long-distance travel only).

Cost: 5. At the spell's end, the subject also loses 5 FP (unless the caster was the subject).

Time to cast: 3 seconds.

Prerequisites: Magery 1, Raise Speed.

Touch ⑤

Information

Allows the caster to feel the subject without touching it. Regular range penalties apply (since it would normally defeat the purpose of the spell to actually touch the subject). The spell provides all the information that would be revealed by a brief touch, such as temperature, roughness, hardness, or whether the subject is even a physical object at all!

The spell can sense the subject's resistance to movement (i.e. its weight and mass) without *actually* moving it. The subject does *not* feel the touch, since there is no actual physical contact; nor will any harmful effects be transmitted back to the caster. Simi-

larly, the caster *cannot* use this spell to deliver other spells that require him to touch the subject.

Cost: 1.

Far Feeling ①

Regular

Allows the subject to feel by touch any object that he can see, even at a great distance: apply normal Speed/Range modifiers to his touch sense rolls. The sensations are one-way (to pinch a wench, use the Manipulate spell); in particular, a mage *cannot* deliver spells by Far Feeling!

Duration: Temporary (3 minutes).

Cost: 3.

Time to cast: 3 seconds.

Prerequisite: Touch.

Shove ①

Regular

Delivers a brief jolt to the subject, ranging from a light tap up to the effect of a ST 15 person pushing on it. The shove will not do any direct damage, but could unbalance the subject or knock it over.

Cost: 1.

Prerequisite: Touch.

Throw ②

Missile, Resisted by HT

Hurls the subject at caster's chosen target. Sentient subjects can resist with their HT; the *target* gets no resistance. Treat the attack as a ranged attack with 1/2D 20, Max 40, Acc 1, and damage as if thrown by a person with a ST of 5 times the energy cost:

see *Throwing* on p. B355. Damage is normally Crushing, but can be Cutting or Impaling for a thrown bladed weapon. The maximum weight of the projectile is 40 lbs. times the square of the energy cost.

A DX-4, Innate Attack (Projectile), or Throwing skill roll is necessary to hit the target, who may dodge or block normally. For the spellcasting roll, use Regular spell range penalties from the caster to the subject. For the attack roll, compute ranged attack penalties from the subject to the target or the caster to the target, whichever is larger. 1/D and Max ranges are always determined from the subject's starting point.

Cost: 1 to 3; each energy point provides 5 levels of throwing ST.

Prerequisite: Shove.

Distant Blow ③

Melee

Allows the caster to deliver a single melee attack at a distance. The attack can be any barehanded or melee weapon attack. The range of the attack is unlimited, but the caster suffers ranged attack penalties (though he can Aim to overcome them). Only the physical force of the blow is transmitted, including wounding modifiers for Cutting or Impaling attacks, but *not* any magical effects, follow-up attacks, etc. The target defends normally (dodge, block, parry), as if an invisible double of the caster were engaging him.

Cost: 1.

Prerequisites: Shove, Far Feeling.

Apportation ②

Regular, Resisted by Will

Moves physical objects without touching them. This spell levitates its subject at Move 3 – not fast enough to do damage with it. The spell affects the subject as a whole. Living subjects get to resist with Will.

Duration: Temporary (1 minute).

Cost: 4, multiplied by the Weight Modifier of the subject.

Prerequisite: Shove.

Manipulation ③

Regular

Allows the caster to perform coarse or fine manipulations on the subject, without actually touching it. Ropes may be untied, doorknobs turned, knives sharpened, handmill cranks turned, etc., with an effective ST equal to the energy cost. The spell also allows the manipulation of fine parts, giving a +5 bonus to skills such as Lockpicking or Mechanic where a “third hand” would be useful, or allows a wizard with *no* tools to operate with no penalty (or a reduced penalty, as the GM sees fit).

Duration: Temporary (1 minute).

Cost: 1 per point of ST of the spell (minimum 2).

Prerequisite: Apportation.

Wizard Hand ⑤

see p. 76

Lighten ③

Regular

Reduces the weight of the subject by up to 50%. If cast on a *container* (e.g. a backpack), the effect extends to items placed within it, up to a maximum weight affected (specified at casting).

Durations: Temporary (20 minutes), Permanent.

Cost: 8 times the fractional reduction in weight (up to 50%), multiplied by the Weight Modifier of the maximum weight affected *before* reduction. E.g. to reduce the weight by 25% costs 2 energy times the Weight Modifier. Can be made permanent for 5,000× normal casting cost.

Prerequisite: Apportation.

Burden ③

Regular

Increases the weight of the subject by up to 100%. If cast on a *container* (e.g. a backpack), the effect extends to items placed within it, up to a maximum weight affected (specified at casting).

Durations: Temporary (20 minutes), Permanent.

Cost: 8 times the fractional increase in weight (up to 100%), multiplied by the Weight Modifier of the maximum weight affected *before* the increase. E.g. to increase the weight by 75% costs 6 energy times the Weight Modifier. Can be made permanent for 5,000× normal casting cost.

Prerequisite: Apportation.

Dancing Object ④

Regular

Animates a single object to do repetitive work. The object can weigh up to 200 pounds and can accomplish the same sorts of tasks as if wielded by a man with ST 10. The casting cost can be increased (by any amount) or decreased (by up to half), changing the effective ST in direct proportion, and the maximum weight affected according to the Weight Modifier (that is, Extra-Heavy encumbrance for the adjusted ST).

The object must be “walked through” its task once, after which it repeats itself mindlessly. For example, a bucket could carry water from a stream to a barrel, a broom could sweep a building over and over again, a crossbow could cock itself, etc. The object cannot respond to events, though the caster can reprogram it by walking it through a new routine. Program Spell and Intelligence can be used to allow it to respond to situations.

Duration: Temporary (2 hours), Permanent.

Cost: 4, multiplied by Weight Modifier of the object (effective ST is 2.5× casting cost). Can be made permanent for 5,000× the normal casting cost: by default, anyone grasping the item can “reprogram” it, unless limited by an overriding Program Spell or similar spell.

Prerequisite: Manipulation.

Flight ③

Regular

Allows the subject to fly through the air under his own control, without wings, at Move 10. For increased cost, flying Move can be increased up to 40. Flight speed is reduced normally by encumbrance, treating the spell as having ST 10. The casting cost can be increased (by any amount) or decreased (by up to half), changing the effective ST in direct proportion, and the maximum weight affected according to the Weight Modifier (that is, Extra-Heavy encumbrance for the adjusted ST).

A flying character can move and fight normally, and has a combat advantage if above his foes (p. B402). The spell can handle up to 1G turns without skill rolls; use Acrobatics (Aerobatics), p. B174, for more challenging maneuvers.

The spell can also be cast on an object to create a flying conveyance that will lift up to a specified weight (including its own weight), which determines the energy cost of the spell. The object must also be structurally capable of supporting its rider(s) or cargo. It moves under the control of its rider: if it has multiple riders, the first to board has control. Difficult maneuvers require using the Piloting (Contragravity) skill, p. B214.

Durations: Temporary (2 minutes), Permanent.

Cost: 5 to cast, plus 1 per extra 10 Move (up to 3 extra energy), multiplied by the Weight Modifier of the maximum weight affected. Can be made permanent on a nonliving object for 5,000× normal casting cost.

Time to cast: 2 seconds.

Prerequisites: Magery 2, Apportation.

Light Tread ③

Regular

Reduces the weight of the subject to almost nothing: about 1% of his normal weight. This effect is under the control of the subject. It is similar to a limited form of Flight, allowing

the subject to skip across water, and jump up to 100 times higher or further than normal. However, he cannot maneuver while in the air, and cannot leap any faster than his normal Move (i.e. do *not* use the rules for Super Jump on p. B89).

If the subject falls, divide effective falling height by 100 and terminal velocity by 10 (resulting in a terminal velocity of 6 to 10 yards per second for an ordinary human, and making most falls easily survivable). Attempts to track the subject by the footprints or impressions he leaves are at -8.

Duration: Temporary (40 minutes).

Cost: 4, multiplied by the Weight Modifier of the subject.

Prerequisites: Apportation.

Armor ②

Regular

Adds to the Damage Resistance of a living subject. DR from this spell is treated for all purposes like DR from armor, and is cumulative with that from actual armor.

Durations: Temporary (2 minutes), Permanent.

Cost: Twice the Damage Resistance given to the subject, to a maximum DR of 5 (cost 10). Can be cast permanently on clothing or armour, at a cost of 2,000 energy for DR 1; cost *quadruples* for each additional point of DR (maximum 5). For the permanent casting, if the DR applies only against certain attacks, reduce the cost of the spell according to the guidelines for *Limited Defenses* on p. B46.

Prerequisite: Shove.

Shield ②

Regular

Conjures an invisible shield of magical force that moves to protect the subject from *frontal* attacks. The Defense Bonus granted by this spell is cumulative with that from an actual shield, but this spell does not allow a subject without a shield to block.

Durations: Temporary (2 minutes), Talisman.

Cost: Twice the Defense Bonus given to the subject, to a maximum DB of 5 (cost 10). Can create a permanent talisman at a cost of 5,000 energy for DB 1; cost *quadruples* for each additional point of DB (maximum 5). For the permanent casting, if the DB applies only against certain attacks, reduce the cost of the spell according to the guidelines for *Limited Defenses* on p. B46.

Prerequisite: Shove.

Missile Shield ③

Regular

Turns any missiles harmlessly aside by the tiniest fraction needed to ensure they miss the subject; the game effect is that the missile continues in a straight line past the subject. This works on any material missile, including bullets, fireballs, shrapnel, and falling rocks, but not energy attacks (such as lightning bolts, sunbolts, or spells thrown with Throw Spell), beams, or melee attacks (including jets). The GM should conceal the existence of the spell from the caster's foes as long as possible, saying they just missed!

For increased cost, the shield can *reflect* missiles back on the attacker. First, the original attack roll must have succeeded (or the missile misses the target entirely). Then make a roll vs. the spell power, with appropriate speed, range, and size modifiers (but no other ranged attack modifiers), to see if the reversed missile hits the attacker. The attacker normally will not expect the counterattack and thus gets no defense. If the counterattack misses, the missile will fly back past the attacker. If the total range from attacker to the subject and back exceeds the missile's maximum range, the counterattack will fall short.

Duration: Temporary (2 minutes).

Cost: 5, or 8 for a reflecting shield.

Prerequisite: Shield.

Deflect Blow ③

Blocking

Deflects one attack by a material object, including unarmed attacks, melee weapons, and missile weapons. The caster must make a warding gesture with one arm, and the spell counts as a parry in combat. If a single *attack* includes multiple *projectiles*, the spell will deflect one projectile, plus an additional projectile for each point by which the spell succeeded. If the caster is protecting a target other than himself, Regular range penalties to the target apply.

Cost: 1.

Prerequisite: Shield.

Catch Missile ④

Blocking

The caster catches one missile about to hit him. This must be a material missile (i.e. one that Missile Shield would protect against). The spell requires a free hand to make the catch, and is considered a parry in combat.

Alternatively, the caster can choose to reflect the missile back towards the attacker *or another target*. This requires two spell rolls: one to intercept the missile, and one for the counterattack. The caster gets no benefit from the missile's accuracy, but otherwise normal ranged attack modifiers apply to the second roll. If the total range, from the original attacker to the caster to the second target, exceeds the missile's maximum range, then the counterattack will fall short.

This spell *can* catch material missile spells such as Stone Missile or Fireball, but this is of limited utility, as these missiles will vanish (or explode!) before the wizard can do anything useful with them. Reflecting such missiles will work normally, however. See also Catch Spell.

The caster cannot intercept an attack that is not aimed at him, unless the attack passes within reach.

Cost: 2.

Prerequisite: Missile Shield.

Force Dome ④

Area

Creates a shimmering dome that blocks *any* physical force or material object, including missiles. Does not protect against purely energy-based attacks such as light, sound, radiation, and spells cast on subjects inside the area. The dome also allows the passage of gases, though it will repel the force of *winds*.

Unlike most Area spells, a force dome is actually a *sphere*, which must be anchored to a physical object intersecting it: usually one hemisphere projects into the ground. This does not sever the object, but embeds it in the wall of the dome. The dome will not bisect *living* creatures, which will be forced to one or the other side of the barrier. Once cast, a Force Dome takes a full second to form; anyone inside the Dome's area at the time it is cast has one turn to leave.

At the caster's option, the force dome can be made permeable to large objects (larger than a couple of inches). It will still repel things like insects, wind, rain, and other weather phenomena (anything up to a tornado or heavy hail). Such a "weather dome" costs the same to cast, but is significantly easier to maintain. The caster can also choose to create only a portion of the dome, but such a "force wall" costs the same as a full dome.

Durations: Temporary (15 minutes, or 10 hours for a weather dome), Permanent.

Base cost: 3. Can be made permanent for 5,000× normal casting cost.

Prerequisites: Magery 1, Missile Shield.

Glue ⑦

Area, Resisted by ST-5

Makes a surface extremely sticky, trapping anyone stepping onto the surface. Victims can roll a contest of ST-5 vs. the spell power each turn, with success allowing them to take one step (1 yard for most characters). While stuck, a victim's melee combat skills are at -2, as is his Dodge score.

Despite the spell's name, there is no actual glue on the surface, and nothing to indicate visually that the area is unusual in any way. Grease and Glue resist each other.

Duration: Temporary (10 minutes).

Base cost: 3. Can be made permanent for 50,000× cost.

Prerequisites: Slow, Apportation.

Grease ③

Area

Makes a surface extremely slippery. Anyone stepping onto the surface must roll against DX-2 for every yard he moves within the affected area. If he fails the roll, he falls down. Another DX-2 roll is necessary to stand up (but not to sit or kneel). All close combat, melee attacks, and active defenses are at -3; other physical skills, including missile and thrown weapon attacks, are at -2 for bad footing. This spell can also be cast on vertical surfaces to make climbing impossible. The GM will have to use his judgment with surfaces of intermediate tilt.

Despite the spell's name, there is no actual grease on the surface, and nothing to indicate visually that the area is unusual in any way. Spiked boots, etc., are ineffective. Grease and Glue resist each other.

Duration: Temporary (10 minutes).

Base cost: 3. Can be made permanent for 50,000× cost.

Prerequisites: Haste, Apportation.

Cling ⑧

Regular

Makes the subject magically sticky, giving him sure footing and a sure grip. The effect is selective, and under the control of the subject. Thus he can stick to walls or ceilings, but release whenever he wills; catch or hold on to objects, until he deliberately drops them; etc. Clothing and armour do *not* block this effect.

The subject can climb blank walls and walk along ceilings, as long as

he keeps at least one hand or foot in contact at all times. Combat is at -2 to both the subject and his foes due to the weird angles. The subject also gets +5 in contests to grapple someone, or to grab or hold on to an item. He gets +5 on DX rolls to catch flying objects, to avoid accidentally dropping an item, to maintain footing on treacherous terrain, and so on. In general, the GM may grant up to a +5 bonus on any skill roll that would benefit from having good footing or grip, as he sees fit.

Durations: Temporary (1 minute), Talisman.

Cost: 5. Can create a permanent talisman for 100,000 energy.

Prerequisite: Glue.

Slip ⑨

Regular

Makes the subject magically slippery, allowing him to avoid grapples, slip out of ropes and handcuffs, slide through narrow spaces, and even skate or ski without equipment. The effect is selective, and under the control of the subject: it does not affect his footing unless he wants it to, for

instance. Clothing and armour do *not* block this effect.

The spell gives +5 on contests to avoid being grappled, on Escape skill rolls, or other circumstances where the GM feels he would benefit from being slippery or hard to grab. The subject can extend the effect to objects in close contact with him, giving similar bonuses to untie stiff knots, open stuck jars, etc. On a slope the subject can slide with a Move equal to his Skiing skill, or up to twice his Skiing skill in optimal conditions. However, Skiing skill is at -2 if he lacks ski poles.

Durations: Temporary (1 minute), Talisman.

Cost: 5. Can create a permanent talisman for 100,000 energy.

Prerequisite: Grease.

Pull ③

Area

Creates a zone of attraction that pulls objects (including living beings) towards its center. The attraction has an effective ST of 1 on the outer ring of hexes, increasing by 1 for each successive ring inwards, to a maxi-

mum ST at the center hex equal to the radius. Creatures in the area must succeed a Quick Contest of ST each round to avoid being pulled 1 hex towards the center. A small pile of loose objects, dust, leaves, insects, etc., will normally collect at the center of the zone.

Objects heavier than Extra Heavy encumbrance for the effective ST (that is, more than 2 lbs. times the square of ST) are unaffected: thus an ordinary human (150 lbs.) would require a spell of ST 9.

Durations: Temporary (1 minute), Permanent.

Base cost: 1/2. Can be made permanent for 5,000× cost.

Prerequisite: Apportation.

Repel ③

Area

As for Pull, except the spell *repels* objects towards the edge of the area instead of attracting them.

Durations: Temporary (1 minute), Permanent.

Base cost: 1/2. Can be made permanent for 5,000× cost.

Prerequisite: Apportation.

GATE SPELLS

While the basic movement spells deal with force and motion, the spells of the Gate subcollege directly manipulate time, space, and dimensions. They are among the most thaumatologically sophisticated spells, and this entire subcollege may be completely unknown in some settings. Despite the name, the spells in this college are not strictly limited to magical gates or portals, but include other space- and time-bending effects.

Several of the spells in this college assume the existence of alternative physical realities, dimensions, or phases, collectively referred to here as “planes”. The existence and relationships among these planes is part of a campaign setting’s background. The

GM may want to consider such questions as how many planes he wants to allow access to, what is the physical nature of those planes and their inhabitants (if any), and whether there is any correspondence between physical locations in those planes and in the primary world. The spells here are fairly generic as to the precise planar cosmology, but they do assume the existence of at least two planes besides the primary reality: first, an “astral” or “spirit” plane, where beings can observe (but not interact with) the primary reality, while remaining both invisible and intangible; and second, an “ethereal” plane where beings are intangible but *not* invisible to the primary reality. If one or both of these

planes do not exist, then some spells will have to be modified.

The GM should also decide whether the “spirit” spells of the Necromantic college interact with the same planar cosmology as these Gate spells. If they do, then the Summon (Spirit) spells provide a shortcut to accessing those planes, and provide an alternative (and shorter) prerequisite pathway. Several of the planar spells of this college therefore have different prerequisite counts depending on whether a suitable Summon (Spirit) spell exists in the campaign setting. Where a single spell skill applies to multiple spells, its difficulty is based on the *smallest* prerequisite count among the covered spells.

(Planar) Vision ②

Information

Gives the caster a vision of another plane of existence. Each plane of existence is a different spell. If there is a correspondence between locations in the alternate plane and locations in the caster's plane, the vision will be of the area around the caster's location.

Each plane has its own *interplanar skill penalty*, analogous to long-distance penalties, depending on its "distance" from the caster's plane. A generic alternate reality might have an interplanar penalty of -10, while weirder realities might be greater, and planes having a close association with our own would be less. It is also possible that our own reality is an island in a sea of nearby strange or hostile realities, with other "ordinary" worlds occurring at larger distances in cosmographic space. This is entirely up to the GM's notions of planar cosmology.

A particularly useful version of this spell is Astral Vision, accessing the astral or spirit plane (if such a plane exists in the campaign setting). This is the realm of ghosts and insubstantial spirits, and lies in close proximity to our own (with an interplanar penalty of only -1). Casting this spell will allow the caster to see any invisible spirits in his vicinity. This is similar to Detect Spirit, but more precise, since it provides actual vision rather than a nonspecific sense.

Cost: 2 plus the magnitude of the interplanar penalty.

Prerequisite: Detect Spirit.

(Planar) Visit ③/⑩

Regular

Projects the caster's mind and awareness into another plane of existence, where he can wander freely as an insubstantial spirit. He can see the other plane, but is totally insubstantial and cannot affect anything or interact with his surroundings in any way (which also confers total physical immunity to whatever environment he is traversing). If astral or spirit planes

exists in the setting, one should assume that the caster actually occupies a domain of the astral plane that is "adjacent" to the target plane.

The caster's projection is imperceptible to ordinary senses; only magic (Astral Vision, Sense Spirit, Detect Observation, and similar spells) will detect his presence. He cannot even cast spells, although he can maintain existing ones. He is likewise immune to magic that does not affect minds or spirits (which the caster is, until he returns to his body).

There is a different spell for travel to each plane or dimension. Each plane has its own interplanar penalty, as explained for (Planar) Vision. At the GM's discretion, the caster's senses are altered to correspond to the average plane dweller's: on a plane of perpetual gloom he would have Dark Vision, on the astral plane he would be able to see other spirits, and on a dimension where all life forms sense only via sound he might have Scanning Sense (Sonar). Visiting very strange alternate planes can be hazardous to the mental health of an unsuspecting traveler. . .

The caster's body lies catatonic for the duration of the spell. If his body is damaged, he gets a Per roll, minus the interplanar penalty, to notice. Death of his body may kill him, or leave him as a wandering spirit (GM's call). If the caster's *spirit* is magically attacked during his journey, the outcome will depend on the type of attack. In general it is dangerous to allow the spell to lapse if the caster's spirit is magically trapped or otherwise unable to return: this is likely to sever the link between spirit and body, leaving behind a comatose body and a wandering spirit. Otherwise, the caster's spirit rejoins his body as soon as the spell ends.

The most common variant of this spell simply takes the caster to the astral plane adjoining his own reality (assuming such a plane exists in the campaign setting), with an interplanar penalty of -1. This allows the caster to observe real-world places unseen

(except by natives of the astral realm, if there are any). While traveling astrally, the caster moves at twice his full unencumbered Speed and may walk through walls, mountains, creatures. . . He may also walk down into the bowels of the earth or up into the higher atmosphere. Spells that block or repel spirits, such as Pentagram, will resist his intrusion.

The lower prerequisite count applies for a given (Planar) Visit spell if a Summon (Spirit) spell exists that summons beings from that plane.

Duration: Temporary (2 minutes).

Cost: 3 plus the magnitude of the interplanar penalty.

Time to cast: 30 seconds.

Prerequisites: Magery 3, either Summon (Spirit) for a being from the same plane (if available), or Remote Seeing and (Planar) Vision for the same plane.

Teleport ⑧

Regular, Resisted by Will+1

Instantly moves the subject to another location. Long-distance modifiers (p. 11) apply, affecting both the difficulty and the casting cost. Further penalties also apply as given below.

Normally, you may only teleport to a place you are looking at or one you are familiar with. *Penalties:* -2 for a place you have "seen" only through the mind or memories of another, or via television; -2 for a place you have not seen within a month (except, perhaps, your own home!); and -1 to -3 for a place seen only briefly.

This spell is dangerous, too. If the spell roll fails, a nonresisting subject ends up *someplace else*: perhaps close to the desired destination, perhaps someplace that merely resembles the destination. The worse the roll, the farther astray the subject will go. A critical failure with this spell can send the subject anywhere the GM likes – make it interesting! A *resisting* subject goes nowhere on a failed casting, even if the subject's resistance also failed.

Even a successful teleport can be confusing. A living subject must roll vs. his Body Sense skill (p. B181) in order to act on the same turn in which he teleports. A failed roll means disorientation – no actions except defense are possible on that turn. A critical failure means he falls down, physically stunned. A teleporter arrives in the same position he started in. He will automatically be stationary with respect to the nearest large object that could support him (e.g. the ground, the deck of a ship, etc.).

You cannot teleport into a space occupied by another solid object. You also cannot teleport *pieces* of an object separately. Separating two objects in close contact carries a penalty set by the GM: taking the stopper from a jar might be at -1, while teleporting a locked door from its frame might be a -5. Jewelry or clothing being worn, or an object held tightly by another person, is at -5 to teleport away, and the holder may attempt a resistance roll. You may teleport a group of subjects together, if they are touching; compute the cost using the Weight Modifier for the total weight.

This spell has two separate skills: Teleport (Self) if the caster is making the journey (with or without companions), and Teleport (Other) if the caster is staying put. These default to one another at -2. You must buy the skills separately, though you need only acquire the spell once.

Cost: 3 plus the magnitude of the long-distance penalty, multiplied by the Weight Modifier.

Time to cast: 2 seconds.

Prerequisites: Magery 2, Apportation, Seeker.

Timeport ⑩

Regular, Resisted by Will+1

This spell is similar to Teleport, except that it moves the subject to another time instead of another place. Subjective “movement” is instantaneous.

The more distant the target time is, the greater the energy cost and skill

penalty: see the Long Distance and Time modifiers on p. 11. Unlike Teleport, there is no penalty to timeport to an “unfamiliar” time, though the GM may decree that a timeport to the future has an extra penalty (-2, perhaps).

Timeporting carries the same hazards as teleporting, and similarly requires a Body Sense roll to avoid disorientation upon arrival. The subject will arrive in the future or past at a spatial location that is analogous to the location where he left. Usually this means the same “place” relative to local landforms. If there is no analogous location (e.g. timeporting from an airplane), the GM may shift the arrival point to the nearest stable location, applying further long-distance modifiers as appropriate. This may cause the spell to fail, with the usual effects. The caster can choose to combine a timeport and a teleport in a single casting: apply both the time and long-distance penalties (this also increases the casting cost), and roll against the *lower* of the two skills.

Timeporting to the future generally takes the subject to the most probable future. The precise effects of timeporting into the *past* depend on the type of time-travel campaign the GM wishes to run, and how “tamper resistant” the timeline is. The most playable approach is to assume that small changes to the past tend to “smooth away” over time, leading to a revised “present” that is only subtly different from the one the subject left; however, changes to key events may cause a timeline to diverge significantly. Thus a traveller to the past (or a traveller returning from the future) can put his knowledge of the future to good use, until he starts to make changes that have a direct bearing on those future events, at which point he may find himself in a new timeline: his own *personal* memories, however, remain intact.

More realistic possibilities include “chaotic history” time-travel (where even subtle changes to the past lead to widely-varying futures), and “con-

sistent history” time-travel (where no changes to the past are possible, requiring the players and the GM to find ways to make the characters’ actions consistent with established history). In weirder variants, changes to the past may alter the traveller’s personal history, changing his memories or editing him out of existence!

Since Timeport removes the subject from the timeline, any temporary spells he was maintaining will immediately lapse, unless those spells were on items or people travelling with him. As with Teleport, the Timeport spell has two separate skills to use it: Timeport (Self) and Timeport (Other), with a -2 mutual default.

Cost: 4 plus the magnitude of the time penalty, multiplied by the Weight Modifier.

Time to cast: 3 seconds.

Prerequisites: Magery 3, Teleport, History.

(Plane) Shift ③/①

Regular, Resisted by Will+1

Transports the subject to another plane of existence (alternate reality, dimension, etc.). Each plane requires its own (Plane) Shift spell, with its own cost and interplanar skill penalty, as described for (Planar) Vision. In addition, if the caster cannot see the point of arrival, with (Planar) Vision, (Planar) Visit, or similar, he has further skill penalties as for Teleport.

The spell provides a one-way trip. To get back, the caster must know (Plane) Shift for his home plane or get a wizard in the other plane to cast Banish on him. This spell gives the caster no special immunity to his surroundings. To safely visit a plane where the natural conditions are vacuum, flame, etc., you must learn the necessary protective spells.

As with Teleport, the (Plane) Shift spells have two separate skills to use it: Plane Shift (Self) and Plane Shift (Other), defaulting to one another at -2. However, the two Plane Shift skills work with any of the caster’s

(Plane) Shift spells, with only familiarity penalties.

The lower prerequisite count applies for a given (Plane) Shift spell if a Summon (Spirit) spell exists that summons beings from that plane.

Cost: 5 plus the magnitude of the interplanar skill penalty for that plane, multiplied by the Weight Modifier.

Time to cast: 4 seconds.

Prerequisites: Magery 3, either Summon (Spirit) for a being from the same plane (if available), or Teleport and (Planar) Vision for the same plane.

Ethereal Body ③/11

Regular, Resisted by Will+1

The subject becomes insubstantial for the duration of the spell, and can move through solid objects and creatures as if they were not there. Clothes (up to 6 pounds) also become ethereal, but lose any magical properties while ethereal; other possessions drop to the ground. He cannot wield weapons, move things about, or speak, and does not need to breathe, eat, or drink while ethereal. He has, in most respects, become a ghost. He can be seen, but with a translucent appearance; GMs might allow *minor* physical effects (clammy vapours, indistinct whispering, etc.) to accompany the visible manifestation.

If the caster ends the spell while the

subject is inside a solid object too big to push aside, then the *subject* will start incurring fatigue costs and, eventually, HP loss, at *ten times* the normal maintenance rate, until he reaches an area where he can safely materialize.

Physical attacks and most magic cannot affect someone who is ethereal. However, mind control spells and spells that explicitly affect spirits and ghosts will affect him. Likewise, he can only affect other beings (substantial *or* insubstantial) with spells that target their mind or soul. Ethereal bodies can interpenetrate, and cannot harm each other except with spells.

Note that this spell differs from Ethereal Plane Shift in that it is temporary: the subject automatically materializes at his new location when the spell ends. At the GM's discretion, this spell can be used as a template for other spells that allow or force such a temporary shift between *overlapping* planes. Each pair of planes would be a different spell, but would use the same spell *skill* (with familiarity penalties). Some examples:

Astral Body: Allows the subject to wander freely through the spirit or astral plane, making him intangible *and* invisible to ordinary beings. This costs the same as Ethereal Body if the subject was already ethereal, or twice as much (and with a -1 spellcasting penalty) to shift directly from the material to astral plane.

Appartition: Allows or forces an astral being to assume a visible – but still insubstantial – form. Effectively this shifts the subject temporarily from the astral to ethereal plane. Cost is the same as Ethereal Body.

Materialization: Causes an insubstantial being to become tangible, allowing it to affect and be affected by objects or creatures on the material plane. A tangible spirit is in all respects like a normal physical being. Cost is the same as Ethereal Body to solidify an ethereal being, or twice as much (and with a -1 spellcasting penalty) for an astral entity.

These spells assume a distinction between *ethereal* and *astral* beings. If a setting's planar cosmology does not make this distinction, and all such beings are invisible as well as insubstantial, then Ethereal Body and Appartition spells will not exist as such. Instead, Astral Body and Materialization will cost only 50% more than the base cost for Ethereal Body, and are cast at a -1 interplanar penalty.

The lower prerequisite count applies if there exists a Summon (Spirit) spell for ethereal or astral beings.

Duration: Temporary (20 seconds).

Cost: 8 to shift between material and ethereal planes, or between ethereal and astral planes; 16 to shift directly between material and astral planes. Cost is 12 in settings where ethereal and astral planes are the same.

Time to cast: 30 seconds.

Prerequisites: Magery 3, either Summon (Spirit) for ethereal or astral entities, or Teleport and Astral Vision.

Blink ⑨

Blocking, Automatic Resistance

This is an instantaneous short-range teleport that can be used to avoid an attack in combat. It can only apply to the caster or a *willing* subject: Regular distance penalties to the subject apply. The subject cannot be

Planar Meta-Traits

Ethereal Body: You are an immaterial apparition, like a ghost or spectre. Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Immunity to Metabolic Hazards [30]; Insubstantiality (Always On, -50%) [40]; Mute [-25]; and Feature (Affected by Spirit magic) [0]. 75 points.

Astral Body: You are a disembodied spirit that is both intangible and invisible (your image may still be caught on film or other media). Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Immunity to Metabolic Hazards [30]; Insubstantiality (Always On, -50%) [40]; Invisibility (Substantial Only, -10%) [36]; Mute [-25]; and Feature (Affected by Spirit magic) [0]. 111 points.

grappled or restrained in any way, and the spell counts as a Dodge that succeeds automatically if the spell roll is made. The casting is at a -1 penalty per yard travelled. The subject must appear in an unoccupied hex. His facing remains unchanged, and he must roll against his Body Sense skill to act on his next turn (p. B181).

A critical failure on this spell is treated like a Teleport critical failure, except that the subject rarely goes more than a mile. As with Teleport, Blink has two separate skills to use it: Blink (Self) and Blink (Other), defaulting to one another at -2.

Cost: 1 per yard travelled.

Prerequisite: Teleport.

Timeslip ⑪

Blocking, Automatic Resistance

Allows the subject to avoid an attack by timeporting a few seconds into the future. It can only apply to the caster or a *willing* subject: Regular distance penalties to the subject apply. The subject cannot be grappled or restrained in any way, and the spell counts as a Dodge that succeeds automatically if the spell roll is made. The subject reappears in the same hex as he left, as long as it is unoccupied: if someone is standing in it, or a comparable obstacle is blocking it, the subject will remain in limbo until the hex is clear, even if this takes years! Critical failures have been known to produce similar disastrous results. The subject's facing remains unchanged, and he must roll against his Body Sense skill to act on his next turn (p. B181). The casting is at a -1 penalty per second of *intended* timeslip (not counting extra time added if the hex is occupied).

Like Timeport, Timeslip will interrupt any temporary spells that the subject was maintaining, unless they are on items that he is carrying with him. As with Teleport, Timeslip has two separate skills to use it: Timeslip (Self) and Timeslip (Other), defaulting to one another at -2.

Cost: 1 per second of intended displacement.

Prerequisite: Timeport.

Phase ④/⑫

Blocking, Automatic Resistance

Shifts the subject out of this plane of existence just long enough to an attack to pass through him. The spell can only be cast on the caster or a *willing* subject: Regular distance penalties to the subject apply. He cannot be restrained in any way, and the spell counts as a Dodge for purposes of combat. The subject neither disappears nor loses track of his surroundings; no Body Sense roll is required.

The lower prerequisite count applies if a Summon (Spirit) spell exists for insubstantial beings, as a prerequisite for (Plane) Shift or Ethereal Body.

Cost: 3.

Prerequisite: (Plane) Shift or Ethereal Body.

Beacon ③

Area

Creates a magical "anchor" making it easier to teleport, timeport, or plane shift into an area. The long-distance, time, or interplanar skill penalty to travel to the beacon is halved, which also reduces the energy cost.

A beacon is not private; any caster magically transporting himself (or someone else) to the area will benefit from the spell (however, it may be limited using Limit Spell and Program Spell).

The GM may allow beacons to reduce long-distance, time, or interplanar penalties for other spells, as he sees fit: particularly appropriate examples would be Remote Seeing, Remote Hearing, Images of the Past, Echoes of the Past, (Planar) Visit, etc.

The caster must, at casting, specify which type(s) of penalty his beacon reduces. There is no extra cost to create a multi-purpose beacon, but the caster must possess all the appropriate prerequisites.

Durations: Temporary (1 day), Permanent.

Base cost: 10. Can be made permanent for 100× cost.

Time to cast: 30 seconds.

Prerequisites: Magery 3, one or more of Seeker (to reduce long-distance penalties), History (to reduce time penalties), or (Planar) Vision (to reduce interplanar penalties to a beacon on a specific plane).

Buttress ⑮

Area

Stabilizes the fabric of reality in an area, giving a -5 penalty to all attempts to teleport, timeport, or plane-shift into or out of the area. Failed attempts to enter the area have the normal effects (e.g. a teleport will go somewhere else, etc.). Failed attempts to exit the area leave the caster where he started, physically stunned and having spent all the energy for the attempt! Doubling the energy cost increases the penalty to -10; tripling it increases the penalty to -15!

This spell works against Teleport, Timeport, (Plane) Shift, and all their variations, unless the caster specifically exempts them. It will not prevent spirits or ethereal beings from entering the area (for that use Pentagram), but will prevent them from materializing or changing phase while there. Note that the caster does *not* need to know these spells to shield an area against them: he is simply strengthening reality against *all* incursions.

Durations: Temporary (1 day), Permanent.

Base cost: 8. Can be made permanent for 100× cost.

Time to cast: 10 seconds.

Prerequisites: Beacon, Spell Shield.

Trace Teleport ④/⑨

Information, Resisted by subject spell

When cast soon after someone or something teleports, timeports or plane-shifts away, this spell gives the caster a vision of the destination of

the teleported subject. The caster also gets a good idea of the magnitude of the skill penalty involved to cast the spell. On a success by 5 or a critical success, the actual destination will be known, but any success gives the caster enough of a sense of the destination to follow, if he does so within a minute of casting Trace Teleport.

Modifiers: -1 for each minute that elapses between the teleport and the casting; -5 penalty if the caster didn't witness the teleport. These are cumulative.

The lower prerequisite count applies if a Summon (Spirit) spell exists for extraplanar beings, as a prerequisite for (Plane) Shift.

Cost: 3.

Prerequisite: Teleport, Timeport, or Plane Shift.

Divert Teleport ⑦/⑫

Blocking, Resisted by subject spell

When cast on the turn someone or something teleports, timeports, or plane-shifts out, this spell allows the caster to dictate where or when the subject goes. It effectively interrupts the original Teleport, Timeport, or Plane Shift spell and substitutes a new spell in its place, diverting some or all of the energy of the original casting.

This spell has no spell skill of its own. The skill roll for casting this spell is the lower of the caster's skill with the spell he is interrupting, and the spell he is substituting (if it is different). In both cases, use the (Other) variant of the skill involved. The caster need only *possess* the substituted spell (along with the Divert Teleport spell). His casting must succeed by a *larger* margin than that of the caster whose spell he is interrupting. Modifiers to the skill roll are simply those for the spell he is substituting, including penalties for distance, familiarity with the destination, and Regular spell modifiers if he cannot touch the subject.

The cost of the spell is 3, *or* the difference in cost between the spell being substituted and the original spell,

if the substituted spell is more than 3 energy points more expensive. Apply reductions in cost for high skill only to the *final* energy cost, again using the lower of the caster's skill with the spell being interrupted or the one being substituted. The cost is paid whether the diversion succeeds or fails.

Note that a minimal casting of this spell simply blocks the original Teleport, Timeport, or Plane Shift spell, leaving the subject in place. This costs the base cost of 3, and has no penalties other than the Regular spell penalties for distance to the subject.

The lower prerequisite count applies if a Summon (Spirit) spell exists for extraplanar beings, as a prerequisite for (Plane) Shift.

Cost: As described above; minimum cost 3.

Prerequisites: Magery 3, Trace Teleport, Ward.

Portal ⑥/⑩

Regular, Resisted by Will+1

Creates a magical *portal* that teleports, timeports, or plane-shifts anyone touching its surface. These are called *teleportals*, *timeportals*, and *planar portals*, respectively. A single portal can also combine the effects of all three spells. The GM specifies the appearance of portals in his campaign setting: by default, an active portal appears as a disk or rectangle of shimmering energy, while an inactive portal, or the receiving end of a portal, is invisible. The portal can either be freely-floating, or anchored to a wall, floor, doorway, etc. The caster can move a free-floating portal up to 3 yards per second, or change its orientation, by concentrating. The caster can make an "active" portal "inactive", or vice-versa, by concentrating for a turn. A permanent portal should be combined with an appropriate Program Spell to control its behaviour, otherwise it will always be active.

Any person or object touching the surface of an active portal is automati-

cally teleported, timeported, and/or plane-shifted to a destination specified when the portal is created. Unwilling travellers can make a resistance roll of Will+1 vs. the spell power *each second* they are in contact to avoid the effect. A portal must be at least as large as the person or object it is to transport. If it is not (or if the subject resists), the portal is completely inert and insubstantial to that subject.

When creating a timeportal, the caster must specify whether the portal sends travellers a fixed *distance* in time (meaning the destination time advances in synchrony with the departure time), or whether it sends them to a single specified time. In the latter case travellers who enter the portal at different times will either arrive in different timelines, or the destination point will drift enough that successive travellers arrive at least one second apart. This is up to the GM, depending on the nature of timelines and time travel in his setting.

Portals will not transmit light, sound, or gases in either direction. However, a caster may cast Remote Seeing, Remote Hearing, etc., on the active end of a portal to sense the other side, with *no* long-distance or other penalties.

Creating a portal has a skill penalty equal to the combined penalties for the equivalent Teleport, Timeport, or (Plane) Shift spell(s). To determine the energy cost, combine the energy costs from the same spell(s), and multiply the cost by 10. This cost will permit the caster to create a gate of any size up to 2 yards across. Larger gates are no more difficult, but cost more energy in proportion to their largest dimension. A hyper-ref[t:beacon]Beacon at the destination reduces penalties and costs accordingly, if it persists throughout the Portal spellcasting; this is a worthwhile investment when creating a permanent portal.

The lower prerequisite count applies if a Summon (Spirit) spell exists

for extraplanar beings, as a prerequisite for (Plane) Shift.

Durations: Temporary (1 minute), Permanent.

Cost: 10 times the combined cost for the Teleport, Timeport, and (Plane) Shift spells involved (more in proportion to the size of the portal for portals larger than 2 yards). A permanent gate costs 100× this cost (i.e. 1,000× the combined cost of the underlying spells).

Time to cast: 1 second per energy point.

Prerequisites: Beacon, one or more of Teleport, Timeport, or (Plane) Shift: the caster must possess the underlying spell(s) in order to create a teleportal, timeportal, or planar portal (or combination).

Gate 7/11

Regular

Creates an actual physical connection between two points in space, time, or in alternate dimensions. This is a full two-way double-sided connection: you can look through the gateway and see what's on the other side, reach through and pull something back, and so on; sounds and scents also pass through normally.

The spell creates the physical connection, but is not otherwise actively involved in moving things back and forth, with one exception: by default, the gate magically balances any net pressure difference across the threshold. This means that gases or liquids will diffuse or flow *gently* through the gate, even if one side is in vacuum or the ocean depths. This rule is principally for game balance, though GMs may readily come up with mystical explanations for it.

Gates are always open (unless suspended by Limit Spell or similar countermagic). Time gates are always synchronized across the threshold, with both sides advancing through time at the same rate: as long as the gate is open, both ends remain anchored in their respective timelines, even if this means that they end up



connecting alternate timelines due to changes in history. Otherwise, magical gates behave similarly to portals created with the Portal spell.

If a Gate spell lapses while an object is spanning the threshold, the object will be forced to one side or the other. (GMs may specify more gruesome outcomes if they wish.)

Casting the Gate spell carries the same penalty as for a Portal spell. The energy cost is twice as much as an equivalent portal.

The lower prerequisite count applies if a Summon (Spirit) spell exists for extraplanar beings, as a prerequisite for (Plane) Shift.

Durations: Temporary (1 minute), Permanent.

Cost: Twice the cost of an equivalent Portal. That is: 20× the combined cost of the underlying Teleport, Timeport, and (Plane) Shift spell for a temporary Gate; 2,000× the underlying spell cost for a permanent Gate; more in proportion to maximum dimension if larger than 2 yards.

Time to cast: 1 second per energy point.

Prerequisite: Portal. The caster must also possess the underlying Teleport, Timeport, or (Plane) Shift spell(s) in order to create a Gate spanning that type of displacement.

Hideaway 4/12

Area

Creates a private pocket dimension in which objects or people can be stored and retrieved via plane-shifting. The area of effect of the spell is the area of extradimensional space. Only the caster of the Hideaway spell can access this space, using (Plane) Shift spells. However, *any* version of the (Plane) Shift spell can be used to access the hideaway, both to store and retrieve objects, with *no* interplanar penalty. Living beings can also be stored and retrieved, with the usual opportunity to resist. The caster can also create a planar Portal or Gate for easier access to the hideaway, particularly a permanent one.

The appearance and environment within the hideaway are up to the GM. By default, it is an empty space with impenetrable gray walls. Comfortable temperature and gravity, as well as an initial supply of breathable air, are all provided by the spell, but long-term occupation will require the creation of air, food, water, and lighting, as well as the disposal of wastes.

When the owner retrieves items from the hideaway, they appear in contact with him (in his hex or an adjacent one): small items can appear in his grasp. When the spell ends, *all* of its contents will be dumped out into

the owner's immediate vicinity. This can potentially damage the contents, the owner, or other things nearby.

The contents of the hideaway are completely undetectable to outside spells such as Seeker or Trace, unless cast by the caster of the Hideaway. If the caster plane-shifts *himself* into the hideaway, then it becomes completely undetectable from the physical world. The physical location of the hideaway (i.e. where things will re-emerge when they plane-shift back) is wherever the caster was when he plane-shifted into it. However, within the hideaway he can cast Teleport and similar spells to change this location: treat this as if he were casting the spell on *himself* while standing at the hideaway's location.

The permanent form of this spell creates a permanent extradimensional space linked to a physical talisman, allowing the bearer of the talisman to access the space. Since contact with the talisman is required to access the hideaway, the talisman itself cannot be sent into its own hideaway unless the bearer is bringing it with him; similarly, the bearer must bring the talisman with him if he wishes to leave the hideaway. If the bearer dies alone in the hideaway, the contents are irretrievably lost.

The lower prerequisite count applies if Summon (Spirit) is used as a prerequisite for (Plane) Shift.

Durations: Temporary (4 hours), Talisman.

Base cost: 2. A small hideaway (one cubic foot or less) can be created for half cost. Can be made permanent for 5,000× cost.

Time to cast: 10 seconds.

Prerequisite: Any (Plane) Shift.

Slow Time ⑪

Area, Resisted by IQ

Time in the area slows down. Any unwilling beings within the area when the spell is cast resist with IQ; they must all fail for the spell to take effect. From the outside, the area appears to have a semi-reflective sur-

face with fishbowl-like distortion. It requires some effort to push into the area, since a person's body slows down as it enters the area. This gives a penalty equal to the slow-down factor to fire missiles into the area. People crossing the edge from the inside will find themselves forcibly ejected, and must roll vs. IQ or be mentally stunned.

If a caster inside the area is maintaining a spell outside the area, the maintenance cost for him will be multiplied by the slowing factor, since one second for him corresponds to multiple seconds outside. He can always choose to let spells lapse rather than pay the increased cost. Similarly, spells on subjects *inside* the area maintained by a wizard *outside* will cost *less* to maintain.

At a high enough level, this spell can effectively *suspend* time within the area. People inside the area experience no passage of time between when the spell is cast and when it lapses. If the caster is in the area, he must decide in advance how much energy to set aside for maintaining the spell, since the energy drain for him will appear instantaneous. From the outside, the surface becomes a reflective barrier impenetrable to force or magic, though the spell *itself* could still be dispelled normally.

Duration: Temporary (1 minute of outside time).

Base cost: 1 for a slow-down factor of 2, 2 for a factor of 3-4, 3 for a factor of 5-8, 4 for a factor of 9-16, and 5 for any larger factor, including total suspension of time.

Time to cast: 2 seconds.

Prerequisite: Timeport.

Accelerate Time ⑪

Area, Resisted by IQ

The opposite of Slow Time, this spell *speeds up* time in the area. Otherwise, effects are similar to Slow Time with "inside" and "outside" reversed, with three exceptions. First, it requires no effort for those within

the area to leave: the spell forcibly assists motion across the edge in both directions. Second, the caster must be within the area when the spell is cast, and the spell ends if he ever leaves. Third, the cost to maintain this spell is still based on the passage of time *outside* the area, so the caster can maintain the spell for long periods of (subjective) time for very little cost. However, powerstones also recharge at the "outside time" rate, making them less useful within the area. Spellcasting inside the area also suffers a penalty equal to the speed-up factor, due to the reduced flow of mana into the area.

At high enough level, this spell effectively *stops* the outside world from the perspective of those inside. Missiles can still be fired blindly out of the area (see Shooting Blind, p. B389): since all missiles fired out of the area will emerge at the same outside time, an archer could create an impressive burst of arrows by simply firing casually for a few subjective hours... At this level the spell has *no* cost to maintain, since no time outside passes for the duration of the spell. The caster still needs to remain awake to maintain the spell, but if he knows Maintain Spell, even that requirement is waived: he could spend days inside while only an instant passes outside. He must prepare this *before* casting Accelerate Time, however: with an infinite speed-up factor, the inside of the area effectively becomes a No Mana zone, making further spellcasting impossible. The spell will still end if the original spellcaster dies or leaves.

Duration: Temporary (1 minute of outside time).

Base cost: 1 for a speed-up factor of 2, 2 for a factor of 3-4, 3 for a factor of 5-8, 4 for a factor of 9-16, and 5 for any larger factor, including stopping the outside world relative to the inside.

Time to cast: 2 seconds.

Prerequisite: Timeport.

CHAPTER FIFTEEN

NECROMANTIC SPELLS

These spells deal with spirits, death, and the dead. They are usually considered the darkest of dark magic, and are illegal in most places, except when used by duly-authorized exorcists. However, since these spells involve the manipulation of life-energy, they have close ties to healing magic: many necromantic spells require some healing knowledge, and the most advanced healing spells require some necromancy. And while some necromancers fit the stereotype of heartless megalomaniacs, many study necromancy in a more idealistic pursuit of knowledge: necromancy can offer a shortcut to powerful abilities involving alternate realities and planes of existence.

Except as noted, necromancy spells affecting living or dead bodies will work on creatures of any species.

Death Vision ①

Regular

Gives the subject a vivid vision of his own death. This may be an accurate presentiment of his future (or *possible* future), or simply an evocation of his fears, but it is always chilling: the subject must make an unmodified Fright Check. The spell can also be *useful* by pointing out a possible deadly hazard.

Cost: 2.

Time to cast: 3 seconds.

Prerequisite: Magery 1.

Detect Spirit ①

Information

Detects the presence of a ghost, spirit, undead, or similar supernatural

entity in the target hex. Usually this is used to determine whether a person or item is possessed, or to identify disguised demons or undead; however, it will also detect insubstantial spirits that happen to be in the target hex.

Success tells whether a supernatural being is present. Success by 2 or more indicates the type, and the effective character point cost of the spirit for purposes of casting spells such as Command (Spirit) and Banish. Success by 5 or more, or a critical success, identifies the individual being. The caster can restrict the spell to a particular kind of spirit if he specifies it in advance.

Cost: 1.

Prerequisite: Death Vision or any Divination spell.

Sense Spirit ②

Regular

As Detect Spirit, but ongoing: the caster is aware of whether a spirit or supernatural entity is nearby. The range of the sense in yards is equal to the caster's margin of success. Only an approximate distance and direction is indicated by the spell, but it is unaffected by walls or other barriers.

Duration: Temporary (1 minute).

Cost: 1.

Prerequisite: Detect Spirit.

Speak with Spirits ③

Regular

Allows the caster to converse with insubstantial beings in his vicinity, including ghosts, astral entities, and the like. It does not give him the ability

to see such beings, nor does it force an unwilling spirit to respond.

Duration: Temporary (1 minute).

Cost: 2.

Prerequisite: Sense Spirit.

Summon (Spirit) ②

Regular, Resisted by Will

Allows the caster to call into his presence a spirit or being from another plane of existence. This does *not* make insubstantial spirits substantial (for that see the options under Ethereal Body): instead, it brings them to the region of the astral or spirit plane adjacent to the caster. Normally tangible extraplanar beings, such as demons or inhabitants of alternate worlds, are actually brought entirely into the caster's physical reality.

This is a separate spell for each type of spirit or plane of existence that the caster wishes to contact, though all such spells are familiarities of the same spell *skill*. A base casting will summon a random being, typically worth no more than 200 character points. The caster may attempt to summon a specific individual, with penalties as for Seeker on top of any other penalties. More "powerful" individuals (as measured by karma or character points) are more difficult to summon from their own dimension: a guideline is to charge an energy cost equal to 1/20 the character point cost of the individual (minimum 10 energy).

The spell exerts no control over the being, other than to bring it into the caster's presence. Adversarial be-

Spirit Templates

These are sample templates for both insubstantial and substantial extraplanar entities. Many other types of spirit may exist, and individual beings will also vary greatly.

Ghost

-1 point

The spirit of a deceased person. Ghosts typically remain rooted in their past life, with little awareness of ongoing events. “Killing” a ghost usually means banishing it back to the “afterlife”, though it may mean a more permanent kind of death. This template can be treated as a meta-trait applied to a once-living character.

Advantages: Astral Entity [171]; Indomitable [15]; Unfazeable [15].

Disadvantages: Absent-Minded [-15]; Cannot Learn [-30]; Mute (Substantial Only) [-22]; Fragile (Unnatural) [-50]; Frightens Animals [-10]; Hidebound [-5]; Incurious (12) [-5]; Social Stigma (Dead) [-20]; Unhealing (Partial) [-20]; Wealth (Dead Broke) [-25].

Features: Affected by Pentagram.

Demon

200 points

A malevolent material extraplanar being. This is a typical minor demon with razor claws, bat-like wings, and a malicious sense of humour.

Attribute Modifiers: ST+5 [50]; DX+2 [40]; HT+2 [20].

Secondary Characteristic Modifiers: HP+10 [20].

Advantages: Sharp Claws [5]; DR 5 (Tough Skin) [15]; Flight (Winged) [40]; Jumper (Costs Fatigue 4; Takes Recharge, 1 hour) [50]; Immune to Metabolic Hazards [30]; Immunity to Mind-Affecting Magic [30]; Magery 0 [5]; Night Vision 5 [5]; Striking ST+2 [10]; Sharp Teeth [1].

Disadvantages: Appearance (Monstrous) [-20]; Bloodlust (12) [-10]; Bully (12) [-10]; Callous [-5]; Cannot Harm Innocents (Only to avoid direct harm

to good or holy folk) [-5]; Fragile (Unnatural) [-50]; Sadism (12) [-15]; Selfish (12) [-5]; Social Stigma (Monster) [-15].

Features: Affected by True Faith and Pentagram.

Skills: Acting (A) IQ-1 [1]-9; Brawling (E) DX+2 [4]-14; Broadsword (A) DX [2]-12; Fast-Talk (E) IQ+1 [2]-11; Hidden Lore (Demon Lore) (A) IQ-1 [1]-9; Intimidation (E) IQ+1 [2]-11; Stealth (A) DX [2]-12.

Sprite

200 points

A “generic” intangible magical being, such as a nature spirit or minor divinity. Individual magical powers are highly customizable. This example depicts a spirit capable of granting up to 20 spells to another being once per day, with a successful Will roll on the part of the *recipient*; the spells last indefinitely but always have some condition attached (such as a Pact, p. B113). The spells available should reflect the spirit’s “domain” (fire spirit, healing spirit, etc.), and should include all necessary prerequisites; however, the spirit may choose to grant only a subset of these spells (and the spells *granted* need not include all prerequisites).

Attribute Modifiers: DX+1 [20]; IQ-2 [-40]; HT+1 [10].

Advantages: Affliction 1 (Advantage, 20 points of spells; Extended Duration: Permanent; Selectivity; Contact Agent; Melee Attack, Range C; Limited Uses: 1/day; Preparation Required: 1 minute) [34]; Magery 0 [5]; Spirit [261].

Disadvantages: Mute [-25]; Fragile (Unnatural) [-50]; Wealth (Dead Broke) [-25].

Features: Affected by Pentagram.

Skills: 10 points of skills suited to its “domain”.

ings must be controlled with Command (Spirit) or the like; friendly beings may talk to or assist the caster willingly. The spirit must remain in the caster’s presence until the spell ends (or the caster dies), after which it may remain or depart as it wishes. See *Spirit Templates* and *Undead Tem-*

plates for examples of supernatural beings that can be summoned. Some additional guidelines for these examples are given below:

Extraplanar people: Ordinary people from alternate physical realities may be summoned with a suitable version of this spell. They may or

may not possess any special abilities, including the power to return themselves to their own dimension, depending on the individual and the reality they are from. Each plane of existence has an *interplanar penalty*, typically from -5 to -10, as described for (Planar) Vision.

Ghosts: These are spirits of the dead. Make a reaction roll to see whether a ghost is willing to converse with the caster (assuming the caster has a means of communicating with spirits), and again after each question and answer. On a Neutral or worse reaction the ghost loses interest, and will depart as soon as it is able to do so. Certain individuals, such as recently-departed comrades, will of course be more willing to talk than others. A ghost will have memories up until its death, and may also have renewed memories of its former lives (in a setting with reincarnation). Depending on the supernatural cosmology, a spirit that has reincarnated or “moved on” may no longer be summonable as a ghost; otherwise, apply time modifiers (p. 11) from the time of death. Ghosts resist summoning attempts at -5 if the ceremony is conducted at their place of death or over their corporeal remains.

Demons: These are malign magical beings from a nearby physical reality. A demon will typically attack the caster or cause mischief, or, if this is impossible, attempt to flee back to its own reality once the spell ends. The caster should normally summon a demon within a secure location such as a pentagram, and immediately attempt to control it. There is *no* penalty to summon a demon (the “proximity” of the demonic plane is one reason why accidental demon summonings are so common; another is that demons seem to *want* to wreak havoc on our world).

Sprites: These are magical spirits similar to gods or divinities, but less powerful. Sprites possess a variety of magical powers, and some can grant magical abilities to others: see *Spirit Magic*, p. 125. They may do so willingly if they feel friendly towards the caster (make a reaction roll); otherwise, the caster may try to control them. If they are naturally resident in the gameworld’s primary plane of existence (or its adjacent “spirit” plane), then there is no special skill penalty for the summoning; if they are from

another plane of existence, an inter-planar skill penalty of -3 to -6 would be typical.

Undead: See the separate entry for Summon Undead, below.

Duration: Lasting (1 minute).

Cost: 10, or 1/20 the character point cost of the spirit, whichever is greater.

Time to cast: 1 second per energy spent.

Prerequisite: Detect Spirit.

Summon Undead ②

Regular, Resisted by animating spell

Calls to the caster an undead creature animated by either the Animate Dead or Animate Wight spell. This spell is a specific variant of the Summon (Spirit) spell, and uses the same spell skill, but differs in some details.

The summons is resisted by the power of the animating spell. The caster need not see the undead being, and range penalties do not apply, but the spell will only target undead within 1 minute’s travel of the caster. If there are no targets this close, the spell will have no effect, though the energy will still be spent. The caster can choose *not* to target particular known creatures if he specifies them in advance.

The caster can use this spell to summon *many* undead with a single casting, if he wishes. The number and size of undead summoned is ultimately limited by the energy spent. If there are not enough undead within 1 minute’s travel to “use up” all the committed energy, then the excess energy is wasted.

The spell exerts no control over the summoned creatures, other than to keep them in the caster’s presence until the spell ends (or the caster dies). Whether they attack or simply stand there, and what they do when the spell ends, depends on their orders.

Duration: Lasting (1 minute).

Cost: 1/2 the total ST score of the summoned creature(s), minimum 5 energy. Double cost for Wights.

For Wraiths, use the ST score of the original creature *before* applying the Wraith template.

Time to cast: 1 second per energy spent.

Prerequisite: Detect Spirit.

Summon Shade ④

Regular, Resisted by Will

Summons a “shade” of the subject from a possible future, to answer the caster’s questions. The shade will not lie (except on a critical failure) but it will be disoriented; therefore its answers may be unclear and imprecise. One question may be asked per minute the spell is maintained. Since the shade only comes from the most likely future, this spell may be an unsatisfactory augury.

Example: Felix Magister might summon a shade of his friend Rudolph from two months ahead, and ask if his attack on the dragon succeeded – and then, if the answer was “no”, persuade the real Rudolph not to try. The shade simply came from a different future. Of course, the shade might also reply “no – it was called off.”

At the time from which the shade is drawn, the subject will have a vivid dream in which he will see his questioner(s) and remember all that is said – if the predicted event came true.

If the subject is not present, the casting is at -5, *in addition to* modifiers as for Seeker. Apply further time modifiers (p. 11) based on the time from which the shade is to be summoned. This spell may not be attempted more than once per year on the same person. This is a very powerful spell, and GMs may wish to restrict access to this spell, or require expensive materials.

Duration: Temporary (150 seconds).

Cost: 50.

Time to cast: 1 second per energy spent.

Prerequisites: Speak with Spirits.

Command (Spirit) ③

Regular, Resisted by Will

Bends a particular type of spirit to the caster's will. This spell is like Charm, but operates on spirits and other extraplanar beings. Each type of spirit is a different spell; e.g. demons, ghosts, banshees, nature spirits, etc.

This spell can be made permanent on a given spirit for 3 times normal

cost. Another more elaborate casting, for 300 times normal cost, binds the spirit to an *item*, making it loyal to whoever holds the item (unless restricted by Limit Spell or the like). An insubstantial spirit bound to an item with other enchantments on it can invoke the item's magical powers as if it were holding the item. This is often cheaper than an Intelligence spell, with similar effect.

Variants of this spell can be used to seize control of undead servants away from another necromancer: see Command Undead, below.

Durations: Temporary (2 minutes), Permanent.

Cost: 1 per 10 character points used to build the spirit (minimum energy cost of 5). The spell can be made permanent for 3 times cost. For 300

Spirit Magic

Witchcraft, shamanism, black magic, demon worship: all of these magical traditions involve calling upon the power of spirits to aid a sorcerer in his works. The distinction lies largely in the *type* of spirit one summons. Even clerical magic (p. 140) can be considered a form of spirit magic, if the spirits are powerful enough to be worshipped as gods.

Spirit magic lends itself to a more free-form approach to magic than the standard system. The GM decides what types of spirit exist and what their powers are. Accessing those powers becomes as much a matter of roleplaying as of game mechanics, as players identify, search for, and negotiate with spirits whose powers they seek. Nonetheless, there can be significant interaction between the two systems. Wizards can use the spells in this college to communicate with and control spirits, and many spirits' abilities may simply be the ability to cast certain spells.

The following are some of the ways that a spirit can aid a magic user.

- The spirit may have spells or other magical abilities, that it can use on behalf of the caster.
- The spirit may be able to *bestow* spells or magical abilities to the caster. This can be thought of as an advantageous Affliction, as given in the Sprite template example on p. 123.
- The spirit may provide energy to the wizard: either voluntarily if the spirit has Share Energy, or forcibly if the wizard has Steal Energy. Conventionally this can only be used to *restore* a wizard's energy, making it useful for maintaining spells but less so for *casting* spells. Alternatively, the GM may allow certain spirits to act like animate powerstones, supplying energy directly to a spellcasting.
- The spirit may provide information or other mundane assistance to the wizard.

Spirits that are tied to the wizard in a permanent or lasting way can be considered Allies of the caster (p. B36). *Familiars* (spirit-companions in animal form) are examples of these. Other permanent or semi-permanent abilities granted to the wizard should be considered traits of the wizard (often with a Pact or other limitation). GMs may require players to pay character points for these abilities, according to their campaign policies for advantages gained in play.

Spirit Enchantments

Spirits that know or provide Spellbind and related spells can help a wizard produce conventional magic items. More commonly, though, items enchanted with spirit magic actually contain a *bound spirit*, whose abilities are available to whoever possesses the item. The Command (Spirit) spell has options for creating such items.

Contracts

Obtaining assistance from a spirit often requires its voluntary cooperation, particularly in the case of demons or divinities that are too powerful to control outright. Many of these will impose a formal contract on the wizard, often solemnized in elaborate ceremonies. In game terms this means that the wizard must assume a *Self-Imposed Mental Disadvantage* (p. B121), along with a Pact limitation (p. B113) on any abilities gained. Violating the contract may simply mean temporary or permanent revocation of the spirit's aid (for more benevolent spirits), or might incur the vengeful wrath of the offended being (for demons and jealous gods). In the latter case, an involuntary Duty (p. B133) may also be applicable.

times the normal casing cost, a spirit can be bound to an item, and will be loyal to the bearer of the item rather than the caster.

Time to cast: 1 second per energy spent.

Prerequisites: Magery 1, Summon (Spirit) for the same type of spirit.

Command Undead ③

Regular, Resisted by animating spell

Allows the caster to assume control of a mummy, zombie, skeleton, or wraith belonging to another caster. The spell works on any undead created with the Animate Dead or Animate Wight spell (Liches are *not* affected).

This spell is a specific variant of the Command (Spirit) spell, and uses the same spell skill, but differs in several key details. The Command Undead spell is of instantaneous duration: once the caster has successfully assumed control, the undead will remain loyal to him until they are destroyed, or until another necromancer steals control. The spellcasting is resisted by the power of the animating spell.

Cost: 1 per point of ST score of the controlled creature, minimum 5 energy. Double cost for Wights. For Wraiths, use the ST score of the original creature *before* applying the Wraith template.

Time to cast: 1 second per energy spent.

Prerequisites: Magery 1, Summon Undead.

Turn (Spirit) ③

Area, Resisted by Will

Causes spirits or similar supernatural entities in the area of effect to flee the caster. This is a separate spell for each type of spirit, though they are all familiarities of the same spell skill. If the spirit fails its resistance roll, it will avoid coming within sight of the caster, and cannot attack the caster in any way (including with special ranged abilities), for a number of hours equal to the margin of failure.

If the spirit possesses a living entity, Turn (Spirit) will not force the spirit out of its host. Instead, the spirit will flee using the host's body.

Separate versions of this spell also exist for undead animated with the Animate Dead and Animate Wight spells (Liches are not affected). These beings resist using the animating spell's power. However, even on a successful resistance, spell power is reduced by 1d, allowing the caster to wear down and eventually destroy these creatures.

Duration: Lasting (1 hour times margin of success).

Base Cost: 4.

Time to cast: 4 seconds.

Prerequisites: Magery 1, Summon (Spirit) for the same type of spirit.

Banish ④

Regular, Resisted by Will

Sends an extradimensional visitor (e.g., a demon) back to its plane of origin. It can only be cast by a caster in his home dimension. In an alien plane, you could not "banish" yourself back home, but a native of that plane could banish you. This spell will not work on a creature that is already in its home dimension, nor will it work on undead. It *will* work on a spirit possessing a living host, if the spirit comes from a different plane of existence.

If the being fails to resist, it returns immediately to its home plane, and cannot return for one month. Anything that it brought with it when it appeared (e.g., weapons) will vanish with it. Other things it may be carrying (e.g., screaming victims) stay behind. It resists at -5 if the caster knows the individual's true name.

While Banish itself is a single spell, the caster must *also* possess the Turn (Spirit) spell for the appropriate type of spirit, and uses his Turn (Spirit) spell skill. Banish simply allows for a more consequential and lasting expulsion, for increased cost.

Cost: 10, or 1/10 the character point cost of the spirit, whichever is

greater. If the caster does not commit enough energy, the spell will have no effect (the energy is still spent).

Time to cast: 5 seconds.

Prerequisite: Any Turn (Spirit) spell: the caster must possess the Turn (Spirit) spell for the spirit he is trying to Banish.

Steal Energy ③

Regular, Resisted by HT

Takes FP from the subject to restore the caster's own lost fatigue. The caster must hold the subject *and* maintain concentration to keep the spell active – normally this means the victim must be willing or totally helpless (e.g., immobilized or unconscious). The spell will also end when the caster's FP is fully restored, or the subject's FP reaches 0 and the subject falls unconscious. This spell works on living, sapient subjects only.

Duration: Lasting (until the spell ends as described above).

Cost: None to the caster! For every minute the spell remains in effect, 3 FP are taken from the subject and the caster regains 1 FP. Casting skill does not affect this.

Prerequisite: Drain Energy.

Steal Vitality ④

Regular, Resisted by HT

Takes HP from the subject to heal the caster's own injuries. The caster must hold the subject *and* maintain concentration to keep the spell active – normally this means the victim must be willing or totally helpless. The spell will also end when the caster's HP is fully restored, or the subject's HP reaches -1× base HP (which automatically kills the subject). This spell works on living, sapient subjects only.

Duration: Lasting (until the spell ends as described above).

Cost: None to the caster! For every minute the spell remains in effect, 3 HP are taken from the subject and the caster regains 1 HP. Casting skill does not affect this.

Prerequisite: Drain Vitality.

Steal (Trait) 7/8

Regular, Resisted by HT or Will

Transfers one of the subject's traits to the caster: the subject (who must be of the same race as the caster) loses the use of the trait for the duration of the spell, while the caster gains it. The trait must be a *mundane* physical or mental trait, not a social, exotic, or supernatural one. The most common spells will naturally target a universal trait such as ST, DX, IQ, HT, or Appearance; other common traits include Acute Vision, Voice, etc.

Each trait to be stolen is a separate spell. There is also a separate spell skill for mental and physical traits, with a -2 mutual default. However, the various Steal (Mental Trait) spells share the same spell skill, with only family penalties; similarly for Steal (Physical Trait).

For most advantages, the spell only works if the subject has the trait and the caster lacks it: the spell cannot simply be used to take away the subject's ability. For leveled traits (such as attributes and Appearance), the subject must have a higher level than the caster, and the spell cannot be used to raise the caster's level higher than the subject's *original* level or lower the subject's level below the caster's *original* level.

Steal Language and Steal Skill are special cases. These are separate spells, but Steal Language works on *any* language and Steal Skill works on *any* skill. They can transfer some or all of the character points associated with a given language or skill, as the caster chooses. Languages and skills are considered *mental* traits (even if the skill is a physical skill).

The caster must touch the subject throughout the casting. Usually this means the subject must be willing or totally helpless, and even a helpless subject may resist. Stealing a physical trait is resisted by HT, and has a prerequisite count of 7 spells; stealing a mental trait is resisted with Will, and has 8 prerequisites.

Duration: Lasting (1 day).

Cost: Equal to the character point value of the trait (or levels of the trait) transferred to the caster, or 10 energy, whichever is more.

Time to cast: 1 minute.

Prerequisites: Magery 3, Steal Vitality, either Stun (for physical traits) or Daze (for mental traits).

Steal Youth 13

Regular, Resisted by HT

Takes another person's youth. For every 10 points of energy put into this spell, the caster grows one year younger and the subject (who must be of the same race) grows two years older. The subject must either be willing or totally helpless; the caster must touch the subject. A critical failure of this spell costs the caster 1 point of IQ and ages him by 20 years instantly.

Cost: 10 to 30.

Time to cast: 1 hour.

Prerequisites: Youth, Age, Steal Vitality.

Soul Jar 9

Regular

Traps the subject's soul in some object (which must be present). If the subject is not the caster, then he must be present, and either willing or unconscious.

If your soul is in a "jar", you are unaffected until either your body dies, or the jar is destroyed. The death of your body does not kill you. Your consciousness shifts to the "jar", where you are able to see, hear, and even cast any spell that does not require a physical ritual (usually at a -10 penalty to casting). You may communicate at a distance via telepathy-type spells, if you know any – or by direct mental contact, without a spell, with anyone who handles the jar. Your FP remain the same as when you had a body. You may not spend HP, but you may use any Powerstone currently in contact with your jar. You can also make use of other spells placed on the jar (such as Spellbind) as if you were physically touching it.

If a new body comes near the jar, you may try to take it by a Possession or Exchange Bodies spell if you know such a spell. In that case, the soul of that body goes into the jar. But if your soul is in a jar, anything that destroys the jar will kill you permanently – beyond hope of resurrection – even if your body is unharmed.

This spell has permanent duration, meaning it can be removed by Counterspell (but not by Dispel Magic). If the spell is removed after your soul has shifted to the jar, it is the same as if the jar were destroyed. If you or the jar is in a no-mana region, this will not prevent your soul from shifting to the jar upon your death; however, a soul in a jar in a no-mana region will effectively be in suspended animation, with no awareness of its surroundings.

The spell may be cast again to switch the soul to a different "jar".

Duration: Permanent.

Cost: 8.

Time to cast: 1 minute.

Prerequisites: Magery 1, Steal Vitality, Command Ghost.

Animate Dead 6

Area

Turns one or more corpses into undead servants of the caster. The condition of the dead body determines the nature of the undead creature produced: a dried, embalmed, or otherwise preserved corpse becomes a Mummy (no penalty to spellcasting); any other fairly intact body becomes a Zombie (-2 to spellcasting); a relatively complete set of bones becomes a Skeleton (-4 to spellcasting), while a corpse burned to ashes or decomposed to dust becomes a Wraith (-6 to spellcasting). When casting the spell over multiple bodies, note the margin of success of the spellcasting, and only animate those bodies for which the margin of success exceeds the penalty for the corpse's condition.

Depending on temperature, humidity, and other circumstances, Zombies tend to decompose into Skele-

Undead Templates

These templates give traits for various types of undead produced by the *Animate Dead*, *Animate Wight*, and *Animate Lich* spells. Point values assume a base form with attributes of 10; traits marked with † will need to be adjusted for races with different base attributes. Starting with the base template for a Mummy, you may optionally add one lens for the condition of the corpse (if not preserved) and/or one lens for the spell used to animate it (if not *Animate Dead*).

Mummy

-155 points

An embalmed or dessicated cadaver, animated with the *Animate Dead* spell. This is the base template from which other undead templates are derived.

Attributes: IQ 8 [-40]†.

Secondary Characteristic Modifiers: HP×1.5 [10]†.

Advantages: Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Immunity (All mind control) [30]; Indomitable [15]; Injury Tolerance (No Blood, No Brain, No Vitals, Unliving) [35]; Single-Minded [5]; Temperature Tolerance 10 [10]; Unaging [15]; Unfazeable [15].

Disadvantages: Appearance (Monstrous; Universal) [-25]; Automaton [-85]; Cannot Learn [-30]; Dependency (Mana; common, constantly) [-50]; Disturbing Voice [-10]; Fragile (Unnatural) [-50]; No Sense of Smell/Taste [-5]; Reprogrammable [-10]; Social Stigma (Dead) [-20]; Unhealing (Total) [-30]; Wealth (Dead Broke) [-25].

Features: Affected by Command Undead, Turn Undead, and Pentagram; No mental skills; Fixed IQ.

Corpse Condition Lenses

Zombie (-10 points): An unpreserved animated corpse. Add Bad Smell [-10], Feature: Will become a Skeleton [0].

Skeleton (+0 points): Animated dry remains. Add +2 DX [40]; HP×1 (replaces HP×1.5) [-10]†; Basic Speed +1 [20]; DR 2 [10]; Vacuum Support [5]; Fragile (Brittle) [-15]; Mute (replaces Disturbing Voice) [-15]; Skinny [-5]; Vulnerability (Crushing Attacks, ×2) [-30]; Feature: Skull still has only DR 2 [0].

Wraith (+10 points): Animated ashes or completely decomposed remains. Add ST 0 [-100]†, DX+2 [40]; HP×0.5 (replaces HP×1.5) [0]; Basic Speed +1 [20]; Injury Tolerance (Diffuse; replaces No Blood, No Brain, No Vitals, Unliving) [65]; Mute (replaces Disturbing Voice) [-15]; Features: Fixed ST [0].

Animation Spell Lenses

Wight (+77 points): Sapient remains imbued with anti-life energy. Add +2 IQ [40]; Leech 3 (Accessibility: Sapient victims only) [27]; change Unhealing to (Partial) [10].

Lich (+170 points): Animated corpse with its personality intact. Remove IQ 8 [40]; Indomitable [-15]; Single-Minded [-5]; Automaton [85]; Cannot Learn [30]; Reprogrammable [10]; Wealth (Dead Broke) [25], and all features except for Affected by Pentagram.

tons over a few months: spell power decreases by 2 as the body decays.

The spell takes advantage of the residual life energy of the body, but the spirit animating it is *not* the same as the original creature: it has IQ 8 and no skills. Physical traits are based off of the traits of the body, as given by the *Undead Templates* box. For extra cost, the spirit can channel some of the *physical* skills of the dead creature, at a cost of 3 energy per skill. The skill or skills must be specified as part of the original casting, since

the undead servant cannot learn new skills. They will be known at the same *relative* level: if the living being only knew the specified skill at default, then the energy is wasted.

The undead servant is completely obedient to the caster (unless another necromancer seizes control). Most forms of persuasion or mind control will not work on it, except for spells specifically designed to work on undead: for these, the undead resists with the power of the animating spell rather than with Will. It does not heal

damage naturally, but healing spells such as *Lend Vitality*, *Minor Healing*, *Major Healing*, and *Great Healing* will work on it. If it ever drops to -1×HP the spell is broken. Since *Animate Dead* is an ongoing spell of lasting duration, it is also susceptible to *Dispel Magic*, *Counterspell*, and *nomana* regions (low mana is not a problem unless it reduces the spell power to 0).

The spell can be cast on a single corpse or on multiple bodies. The cost is equal to 1 energy per point

of ST (based on the total ST of all creatures animated), plus 3 energy per skill per creature animated. If animating a Wraith, use the ST score of the creature *before* applying the Wraith template. All bodies must lie within an area with radius of 1/10 the total energy spent.

Duration: Lasting (until destroyed).

Base Cost: 10. Minimum energy cost is equal to the total ST score of all creatures animated, plus 3 energy per skill per creature animated.

Time to cast: 1 second per energy spent.

Prerequisites: Death Vision, Summon Undead, Lend Vitality.

Animate Wight ⑨

Area

Like Animate Dead, but the undead creature is imbued with a powerful anti-life energy capable of draining the life force from any living creature it touches. The body to be animated must be that of a sapient being. If the Wight grapples or holds a living sapient being, it drains hit points at a rate of 3HP per second, and heals damage to itself at a rate of 1HP per second. The spirit animating a Wight has IQ 10.

Other than this, treat Wights exactly as undead created with the Animate Dead spell: apply the Wight lens to one of the undead templates on p. 128. Wraith Wights are particularly popular as assassins.

Duration: Lasting (until destroyed).

Base Cost: Twice the cost of Animate Dead.

Time to cast: 1 second per point of energy spent.

Prerequisites: Animate Dead, Steal Vitality.

Animate Lich ⑫

Regular

Transforms a living person into an undead being, preserving their intelligence, knowledge, and personality. (The fate of their “soul” is a matter of



theological debate.) The spell is cast in a ritual that culminates in the sacrifice of the subject, who must be either willing or completely helpless. Self-sacrifice is also possible. If the spell succeeds, the subject rises in 2d days as a Lich. If the spell fails, the subject is simply dead. All energy is spent regardless, and success or failure is determined at the time of rising, with skill penalties depending on the state of the corpse at that time as for the Animate Dead spell. The state of the corpse also determines the Lich’s undead form: apply the Lich lens to one of the undead templates on p. 128.

Necromancers can use this spell to grant themselves a kind of immortality. Commonly they arrange to be embalmed so as to rise as a Mummy Lich, since that form has the greatest chance of success and best preserves the necromancer’s faculties (especially speech). If used on another, the subject retains his free will and does *not* automatically become a slave of the caster, though necromancers often use other magical or mundane means to ensure another Lich’s loyalty: one common technique is to use Limit Spell and

Program Spell to control the Lich with the threat of deactivation.

Although Liches are unaging and unaffected by metabolic needs, they are animated by a lasting spell, and thus are susceptible to countermagic and no-mana areas. Most Liches will want to be animated with as high a spell power as possible, which is another reason why Mummy Liches are preferred.

Duration: Lasting (until destroyed).

Cost: 200.

Time to cast: 1 hour.

Prerequisites: Animate Dead, Soul Jar.

Animate Golem ⑦

Regular

Enchants and animates a statue to create a permanent servant of the caster. This spell can be used to animate Golems made from a variety of materials, but the caster must first magically sculpt the statue with a suitable “Shape” spell. The Animate Golem spell then makes the Shape spell permanently active, and places it under the control of an IQ 8 spirit loyal to the caster.

Golem Templates

These are templates for human-sized statues made of various substances, animated by the Animate Golem spell. The default is a Golem made of clay or mud; other materials are specified as lenses. Larger or smaller Golems are also possible, for higher or lower enchantment costs.

Clay Golem

0 points

Attribute Modifiers: ST+5 [50]; DX+1 [20]; IQ-2 [-40]; HT+3 [30].

Advantages: DR 2 [10]; Doesn't Breathe [20]; Doesn't Eat or Drink [10]; Doesn't Sleep [20]; High Pain Threshold [10]; Immunity to Metabolic Hazards [30]; Indomitable [15]; Injury Tolerance (Homogenous, No Blood) [45]; Pressure Support 3 [15]; Sealed [15]; Single-Minded [5]; Unaging [15]; Unfazeable [15]; Vacuum Support [5].

Disadvantages: Automaton [-85]; Cannot Learn [-30]; Dependency (Mana; common, constantly; Fatigue Only) [-25]; Disturbing Voice [-10]; Fragile (Unnatural) [-50]; No Sense of Smell/Taste [-5]; Numb [-20]; Reprogrammable [-10]; Social Stigma (Valuable Property) [-10]; Unhealing (Total) [-30]; Wealth (Dead Broke) [-25].

Features: Does not spend Fatigue Points; Affected by Pentagram.

Skills: 10 points of skills appropriate to the Golem's intended function [10].

Lenses

Stone (+0 points): Add DR+3 [15]; Fragile (Brittle) [-15].

Crystal (+15 points): Add HT-1 [-10]; DR+7 [35]; Sharp Claws [5]; Fragile (Brittle) [-15].

Metal (+50 points): Add HT+1 [10]; DR+7 [35]; Sharp Claws [5].

Ice (-50 points): Add HP-2 [-4]; Slippery 3 [6]; Terrain Adaptation (Ice) [5]; Fragile (Brittle) [-15]; Vulnerability (Heat/fire attacks x2) [-30]; Weakness (Intense normal heat; 1d/minute; Variable) [-12].

Wood (-40 points): Add Lifting ST+5 [15]; Blunt Claws [3]; Fragile (Combustible) [-5]; Quirk: Noisy [-1]; remove Injury Tolerance (No Blood) [-15]; Pressure Support [-15]; Sealed [-15]; Vacuum Support [-5]; change DR to (Semi-Ablative) [-2].

Plastic (25 points): Add Double-Jointed [15]; Extra Arms (2 arms; Switchable) [22]; Stretching 2 [12]; Super-Jump 2 (Bouncing) [30]; remove Injury Tolerance (No Blood) [-15]; Pressure Support [-15]; Sealed [-15]; Vacuum Support [-5]; change DR to (Flexible; Semi-Ablative) [-4].

Flesh (-60 points): Remove DR [-10]; Injury Tolerance (No Blood) [-15]; Pressure Support [-15]; Sealed [-15]; Vacuum Support [-5].

Golems make excellent warriors; they never grow tired, and are immune to stunning, pain, and the like. Likewise, there is no known spell to "steal" a Golem from its maker. The spell is permanent, so the Golem is not susceptible to Dispel Magic (only to Counterspell), and its enchantment is only *suspended*, not ended, if it is brought into a no-mana zone.

A Golem follows verbal orders from its maker; the maker may instruct it to obey others. It understands only one language (which must be spoken by the caster). It takes no initiative, and ignores any situation for which it has been given no orders. However, it never forgets anything it sees or is told.

Golems do not heal on their own, and are destroyed if reduced to -1xHP. They may be *repaired* using the same Shape spell as was used to create them, at a cost of 1 energy per HP repaired. The spells required to build and repair various Golems are:

Material	"Shape" spell
Clay	Shape Earth
Stone	Shape Earth
Crystal	Shape Earth
Metal	Shape Earth
Ice	Shape Water
Wood	Shape Plant
Plastic	Shape Plant
Flesh	Shape Flesh

The GM may add additional types of Golem as he wishes. See *Golem*

Templates for templates of typical human-sized Golems. The caster can make a Golem larger or smaller, or (with the GM's permission) may modify its traits such as adding or removing limbs: these will change the cost of the enchantment.

Duration: Permanent.

Cost: 250 plus 2x the character point value of the Golem; minimum 130 energy.

Time to cast: 1 hour.

Prerequisites: Command Sprite, one of the Shape (Material) spell listed above. The caster must successfully cast the Shape spell immediately before casting Animate Golem.

CHAPTER SIXTEEN

PLANT SPELLS

These spells detect and manipulate plants or plant-based materials (such as wood, wicker, hemp, paper, etc.). The capabilities of living plants will depend a great deal on the setting, and whether the GM is aiming for a realistic or mythical feel. In mythical fantasy, forests are alive with plant-spirits, who can, with a magical nudge, divulge their secrets or stride across the landscape: some of the spells in this college are based on this premise. In a “realistic” fantasy, such thinking and walking creatures would be classified as *animals*, and would fall under that college’s purview.

In high-tech settings this college also includes *plastics*, encompassing any artificial organic material. These are considered “artificial plant material” in the same sense that ceramics are considered “artificial stone”.

Detect Plant ①

Information

Detects the presence of plant life or plant material (your choice), including plastics, at the specified hex. Regular range penalties apply. You may restrict the casting to detecting a specific *type* of plant, and may exclude known sources, by specifying them in advance. Success indicates the presence or absence of (specified) plant life or material. Success by 2 or more reveals the amount of material and general type (herbaceous, woody, artificial, etc.). Success by 5 or more, or critical success, fully identifies the plant or type of material.

Cost: 2.

Sense Plants ①

Regular

Attunes the subject to minute details affecting plants around him –

such as disturbances caused by passing or hiding creatures. In areas with thick plant growth, this gives a +4 bonus to Tracking, a +2 bonus to all Sense rolls, and the ability to detect the presence of invisible or magically hidden creatures with a normal Sense roll. Halve these bonuses (with no chance to sense invisible or magically hidden creatures) in sparser terrain. The subject also temporarily gains the advantage of Plant Empathy (p. B75).

The range of this sense in yards is equal to the margin of success of the casting. The GM may impose penalties (in the form of range reductions) if the disturbances are particularly subtle. The caster may also choose to attune the subject only to a specific *type* of plant, if desired.

Duration: Temporary (1 minute).

Cost: 2.

Prerequisite: Detect Plant.

Seek Plant ①

Information

Tells the caster the direction and approximate distance of the nearest plant or plant material of a specified type. Known sources may be excluded in advance, as with Detect Plant. Normal long-distance modifiers apply to the roll.

Cost: 2.

Prerequisite: Detect Plant.

Plant Vision ②

Regular

Allows the subject to see through vegetation or other organic matter to find overgrown buildings, lurking enemies, etc. Each foot of solid but *living* wood counts as a yard of vegetation. Each *inch* of dead wood (e.g. wooden walls) or plastic counts as a yard of vegetation.

Duration: Temporary (1 minute).

Cost: 1 per 10 yards of range.

Prerequisite: Sense Plants.

Plant Growth ①

Area

Causes the equivalent of one or more month’s growth in one minute. Trees change only slightly, while weeds grow tremendously. Useful for gardening (after removing all the weeds!), and starting seeds. The spell cannot be maintained; it must be recast.

Duration: Lasting (1 minute).

Base cost: 3 per month’s growth.

Prerequisite: Detect Plant.

Create Plant ②

Area

Brings forth vegetation where nothing grew before. Whether this vegetation survives depends on the area.

Base cost: 4 for grasses, 8 for bushes, 16 for trees.

Time to cast: 10 seconds.

Prerequisites: Magery 1, Plant Growth.



Wither Plant ②

Area, Resisted by HT

Causes plants within the area to wither and die. The caster can choose to affect only one type of plant, or everything but one type of plant, if he wishes. Any large plants or animated vegetable foes should be assigned a HT score with which to resist this spell.

Base cost: 4 for grasses, 8 for bushes, 16 for trees.

Time to cast: 10 second.

Prerequisites: Magery 1, Plant Growth.

Heal Plant ②

Area

Heals plants within the area of disease, parasites, and damage. The plants must still be alive for the spell to work.

Base cost: 2 for grasses, 4 for bushes, 8 for trees.

Time to cast: 10 second.

Prerequisites: Magery 1, Plant Growth.

Shape Plant ②

Regular

Bends and molds plants and plant materials into any form. Once shaped, the plant keeps that shape until the spell expires, without concentration. *Moving* a plant requires constant concentration (the plant moves at Move 2, on the caster's turn).

A stable shape will remain after the spell ends; otherwise the plant or plant material will spring back or collapse as appropriate. A Gardening, Carpentry, or Architecture roll will help in creating stable shapes. This spell gives +2 to Carpentry and Artist (Woodworking), and allows the caster to work without tools. Useful for building houses and furniture, repairing shields and equipment, and removing wooden obstacles.

The spell can also shape artificial organic materials such as plastics, for increased cost.

Duration: Temporary (2 minutes).

Cost: 1 to shape a small bush or plant up to 3 feet tall, or a cubic foot of plant material. 2 per hex for larger plants, or per cubic yard of solid plant material. Cost doubles if the plant material is no longer living (e.g. molding dead wood), or if a plant has to uproot itself to move. Cost *triples* to shape plastic.

Time to cast: 10 seconds.

Prerequisite: Plant Growth.

Hide Path ③

Area

Enables one or more people to pass through grass, undergrowth, or jungle without leaving any sign. The spell is cast on a *person*, and affects a moving area centred on him. Any fellow travellers within this will leave no trace: any attempt to track them is at -8!

Duration: Temporary (2 minutes).

Base cost: 2.

Prerequisite: Heal Plant.

Conceal ②

Area

Causes the local vegetation (if any) to grow quickly over any objects in the area, concealing them from casual inspection. Anyone looking into the area must make a Quick Contest (their Vision vs. the caster's skill), to notice objects hidden by the concealing growth. Large objects may be camouflaged into "hills" by growing a carpet of grass or moss over them.

Duration: Temporary (1 hour).

Base Cost: In a forest or jungle setting (or underwater), 1 to cast; in plains or savanna, 2; in tundra, 3.

Time to cast: 4 seconds.

Prerequisite: Plant Growth.

Tangle Growth ③

Area

Causes grass or other ground plants within the area to grow and become obstacles (movement cut to 1/2 Move, -2 to Dodge), or bushes and low trees to grow into barriers that must be removed to pass. Treat such a barrier as a 3" wooden slab (p. B558) per yard of width. Anyone in the area when the spell is cast may move normally on the next turn; only if they fail to leave will they be caught.

Duration: Temporary (2 minutes).

Base Cost: 1 for grass, 2 for bushes and trees.

Time to cast: 2 seconds.

Prerequisite: Plant Growth.

Pass through Plants ④

Regular

Enables the subject to pass through grass, undergrowth, heavy forest or jungle without any hindrance from the vegetation.

At higher cost, the subject becomes intangible to solid wood or even plastic as well. Weapons made of these materials will pass through the subject without injury. This ability is under the subject's voluntary control: these materials will still support the subject's *weight*, if he wishes, but he can choose to ascend or descend imaginary "stairs" through the substance.

This spell does not open a passage so that others can follow, or reveal what is on the other side. When walking through wood or plastic, the subject will need to hold his breath. Should the spell end while he is inside the material, he is not automatically harmed, but is trapped and may suffocate if he cannot escape.

Duration: Temporary (3 minutes passing through vegetation, 90 seconds passing through *living* wood, 45 seconds passing through dead wood or plastic).

Cost: 3 to pass through vegetation. 6 to pass through *living* wood. 9 to pass through dead wood or plastic.

Prerequisites: Heal Plant, Shape Plant.

Bless Plants ③

Area

Causes the plants within the area of effect to grow faster and stronger for the rest of their growing season. The crop yield within the area of effect is doubled.

Duration: Lasting (one crop or growing season).

Base cost: 1. To be affected, the plants must be entirely within the area of effect.

Time to cast: 5 minutes.

Prerequisite: Heal Plant.



Blight ③

Area

Causes the plants within the affected area to grow more slowly and more weakly for the rest of their growing season. The crop yield within the area is halved. Immediate effects include loss of leaves, fruit, and blossoms; the affected plants recover (partially) in the following days. (Animate plants can avoid these effects by leaving the area.)

Duration: Lasting (one crop or growing season).

Base cost: 1. To be affected, the plants must be entirely within the area of effect.

Time to cast: 5 minutes.

Prerequisite: Wither Plant.

Bloom ②

Area

Causes plants within the area of effect to blossom and bear fruit within the one-hour duration of the spell. To be affected, the entire plant must be within the area of effect. The plant remains in this condition for 24 hours, at the end of which it enters its fall phase – leaves of deciduous trees will turn color, blossoms and fruit drop off, etc. The spell may be limited to a single plant, or a single type of plant, at the time of casting.

For increased cost, dying or even dead plants will undergo a sudden burst of life. Tables (or longbows!) sprout leaves, an aging fruit tree bears fruit once more, etc. Whether the plant can sustain this new vitality depends on its immediate surroundings. A rejuvenated chair would die slowly unless its legs could grow roots into nourishing soil, for example.

Duration: Lasting (1 hour).

Base cost: 2. Double cost to rejuvenate dying or dead plants.

Time to cast: 5 minutes.

Prerequisites: Magery 1, Plant Growth.



Essential Wood ⑥

Regular

Transforms any intact wood into the magical essence of wood. Essential Wood is three times as strong as regular wood, with three times the HP and DR listed on p. B558, and three times the ability to support weight. It is difficult to ignite with regular flames (Highly Resistant, according to the chart on p. B433), but once lit burns three times as long. It also burns hotter, adding an extra point of damage to each die (this will even increase the heat of Essential Fire!).

Manufactured objects made of wood can be turned into objects made of Essential Wood; living plants, however, may not be transformed.

Cost: 8 per cubic yard (minimum 8).

Time to cast: 30 seconds.

Prerequisites: Six plant spells including Create Plant.

Plant Speech ②

Regular

Allows the subject to converse with plants in a semi-empathic manner (the subject speaks and senses the plant's response). The older the plant, the more detailed the information that can be gained. For instance, grass could only tell that it had been stepped on recently (about a day), while an ancient oak could recall details of numbers, conversations, aroma...

This spell presumes a somewhat mystical campaign setting, in which ordinary plants have some degree of sentience and awareness of their surroundings. In a more "realistic" fantasy setting, this spell would not exist. Instead, Sense Plants represents the highest level of empathy one can attain with ordinary plants. Intelligent vegetables, if they exist, would fall under the purview of the Animal college, with (Animal) Speech replacing Plant Speech. *Sapient* plants would require appropriate spells from the subcollege of Communication.

Duration: Temporary (90 seconds).

Cost: 3. Each minute allows one question and answer.

Prerequisites: Magery 1, Sense Plants.

Plant Control ⑤

Regular, Resisted by Will

Controls the actions of either a single plant or a 1-hex clump of vegetation (about 100 pounds). The plant will move as the caster directs (requiring concentration), or if intelligent, follow simple commands. It will not work on sapient vegetables (IQ 6 or higher). Note that this spell makes possible the use of Rider, Rider Within, Beast Possession, and similar spells on vegetable creatures.

This spell presumes a somewhat mystical campaign setting, in which ordinary plants have at least some volition of movement. In a more "realistic" fantasy setting, this spell would not exist. Instead, Shape Plant would be used to manipulate ordinary plants, while animate vegetables, if they exist, would fall under the purview of the Animal college.

Duration: Temporary (1 minute).

Cost: 3. Double cost if the plant is to pull itself up and walk (Move 4) on its roots!

Prerequisites: Magery 1, Plant Speech, Shape Plant.

Plant Form ⑦

Regular, Resisted by HT

The subject assumes the form of any natural plant or tree between 1/2 and five times his own size. Clothing (up to 6 pounds) vanishes, to reappear when the subject regains his form; while transformed they lose any magic powers they might have had. Large possessions fall to the ground or are embedded in the wood (as the GM chooses).

Each type of plant is a separate spell, but the same *skill* is used (each form is a familiarity of the skill, with a -2 penalty for unfamiliar forms). However, transforming *yourself* and transforming *another person* use two

different skills: Plant Form (Self) and Plant Form (Other) skills default to one another at -2.

The subject may hear normally but may not see except to sense light and darkness, nor speak, move about, attack, etc., unless a plant with those abilities exists in the game world. A wizard in plant form could cast Shape Plant on himself, though at -10 for no physical ritual.

Injuries taken in plant form carry over proportionately. This means, for instance, that an arrow wound to a tree is a pinprick to a man. Time spent in plant form automatically counts as “rest” unless the plant is under attack. However, the subject must roll against IQ every hour that he stays in plant form. A failed roll temporarily reduces his IQ by 1. If IQ drops to 5, the spell ends leaving him trapped in plant form, with a plant’s IQ, until someone else frees him with True Form (other anti-magic will not help).

Durations: Temporary (150 seconds).

Cost: 5. The spell becomes permanent if subject’s IQ drops to 5.

Prerequisites: Create Plant, Shape Flesh.

Immurement ⑨

Regular, Resisted by HT

Entombs the subject within the nearest tree capable of containing him. The effect is similar to Plant

Form, except that the subject is merged with an existing tree, and is immediately reduced to a state of non-sentience. Counterspell, or a second casting of this spell on the confining tree, will restore the subject.

When computing range penalties for this spell, use the range from the caster to the subject *or* the range from the caster to the tree, whichever is greater.

Duration: Permanent.

Cost: 8.

Time to Cast: 3 seconds.

Prerequisites: Plant Form, Shape Plant.

Plant Meta-Traits

Body of Wood: Your body is made of wood. Basic Speed-1 [-20]; Lifting ST +5 [15]; Blunt Claws [3]; DR 2 (Semi-Ablative, -20%) [8]; Doesn’t Breathe [20]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Permeation (Wood) [40]; Fragile (Combustible) [-5]; Numb [-20]; and Feature (Affected by Plant magic) [0]. *111 points.*

Body of Rubber: Your body is made of rubber. You can bend into any shape, stretch up to twice your natural length, and sprout up to two extra limbs (arms, legs, or strikers). DR 2 (Flexible, -20%; Semi-Ablative, -10%) [6]; Doesn’t Breathe [20]; Double Jointed [15]; Extra Arms (2 arms; Switchable, +10%) [22]; Extra Legs (2 legs; Alternative Ability) [1]; Immunity to Metabolic Hazards [30]; Injury Tolerance (Homogenous) [40]; Stretching 2 [12]; Strikers (2 Crushing strikers; Alternative Ability) [2]; Super-Jump 2 (Bouncing, +50%) [30], and Feature (Affected by Plant magic) [0]. *178 points.*

Body of Wood ⑤

Regular, Resisted by HT

The subject becomes an animated wooden statue, temporarily granting him the Body of Wood meta-trait (see *Plant Meta-Traits*). Clothes (up to 6 pounds) also become wood, but lose any magic powers they might have had. He may still speak, cast spells, etc. He may also merge into wooden objects as provided by the Permeation (Wood) trait.

Duration: Temporary (140 seconds).

Cost: 7.

Time to cast: 5 seconds.

Prerequisites: Magery 2, Pass through Plants.

Body of Rubber ⑥

Regular, Resisted by HT

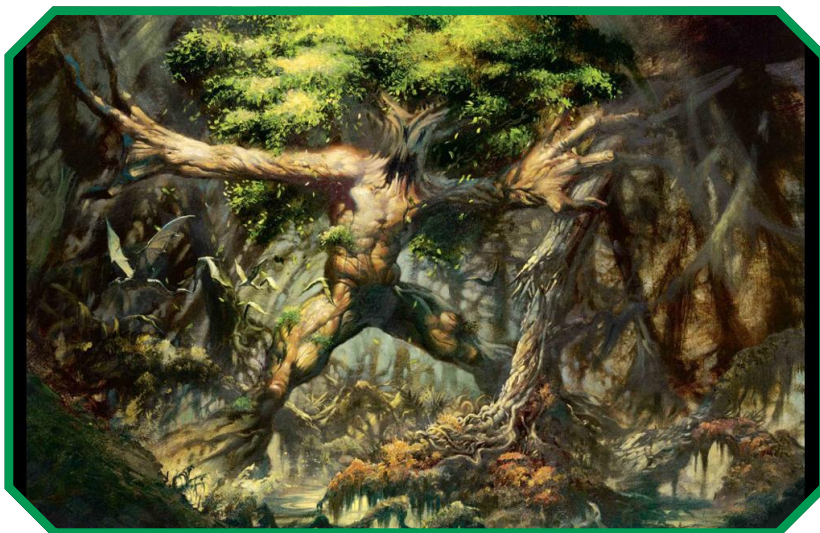
The subject becomes an animated stretchy plastic form, temporarily granting him the Body of Rubber meta-trait (see *Plant Meta-Traits*). Clothes (up to 6 pounds) are absorbed into the form, but lose any magic powers they might have had. He may still speak, cast spells, etc.

Duration: Temporary (2 minutes).

Cost: 12.

Time to cast: 5 seconds.

Prerequisite: Body of Wood.



CHAPTER SEVENTEEN

SOUND SPELLS

These spells deal with sound and related phenomena, ranging from the barely-audible to the deafening all the way to damaging concussions. Frequencies include not only the human-audible range, but also infrasonic and ultrasonic. See *Hearing*, p. B358, for rules on sound intensity and hearing penalties. Each “sound level” represents a ± 1 to hearing rolls to detect the sound, corresponding to a doubling or halving of the distance at which one can hear the sound: a sound level of 0, equivalent to “normal conversation”, can be heard at a distance of 1 yard with no penalty.

Detect Sound ⑥

Information

Measures the total amount of sound at a chosen point in space, or produced by a specified source (Regular range penalties apply). If the sound level is less than “normal conversation”, apply normal hearing penalties to the spell roll (there is no corresponding bonus for loud noises).

The caster can specify a particular frequency or range of frequencies, from infrasonic to ultrasonic. On a good roll (success by 2 or more), the spell gives some information about frequency content: e.g. “bass” levels vs. “treble” levels. On a success by 5 or more, or critical success, the spell can give complete information about the audio spectrum.

Cost: 1.

Seek Sound ①

Information

Tells the caster the direction and approximate distance of the nearest source of sound. The caster should specify a particular *type* of sound

that he is seeking: e.g. voices, music, crashing waves. The spell cannot tell the difference among individual voices or languages, but could distinguish, for example, human vs. nonhuman voices, or flutes vs. violins, etc. On a particularly good roll, the GM might allow finer distinctions. The caster can exclude known sound sources by specifying them in advance.

Cost: 1.

Prerequisite: Detect Sound.

Sound Vision ①

Regular

Allows the subject to see by sound, like a bat or dolphin, as if he had the Scanning Sense (Sonar) advantage (p. B81). The Quiet spell is equivalent to Gloom to the subject, while someone using Hush or Mage Stealth will be effectively invisible to Sound Vision. The subject may still see with his normal vision, if he wants to and there is light to do so.

Duration: Temporary (150 seconds).

Cost: 5.

Prerequisite: Detect Sound.

Far Hearing ①

Regular

Allows the subject to “zoom in” on distant sound sources, providing the equivalent of Parabolic Hearing (p. B72). Each level halves the effective range to the target, allowing the subject ignore -1 in range penalties. The benefits of this spell are not cumulative with those of technological aids such as parabolic microphones: you must opt for one or the other.

Duration: Temporary (2 minutes).

Cost: 1 per level of Parabolic Hearing.

Time to cast: 2 seconds.

Prerequisite: Detect Sound.

Thunderclap ①

Regular

Produces a single loud sound like an explosion or crash of thunder. The “subject” is the spot the caster chooses as the spell’s center. Outdoors, anyone within 3 yards of this place must make a HT roll or be deafened; anyone deafened may roll vs. HT every hour to recover. In an enclosed area – less than 10 yards in any dimension – increase this distance to 6 yards! The caster makes his roll at HT+2.

Cost: 2.

Prerequisite: Detect Sound.

Noise ②

Area

Produces continuous *meaningless* sound within the area of effect, as the caster wishes – the drone of an insect, the distant babble of voices, wind or ocean sounds, or simple white noise. The energy cost depends on the intensity of sound, which can range from barely perceptible to near-deafening: at its loudest level, it prevents people in the area from conversing or hearing other sounds, and gives a -3 to all IQ-based rolls due to distraction.

Some amount of noise will spread to surrounding hexes, but it dies away rapidly. For nearby hexes, take the base cost of the casting and divide by twice the distance to the edge of the area in yards, and treat those hexes as being affected by a Noise spell of that reduced cost.

Duration: Temporary (10 seconds).

Base cost: 1/2 for a sound level of -2 (equivalent to rustling leaves), 1 for a sound level of 0 (equivalent to normal conversation), 2 for a sound level of +3 (equivalent to a busy office), 3 for a sound level of +6 (equivalent to heavy traffic), 4 for a sound level of +9 (causes distraction and can lead to hearing loss with long exposure).

Prerequisite: Thunderclap.

Quiet ②

Area

Deadens all sounds within the area, reducing both the ambient noise level and preventing things within the area from making noise.

Durations: Temporary (2 minutes), Permanent.

Base cost: 1/2 to reduce all sound levels by 3, 1 to reduce levels by 5, 3/2 to reduce levels by 7, and 2 to produce complete silence in the area. An area can be made *permanently* quiet for 50× cost.

Prerequisite: Thunderclap.

Shape Sound ②

Area

Redirects sounds within the area, so that they appear to emanate from somewhere other than their true source. This is often used to distract or confuse listeners.

Either the source or the listener must be in the area of effect. If the true source of the sound is in the area, then the apparent source can be shifted to any other point in the area. If the source of sound is outside of the area, then the apparent direction to the source can be shifted *only* for *listeners* in the area of effect. Multiple sources of sound can be shifted independently.

The caster must concentrate in order to *change* the “shape” of the sound waves, if either the true or apparent source is moving. No concentration is required to maintain

a given displacement of an ongoing sound source.

Duration: Temporary (1 minute).

Base cost: 2.

Prerequisite: Thunderclap.

Alter Sound ③

Regular, Resisted by Will

Allows the caster to distort or change the sounds emitted by the subject. Living subjects can resist. It will not silence the subject, but could make his voice unintelligible, and prevent him from performing the spoken ritual of a spell casting.

The spell can be used to make the subject’s voice sound like someone else’s. If the caster is trying to duplicate an existing voice, the “model” voice should be available. Recreating a familiar voice from memory is at -2 to skill, -3 or worse if the caster has only heard the voice a few times, or a long time ago. Eidetic Memory is helpful here.

The subject’s voice can also be altered to make it more pleasing or more grating, granting a bonus or penalty (from +2 to -2) to reaction rolls and skills involving vocal communication for the duration of the spell. This is equivalent to the Voice advantage (p. B97) or Disturbing Voice disadvantage (p. B132), and has no effect on subjects who already have those traits.

Duration: Temporary (1 minute).

Cost: 2.

Prerequisite: Shape Sound.

Voices ⑤

Regular

Produces *meaningful* sound such as speech, music, etc. This requires constant concentration: when the caster stops concentrating, no sound is produced (though the spell may still be maintained). The subject of the spell can be an object or a point in space from which the sound emanates. The sound intensity is at the level of normal conversation, or shouted speech (sound level +3) for double cost.

Durations: Temporary (90 seconds), Permanent.

Cost: 3. The spell can be made permanent for 300 energy, but unless controlled with a permanent Program Spell, it will simply replay a recorded message (up to 30 seconds) over and over. Double cost for an intensity of shouted speech.

Prerequisites: Noise, Alter Sound.

Far Speaking ③

Regular

The subject can project his voice to be clearly heard even at large distances. Each level of the spell reduces range penalties by one (halving the effective range) for one specific listener; the subject can switch among multiple “targets”, but can only project to one at a time. This spell is widely used by ship captains, military commanders, and public speakers. The sound may become irritatingly loud if the original voice is loud, but will not deafen or cause harm.

Duration: Temporary (2 minutes).

Cost: 1 per level.

Time to cast: 2 seconds.

Prerequisite: Shape Sound.

Wall of Silence ③

Area

Surrounds the affected area with a wall that sounds will not pass. Those within the area can hear themselves or each other normally, but they cannot hear outside sounds, or be heard by those outside. Casting of spoken spells is unaffected.

Durations: Temporary (2 minutes), Permanent.

Base cost: 2. Can be made permanent for 50× casting cost.

Prerequisite: Quiet.

Hush ③

Regular, Resisted by Will

The subject (an object or living being) can make no sounds, either accidentally or on purpose. Add 3 to the subject’s Stealth skill whenever a roll is necessary, or subtract 5 from the

Hearing roll of anyone listening for the subject. This spell can silence an opposing wizard in battle!

Duration: Temporary (20 seconds).

Cost: 2.

Time to cast: 2 seconds.

Prerequisite: Quiet.

Mage Stealth ④

Regular

The subject can move quietly, breathe without sound, etc., but can still talk when necessary. Other benefits are as for Hush.

Duration: Temporary (90 seconds).

Cost: 3.

Time to cast: 3 seconds.

Prerequisite: Hush.

Converse ⑤

Regular

Allows the caster and his subject to converse quietly without fear of eavesdropping, even in a noisy environment (such as a raucous party). Each one will hear the words of the other clearly regardless of the surrounding din. Other beings within earshot will hear a meaningless buzz of conversation.

Converse resists spells that block sound such as Silence or Noise.

Duration: Lasting (while eye contact is maintained).

Cost: 2.

Prerequisites: Quiet, Alter Sound.

Resist Sound ④

Regular

The subject (person, creature or object), and anything he carries, becomes immune to the effects of sound: Thunderclap won't deafen him, sonic weapons won't harm him, Sound Jet won't stun him, and so on. For increased cost, will also protect against transient pressure waves such as explosive concussion. Noise may still *distract*, however. Very popular at high TLs.

Duration: Temporary (2 minutes).
Cost: 2. Double cost to resist explosive concussion.

Time to cast: 3 seconds.

Prerequisites: Quiet, Shape Sound.

Block Sound ⑤

Blocking

Protects the subject from one sound-based attack, *including* the Crushing damage from explosive concussion (but not knockback, fragmentation, burning explosive damage, etc.). The caster must make a warding gesture with one hand, and the spell counts as a block for combat purposes. If the caster is not the subject, apply distance modifiers as for a Regular spell.

Cost: 1.

Prerequisite: Resist Sound.

Sound Jet ④

Jet

Shoots a beam of very shrill sound from a one hand. The spell does no actual damage, but anyone hit by the jet must roll versus their HT minus the energy cost of the spell or be stunned (see *Effects of Stun*, p. B420). The jet has a Reach equal to the energy cost. DR gives a +1 bonus to the target's effective HT for every five points of DR. Every turn, a stunned person may roll vs. HT minus the energy cost of the spell to recover.

Duration: Temporary (2 seconds).

Cost: 1 to 4.

Prerequisites: Noise, Shape Sound.

Concussion ⑤

see p. 22

Sonic Blast ④

Regular

Emits a damaging concussion blast, either in a narrow cone or in all directions. The blast has no fixed range; instead, divide damage by the distance to the target (round down). A cone requires a roll vs. DX-4 or Innate Attack (Beam) to hit a specific target (this attack is included in the casting ritual). Use the rules for *Area and Spreading Attacks* (p. B413).

Cost: 1 to 3 for a 1-hex-wide cone: the spell does 2d cr damage per energy point. For a wider cone up to 60°, multiply the base cost by the width of the cone. For a 360° circle, square the base cost and multiply by 2.

Time to cast: 2 seconds.

Prerequisites: Noise, Shape Sound.



Sonic Beam ⑤

Jet

Emits a continuous beam of damaging ultrasonic waves from the caster's hand. This acts like an ultra-tech "screamer" weapon, doing 1d-3 cor damage for every point of energy in the spell. Reach is equal to points of energy spent. Anyone taking damage to the *head* (-5 to hit) risks hearing loss. Use the rules for crippling injuries on p. B420, treating the ears as an extremity (crippled at HP/3 damage, destroyed at twice this damage). A person with crippled ears has the Deafness disadvantage. Optionally (and realistically), the GM can impose Hard of Hearing on anyone who has taken half the amount of damage required to cripple the ears, or who has healed half the damage from a temporary crippling injury.

Duration: Temporary (2 seconds).

Cost: 1 to 3.

Prerequisite: Sonic Blast.

Scribe ⑪

Regular

Animates a pen, which writes down whatever the caster dictates for the duration of the spell. If the caster fails by only 1 or 2 points, the pen is still animated, but the transcription is not perfectly accurate! Therefore, the caster should always double-check his work. The caster must have Accented or better spoken *and* written comprehension in the language to be transcribed. For double cost the scribe can be attuned to a person other than the caster, though the *language* must still be known by the caster.

At higher TLs, this spell may also be used with typewriters, computer keyboards, and other transcription devices. It can also be attuned to a specific device such as a radio or telephone, to scribe any voices heard over the device.

If the caster has at least 1 point of training in singing or a musical instrument that includes knowledge of musical notation, he can specify a *musical* scribe that will transcribe any music he hums or plays on an instru-

ment. If *lyrics* are to be transcribed as well, two scribes must be animated.

Durations: Temporary (3 minutes), Permanent.

Cost: 3. Double cost to attune the scribe to another person, radio, etc. A *permanent* scribe costs 10,000 if it is attuned to the caster, or 15,000 if it attunes itself to the last person (or radio, etc.) to touch it: the *language* must still be specified at the original casting.

Prerequisites: Voices, Dancing Object.

Remote Hearing ⑥

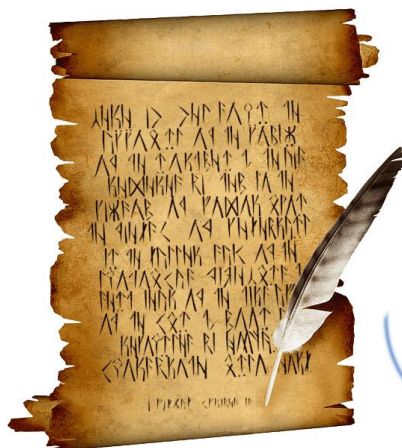
Regular

Allows the subject to "listen in" on a distant location. The location must be one that the caster can see, or one that he is familiar with. *Penalties:* -2 for a place you have "seen" only through the mind or memories of another, or via television; -2 for a place you have not seen within a month (except, perhaps, your own home!); and -1 to -3 for a place seen only briefly. Long-distance penalties also apply.

Durations: Temporary (1 minute), Permanent.

Cost: 2 plus the magnitude of the long-distance modifier. A permanent link between two locations costs 5,000 times the normal casting cost: someone standing at the "receiving" location will hear sounds as if he were standing at the "sending" location.

Prerequisites: Far Hearing, Seeker.



Remote Speaking ⑧

Regular

Allows the subject's voice to be heard at a distant location. The location must be one that the caster can see, or one that he is familiar with. *Penalties:* -2 for a place you have "seen" only through the mind or memories of another, or via television; -2 for a place you have not seen within a month (except, perhaps, your own home!); and -1 to -3 for a place seen only briefly. Long-distance penalties also apply.

Duration: Temporary (1 minute).

Cost: 2 plus the magnitude of the long-distance modifier.

Prerequisites: Far Speaking, Seeker.

Echoes of the Past ⑨

Regular

When cast on a wall, floor or some object, this spell "plays back" whatever sounds it may have "heard" in the past. The caster specifies the moment from which to start listening ("Let us listen to what was said in this room a year ago..."). Time modifiers (p. 11) apply. Each time this spell is cast for the same time period, there is a further -1 penalty to skill. A critical failure will wipe away the object's "memory" of that time period.

This is also a Knowledge spell.

Duration: Temporary (1 minute).

Cost: 3 plus the magnitude of the time modifier.

Time to cast: 10 seconds.

Prerequisites: Remote Hearing, History.

Wizard Ear ⑤

see p. 76

Wizard Mouth ⑨

see p. 76



CHAPTER EIGHTEEN

VARIANT

SYSTEMS OF

MAGIC

Folklore and fantasy literature depict a wide variety of magical traditions, not all of which are eas-

ily captured by the rules and spell lists presented so far. This chapter gives guidelines and alternate rules

for GMs wishing to adapt the magic system to the setting and style of their own campaign.

OTHER STANDARD SYSTEMS

There are several other systems presented within the “standard” rules of *GURPS Basic Set*. All tend to take a more or less mechanistic approach to magic, defining specific spells or abilities with well-defined effects. As noted on p. 4, there are good reasons for this: since magic does not generally allow for “reality checks”, specific descriptions allow players to know what to expect from the characters’ abilities, and plan accordingly. For players and GMs who prefer a more free-wheeling, flavour-rich and rules-light approach to magic, the rules for *Syntactic and Symbol Magic* (p. 143) may be a better fit.

SPELLS AS SKILLS

The standard magic system from p. B234 treats spells as *skills* rather than as perks (tools): acquiring a new spell is simply learning a new skill, not gaining a new ability. This has the advantage of simplicity, in that your *capability* and *facility* with each spell is treated as a single trait, and recorded as such on your character sheet.

Adapting the spells from the previous chapters to this spells-as-skills system is straightforward. First, erase the distinction between spells and spell skills: only spell skills exist. Spells with IQ/Easy, IQ/Average, or IQ/Hard skills are treated as IQ/Hard skills; IQ/Very Hard spell skills remain IQ/Very Hard. These skills have *no* default level: you must spend a single character point to be able to use the spell *at all*. The prerequisites remain as listed: learning a spell does not require a certain *skill level* in the prerequisite, it only requires you to have spent at least 1 character point.

The above rules suffice for the majority of spells. A few special cases are covered below.

Multiple Spells per Skill

Some spells, for example Shapeshifting and Induce (Irritation), are listed as using the same *skill* for a number of different *spells*. In the spells-as-skills system, each spell is a separate skill, with *no* mutual default.

The Great Shapeshifting spell would similarly be a skill separate from the wizard’s other Shapeshifting

spells, with its own skill level. The Polymorph and Banish spells will also be their own skills: when casting Polymorph, roll against the *lower* of the Polymorph or Shapeshifting skill levels; when casting Banish, roll against the lower of the Banish and Turn (Spirit) skill levels.

Multiple Skills per Spell

Some spells such as Shapeshifting (p. 52) and Teleport (p. 115) are described as being usable with different skills: for example, Teleport (Self) and Teleport (Other). In the spells-as-skills system, these would be separate spells, with identical prerequisites. Either variant will work as a prerequisite for subsequent spells.

Enchantment

Spellbind can *only* be used to bind spells “passively”: it does *not* grant the user the ability to cast the bound spell, but merely prepares an item for a subsequent “active” enchantment (see below). It always costs 600 energy per casting, and is cast using the enchanter’s Spellbind skill.

Imbue Skill should be renamed Imbue Spell, and provides the “active” enchantment that allows an item’s user to cast a given spell. The spell must first be bound (passively) with Spellbind. The cost of Imbue Spell is increased to 1,200 energy, and (as usual) is cast using the lower of the enchanter’s Imbue Spell level and his level with the spell being imbued: this determines the *power* of the imbued spell.

Once enchanted with Spellbind and Imbue Spell, an item gives its user the ability to cast the imbued spell, with a skill level equal to the power of the Imbue Spell enchantment. Normal energy costs and casting times apply (unless reduced by Imbue Power or Imbue Speed), but *no* physical ritual is required by the item’s user, except as specifically required in the particular spell’s description.

Improvising Spells

Under the standard rules for spells-as-skills, wizards may *not* improvise spells in which they have not spent at least one character point: spells have *no* default level. As an optional rule, GMs may wish to relax this requirement, allowing default spell use with *severe* penalties.

As a rough guideline: A spell can default to any other spell in its prerequisite chain, at a penalty of -7, plus an additional -1 for each prerequisite missing or *skipped* along that chain. If the prerequisite chain has two (or more) branches, then he can use a spell along *either* branch as the base, but has -1 for each spell missing along the other branch. For very close variants (spells that fall under the same name and that have identical prerequisites), the mutual default penalty is only -5.

Example: A wizard who knows Detect Water-21 and Purify Water-15 tries to improvise a casting of Create Water. This would default to Purify Water at -7 (for a skill of 8) or Detect Water at -8 (for a skill of 13): he chooses the latter.

If the wizard wants instead to cast Earth to Water, he will have an *additional* -2, unless he also knows Detect Earth and Purify Earth (which would reduce that extra penalty to -1 or 0 respectively). If he knows either of these, then he can choose to use it as the base for the default, again accepting a -1 if he wishes to skip over Purify Earth and use Detect Earth as the base.

Inventing Spells

The rules on p. 16 can be used as written for inventing new spells. Use the spell’s *original* skill difficulty (IQ/Easy, IQ/Average, IQ/Hard, or IQ/Very Hard), not its modified skill difficulty (IQ/Hard or IQ/Very Hard) to determine its effective complexity (Simple, Average, Complex, or Amazing). Use its prerequisite count to determine its complexity modifier as usual.

Since a spell cannot be cast without skill, add 400 hours to the time to develop the prototype. At the end of this time, the researcher and all assistants will gain 1 character point in the spell.

Comparing Systems

With either the spells-as-tools or the spells-as-skills system, wizards must pay at least 1 character point per spell, and must build up prerequisite chains to the more advanced spells. With spells-as-tools, that one point buys only a default skill level, but spell skills tend to be easier. With spells-as-skills, that point is applied to the caster’s skill, but skills tend to be harder. The result is that spells-as-skills wizards tend to have more balanced skill levels in all their spells, whereas spells-as-tools wizards tend to have high skill with their most important spells and default levels with the rest. Overall costs and abilities will be comparable.

Note that the magic system presented in this book differs from the system in *GURPS Magic Fourth Edition* not just in the tools vs. skills paradigm, but also includes substan-

tial changes to the spell lists and prerequisites, revised rules for spell classes and duration types, and a complete overhaul and consolidation of the ceremonial magic and enchantment systems. Using the spells-as-skills option presented here will restore some of the *flavour* of the *GURPS Magic* system, while still correcting some of its more serious flaws.

CLERICAL MAGIC

In many fantasy settings, magic is a gift from the gods instead of, or as well as, an arcane vocation. This can be handled by the standard magic system presented here, with minor modifications.

Clerical spells need not have any prerequisites. A priest or devout follower may acquire a new spell any time he has points to spend, simply by praying for it; teachers and study are unnecessary. Alternatively, 200 hours of prayer and contemplation can provide one character point to spend on a spell. However, these spells are granted according to the god’s whims, and must usually be selected from a restricted set related to the god’s portfolio: a volcano god might grant Fire and Earth spells but not Water, etc.

Most devotees of a deity may have some level of Clerical Investment (p. B43) and Religious Rank (p. B30), which may effectively be prerequisites for some or all of a deity’s spells. Clerical spellcasters may be required to take a Discipline of Faith (p. B132) to maintain their powers. A god with a diverse selection of spells may also impose his own spell prerequisites, granting basic spells to all acolytes but advanced spells only to priests who have specialized along a particular path. Of course gods, whimsical beings that they are, might grant any spell they wish to any follower, and restrict or withdraw it for reasons that are equally ineffable. This requirement of divine approval balances the lack of strict prerequisite chains.

Sanctity

In some settings, spells granted by deities operate via mana just like other spells. Mana level, magical aptitude, magic resistance, and meta-spells interact with these spells in the usual manner. In other settings, though, the energy field manipulated by divine spells is the power of the divinity itself. *Sanctity* represents the presence or absence of this divine energy in an area.

In settings with sanctity, the sanctity level is analogous to mana level for purposes of that deity's spells. Ordinary mana level, as well as normal meta-magic, has no effect on these spells. Power Investiture (p. B77) is the analogue of Magery for purposes of interacting with sanctity: ordinary Magery has no effect on clerical magic. Sanctity and Power Investiture are specific to a particular deity, though allied divinities may share a common sanctity level, while adversarial divinities may have sanctity levels that oppose each other.

Sanctity is more responsive than mana to mundane human intervention: consecration can raise the sanctity level of an area, while defilement can lower it. In a typical fantasy world, most areas count as "normal" sanctity for all deities, meaning that clerics must have at least the base level of Power Investiture to cast their spells. Consecrated holy ground would be high sanctity, meaning that even followers without Power Investiture could cast spells once granted them by the deity. Temples of other gods would typically have low sanctity for non-allied gods, or no sanctity for opposed gods.

Clerics with Power Investiture can detect changes in sanctity in the same way that mages can detect changes in mana level (p. 7).

Miracles

Clerical spells are not invented or researched; they are granted by the deity. Furthermore, since clerical spells don't have prerequisite chains, the usual rules for improvised spellcasting do not apply. Instead, devout followers can pray for *miracles* from their deity.

The success or failure of a request for a miracle is entirely up to the GM, based on the situation and the status of the requester. It is usually *not* based on a skill roll, but might involve a reaction roll from the deity, modified by the devotee's Clerical Investment, Religious Rank, Power Investiture, and the local sanctity level for that deity. If granted, the requester must sac-

rifice a character point. This grants a *single casting* of any spell available through that deity, and supplies up to about 1,000 energy to the spell, as determined by the GM. The GM may also permit multiple character points to be spent, from one or more followers, if more power is required to grant the requested miracle.

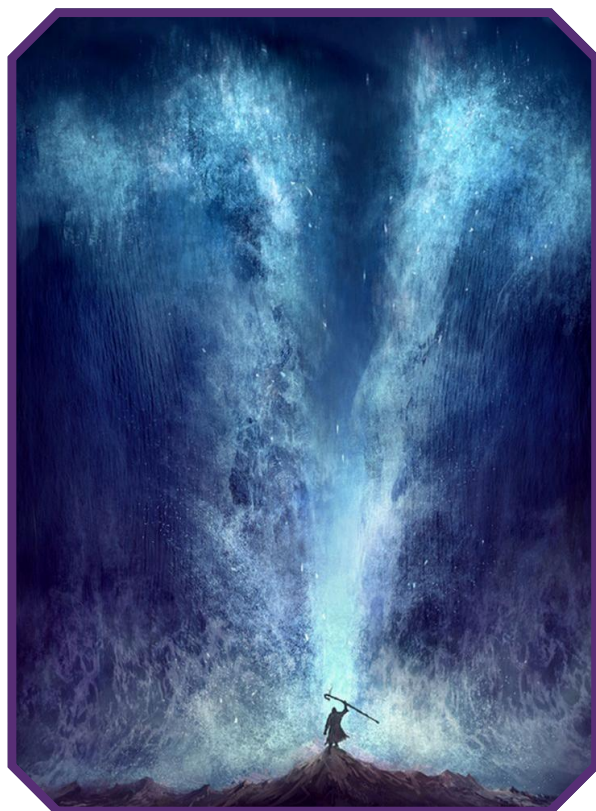
Spirit Magic

In a setting with a wide range of divine and semi-divine beings, the rules for clerical magic may blend seamlessly with Spirit Magic as described on p. 125. Weaker spirits or demons may be summoned and controlled by suitable necromantic magic, and grant abilities to the caster at his command. Gods and deities that are too powerful to be controlled by magic may be petitioned through worship, devotion, or a pact, in order to obtain supernatural powers.

Comparing Systems

As presented here, clerical spells work mostly the same way as ordinary spells: the benefits of being able to ignore prerequisites are balanced by the inconvenience of having a limited spell selection and of being subject to the oversight of one's deity when practicing magic. Note that in this system the gods only grant the *ability* to cast spells; the cleric's *skill* with the spell must still be acquired through religious instruction or self-training in the usual manner.

Clerical magic also works well with the spells-as-skills option, in which the deity grants the spell and its skill as a single combined trait. This avoids having to deal with default skills based on colleges or prerequisites that may no longer apply to clerical spells. The GM could also mix the two approaches in settings with both arcane and clerical magic, with separate spells and spell skills for the former and combined spell-skills for the latter.



RITUAL MAGIC

Arguably the most natural way to fit spellcasting into the *GURPS* game mechanic is to treat them as *techniques*. In this approach, *skills* represent broad understanding while *techniques* represent specific applications of that knowledge. This concept forms the basis of *Ritual Magic*, introduced on p. B242 and expanded upon here.

First, the GM must decide on a “core skill” to represent the ritual wizard’s overall understanding of magical principles. This is usually Ritual Magic (p. B218) or Thaumatology (p. B225). Wizards may also learn specialized “college” or “path” skills: understanding of a specific college is an IQ/Very Hard skill that defaults to the core skill at -6, and may never exceed the core skill.

Each of the spells within a college is then a Hard technique based on the college skill and defaulting to it, with a default penalty equal to the prerequisite count of the spell. Ritual wizards *can* cast spells at this default, though in most cases they will want to train in their preferred spells, as with any other technique. To raise a spell past its default level, the wizard must have at least one point in the college skill, but he can ignore the spell’s prerequisites under the standard system. Spells cannot exceed the associated college skill.

Magery adds to core skill, college skills, and spells. If standard and ritual magic coexist, normal Magery and Ritual Magery are separate advantages.

Enchantment

Permanent spells can be cast by ritual wizards in the same manner as any other spellcasting, provided the wizard has managed to raise his effective skill to 15 or more. Magic items that grant the bearer the ability to *cast* spells need to be rethought, since ritual spells are techniques rather than abilities: *any* ritual wizard can cast *any* spell, albeit at a significant

penalty. Instead, ritual magic items exist that reduce the penalties to cast a specific spell or college of spells. Imbue Magery, Imbue Power, and Imbue Speed work as written, but the following modification to Imbue Skill *replaces* Spellbind and Imbue Skill:

Imbue Skill 14

Regular

Creates a talisman that raises a ritual wizard’s ability to cast a particular spell, *or* spells from a particular college or path. These two types of bonus are distinct enchantments that must be placed on the item separately. With a sufficiently strong enchantment an unspecialized ritual wizard can cast the spell as if fully trained (but never above his core skill level).

The enchanter should know the spell or college being aided: when casting the enchantment, use the lower of his skill with Imbue Skill or the spell or college to be raised. Record the enchantment power and the bonus provided. This is the *maximum* bonus that the item can provide the user; it can *only* be used to cancel some or all of the default penalty of the spell. A spell bonus cannot raise the user’s spell skill above his college skill, and a college bonus cannot raise the user’s college skill above his core skill. However, a single item could be enchanted with *both* kinds of bonus, to raise his overall college skill and then his skill with individual spells.

Duration: Permanent.

Cost: 1,200 energy per +1 bonus to a particular spell; 4,800 energy per +1 bonus to an entire college.

Improvising and Inventing Spells

Since all spells are just applications of an underlying skill, there are no specific rules for “improvising” spells: an “improvised” spellcasting is simply a casting at default level. The wizard must nonetheless have at least some idea of what spells are possible, as part of his core skill or college skill training. The GM can rule

that some spells have not yet been developed even in theory.

Use the invention rules from p. 16 to develop a new spell, based on the inventor’s core skill, with the usual complexity penalty equal to twice the spell’s prerequisite count. However, only a Concept roll is required. Once the inventor has a successful concept, then he can proceed to cast the spell at default, and train to improve it. A critically failed Concept roll produces a flawed spell that will backfire when the wizard attempts to use it under real conditions.

Comparing Systems

Ritual wizards tend to be simultaneously more versatile and more specialized than wizards under the standard rules: they are more versatile with simpler spells, but more specialized with advanced spells. A ritual wizard has the capability to cast *any* spell that he knows about, and a default ritual casting will often be much easier than an improvised casting under the spells-as-tools system, at least for the base spells in each college. However, without prerequisite chains, each ritual spell technique is improved independently, so any investment in learning an advanced spell does not carry over to neighbouring spells. Standard wizards, by contrast, can more cheaply acquire a large number of *related* high-level spells, but will have less competence outside of those spells’ prerequisite chains.

Overall, the versatility of ritual wizards gives them a bit of an edge over standard wizards, at least in non-combat situations where they can use extra energy and lengthy ceremonies to improve their effective skill. It is this aspect of the system that gives it the name *ritual* magic. Standard wizards will dominate when they can leverage their greater number of advanced spells within their specialty: e.g. a water mage in an ocean adventure, a combat mage in a hack-and-slash campaign, etc.

ADVANTAGE-BASED MAGIC

GURPS Fourth Edition has extensive rules for modifying abilities and constructing new abilities, and it is possible to develop a fantasy setting where *all* magical abilities are treated as advantages. We will not present such a system here: there is an entire source book – *GURPS Powers* – devoted to this. Instead we will describe some of the benefits and drawbacks.

Treating exotic abilities as advantages is well integrated with the core rules of *GURPS*. It is also a good fit with most mythological depictions of magic, and many (but not all) literary

ones. With advantage-based magic, magic users tend to have a small number of powerful abilities, rather than dozens of “spells”. These abilities are usually highly personal and closely tied to the particular character backstory: they are often innate, or obtained through epic events. This system is less well suited to character concepts such as loremasters, or students of the arcane arts, who obtain their abilities through study or research.

In terms of game mechanics, magical advantages tend to be more expensive than spells, but also more powerful: by default they can be used without effort or ritual, and their effects can be much more dramatic than

related spells. This also encourages characters to specialize in a few powerful abilities rather than broad repertoires.

Of course the system of ability modifiers can adjust these factors, making magical advantages cheaper but also more difficult to use. GMs can also impose prerequisites, or make certain traits *Alternative Abilities* (*Powers* p. 11) of a broader power, to encourage generalization. Nonetheless, the core rules for advantages are based on the concept of providing characters with a few definitive noteworthy traits. GMs must make some careful choices if they want to avoid turning magic into yet another generic superpower.

SYNTACTIC AND SYMBOL MAGIC

Many magical traditions treat magic as a form of *language* rather than a collection of mental abilities. In this paradigm, spells are not tools, but *sentences*, with which the spellcaster commands a response from the Universe. Rather than learning individual spell-like abilities, a wizard learns the *grammar* and *vocabulary* of magic, and combines those concepts into sentences of his choosing.

This form of magic is much more free-form and improvisational than the discrete and well-defined spells of the standard system. It requires much more on-the-spot decision making by the GM, and also more trust on the part of the players to accept the GM’s decisions. The GM and players should come to an understanding about the power and scope of magical effects they expect to occur. The benefit of this system is the stronger mystical flavour it creates, which is well aligned with many mythological and literary depictions of magic.

WORDS

In syntactic magic, a spell is an imperative sentence consisting of a verb (the action achieved by the spell)

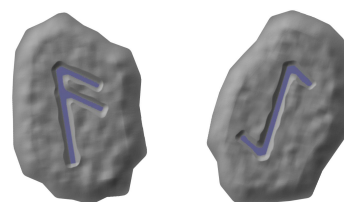
and one or more nouns (the object or objects affected by the spell). Other parts of speech may go into constructing the sentence, which, depending on the language, may be quite intricate. However, the main intent of a spell, as well as its cost and difficulty, are determined by a few key Words.

To use syntactic magic, the wizard must first have a working knowledge of the language of magic. This is treated as an ordinary language. The wizard can have Broken, Accented, or Native comprehension, and may have different comprehension levels for the spoken and written forms. Spellcasting is considered an “artistic” use of this language, so skill penalties for lower comprehension levels are doubled (i.e. -6 to all skill rolls for Broken, -2 for Accented). The GM should decide whether there is one or several magical languages in the setting, and whether each language has a spoken form, a written form, or both.

Once a wizard has at least a basic understanding of magical grammar, he can begin to build up his vocabulary by learning magical Words. This involves not just learning the spoken or written form of the Word, but

also understanding its deeper meaning and connection to other magical concepts. Each Word is thus a separate IQ/Easy, IQ/Average, IQ/Hard, or IQ/Very Hard skill. Normally these skills *can* be used at default levels, unless the GM deems otherwise: IQ-4 for Easy, IQ-5 for Average, IQ-6 for Hard, IQ-7 for Very Hard. Each word also has an energy cost to use that word in a spellcasting.

The GM may give players a fixed lexicon to choose from: either the standard wordlists in the following sections, or one of his own devising (using the sample wordlists as a guide). Alternatively, GMs with a more improvisational bent can allow players to suggest their own Words, assigning difficulty levels and energy costs as needed. This allows a great deal of flexibility in spellcasting, especially if the GM also permits default skill use.



Verbs

Verbs represent the type of action that a wizard wants to take with his spell. Skill difficulty depends on whether the action is simple and unambiguous (such as Detect, Summon, or Create) or general and open-ended (such as Move or Control). Energy cost, meanwhile, is lower for verbs that impose minimal change on the world, and greater for verbs that greatly influence the fabric of reality. A standard set of verbs is given below.

Sample Verbs

Word	Difficulty	Energy
Detect	E	1
Summon	E	1
Create	E	2*
Destroy	E	2*
Seek	A	1
Speak	A	1
Move	A	1
Shape	A	3
Weaken	A	2
Strengthen	A	2
Analyze	H	1
Protect	H	1
Restore	H	2
Control	H	2*
Transform	H	3†

* Doubles the cost of the noun.

† Requires two nouns (may be the same or different).

Nouns

Nouns represent the things that are affected by the spell. As with verbs, specific well-defined categories (e.g. Food) are easier skills than broad and general ones (e.g. Plant). Energy cost depends on how intrinsically easy or difficult it is to manipulate the object or substance described by the noun. A typical selection of nouns for a magical language is given below; the GM is free to add or allow others as he sees fit.

Sample Nouns

Word	Difficulty	Energy
Food	E	1
Sound	E	2
Air	A	1
Fire	A	4
Light	A	2
Fuel	A	1
Plant*	H	2
Animal	H	2
Body	H	3
Mind	H	3
Spirit	H	2
Magic	H	2
Energy	H	1
Earth†	H	3
Water‡	H	2

* Includes wood and plastic.

† Includes stone, metal, ceramic.

‡ Includes other liquids, ice, steam.

Symbols

The standard rules for syntactic magic assume that the language of magic has both a spoken and written form: see *Rituals* on p. 145. Traditional fantasy and historical examples of symbol-magic or rune-magic treat the written form as *logographic*, with a distinct symbol for each magical word or concept. Even if the symbols have a mundane use in a phonetic alphabet, they may assume a different mystical meaning when used in magical inscriptions. The Futhark (p. 146) and Ogham (p. 147) alphabets are examples of this, and are suitable for campaigns with a European fantasy flavour. In other genres, Chinese characters, Egyptian hieroglyphs, or other current, historical, or invented logographic scripts might be more appropriate.

However, the written form of the magical language need not be logographic. The spellcasting rules on p. 145 work perfectly well for *any* writing system, and include options for purely spoken languages.

SPELL PARAMETERS

Before casting a syntactic spell, the player chooses the magical Words he plans to invoke, and describes to the GM in general terms what he is trying to accomplish with them. The GM then determines the specific spell effect. The GM should keep in mind the total energy cost of the words, and compare with spells of similar cost in the standard magic system. It is important here that the GM and player share an understanding of the power and scope of magic in the campaign.

Any discussion between the player and GM takes place outside of game-world time. The player's *character* will generally know what effect his spell should have as long as he has at least Accented proficiency with the magical language.



Extra Words

The player can choose to use more than the minimum one verb and one noun in his spellcasting. The extra words automatically increase the cost and difficulty of the spellcasting, but will produce more powerful or more controlled effects. For example, “Move Body” might be used to generate a burst of speed or a superhuman leap, but controlled flight could be achieved with “Move Body through Air”, or teleportation with “Move Body via Magic”. In either case, note that auxiliary words such as “through” or “via” are also used to specify the spell effect, but do not directly affect the spell rolls or energy cost.

The Transform verb is a special case. It *requires* at least two nouns, which may be different nouns or the same noun repeated.

Spell Classes

Most syntactic spells are Regular, Area, or Information spells, depending on the Words invoked. The listed energy costs assume a SM0 target for Regular spells or the base cost for Area spells. Melee or Missile spells are also possible, though the GM may require additional nouns such as Body or Air to achieve this. Syntactic spells are too slow to be used as Blocking spells.

Spells directly affecting a creature (that is, whose noun refers to the target itself) may sometimes be Resisted: the resistance roll is against the caster’s margin of success with the appropriate noun.

Example: “Create Water” would act like the spell of the same name (p. 43), and not be resisted; whereas “Create Water in Body” might be used like the Drown spell (p. 46), with the target resisting against the caster’s margin of success with the Body noun.

The duration of most syntactic spells is Instant or Temporary. For Temporary spells, the maintenance

cost is usually the same as the casting cost each minute; the GM may shorten this timescale for active combat spells, or lengthen it for passive protections.

SPELLCASTING

Once the GM and the *player* have decided on the parameters of the spell, the *character* must perform the spellcasting. This magical ritual typically has two components: a physical or symbolic representation of the spell sentence, and a spoken incantation. See the discussion of *Rituals*, below, for more details.

The caster pays the total energy cost of all the Words in the spell, and rolls vs. his skill for each Word in succession, starting with the verb. If the physical symbols were prepared by a different wizard, use the *average* of the two wizards’ skills with each Word. All rolls must succeed for the spell to have the desired effect.

However, the caster pays the energy cost whether or not the rolls succeed. This energy cost can come from fatigue, hit points, or other energy reserves, as with ordinary spellcasting.

If a spell contains *extra* nouns to modify or enhance the spell, and the skill roll for the modifying word fails, then the spell may still have some effect. The precise outcome is up to the GM. It will not be the exact result the spellcaster was trying to achieve, and will usually be weaker, but will not necessarily be actively malicious.

If any of the rolls was a critical failure, the GM can consult the Critical Spell Failure table on p. 6, or he can pervert the effect of the spell based on which Words failed, as he sees fit.

Rituals

Skill modifiers and casting time are determined by the spellcasting ritual. The physical and verbal parts of the ritual each provide their own modifier to the skill rolls for each Word.

Syntactic Spellcasting Example

Chen Huang and her party are exploring the ruins of a monastery when they are ambushed by a group of *yemanren* (barbarians). On her first turn, as her companions start to fight, Chen reaches into her pouch containing oracle bones inscribed by a master enchanter. She draws out one with the character 火, “fire”. Rather than search her pouch for an appropriate verb, Chen decides to finger-trace “summon”, 召, since she is a specialist in summoning magic. Chen’s player and the GM agree that her “summon fire” spell will behave like Ignite Fire (p. 38): the total energy cost of 5 gives it the maximum level of effect within a 1 hex area.

Chen spends her second and third turns chanting and tracing “summon”, and her fourth turn holding up the oracle bone while pronouncing “fire”. Three Concentrate maneuvers each allows a Step, which brings her within 2 yards of the barbarian chieftain. Her Summon skill is 16, with -3 for finger-tracing: she rolls a 10 and succeeds easily. Her skill with Fire is only 11, but this is averaged with the the oracle bone inscriber’s effective skill of 17 (including a +2 for extra time spent engraving it) to give 14. There’s an additional -1 for using a symbol token, and a -2 for range, for a final skill of 11: she rolls a 9 and succeeds again. The chieftain’s clothes go up like a torch, and he flees. Dismayed, the other barbarians break off. Chen spends 5 fatigue (which she would have paid whether or not she succeeded): a small cost for deciding a battle!

The Futhark Runes

These runes were used in one form or another by most of the Germanic peoples of Northern Europe since at least the 2nd Century. The name of the script is derived from the pronunciation of the first six characters. This is perhaps the most famous arcane script known to Westerners today. The 24 runes, with their associated sound, meaning, and mystical Words, are given below.

Symbol	Name	Sound	Meaning	Associated Word(s)
ᚠ	Fehu	F	Cattle	Animal, Wealth
ᚢ	Uruz	U	Auroch	Spirit, Will
ᚦ	Thurisaz	TH	Monster	Weaken, Danger
ᚨ	Ansuz	A	Mouth	Speak, Sound
ᚱ	Raidho	R	Journey	Move, Fuel
ᚷ	Kenaz	K	Torch	Fire, Knowledge
ᚹ	Gebo	G	Gift	Food
ᚻ	Wunjo	W	Joy	Mind, Emotion
ᚾ	Hagalaz	H	Hail	Destroy, Weather, Air
ᚿ	Nauthiz	N	Need	Seek, Desire
ᛀ	Isaz	I	Ice	Transform
ᛁ	Jera	J	Year	Plant, Harvest
ᛃ	Eihwaz	EI	Yew	Strengthen, Magic
ᛅ	Perthro	P	Dice	Analyze, Mystery
ᚷ	Algiz	Z	Elk	Protect
ᛈ	Sowilo	S	Sun	Detect, Light
ᛉ	Tiwaz	T	Deity	Create
ᛊ	Berkano	B	Birch	Summon, Grow
ᛋ	Ehwaz	E	Horse	Control, Loyalty
ᛏ	Mannaz	M	Human	Body
ᛒ	Laguz	L	Water	Shape, Water
ᛖ	Ingwaz	NG	Fertility	Restore
ᛗ	Dagaz	D	Day	Energy
ᛚ	Othala	O	Inheritance	Earth, Property

Physical Rituals

The physical part of the ritual involves inscribing or tracing written symbols representing the Words.

No physical ritual: If the physical ritual is omitted entirely, then roll for each Word is at -5 to skill.

Finger-Tracing: This is the simplest form of physical ritual: while delivering the incantation, the caster traces in the air the symbols representing the magical Words. The time depends on the skill difficulty of the Word: 2 seconds for Easy, 6 seconds for Average, 12 seconds for Hard. However, this is done *at the same time*

as the caster delivers the incantation (p. 147). Each skill roll is at -3 to skill.

Temporary Inscription: The spell's symbols can be drawn on some writing medium: this is usually parchment, but could also be clay tablets, sand, etc. This takes 1 *hour* for an Easy Word, 3 hours for Average, and 6 hours for Hard, and allows an unmodified skill roll for each Word. Inscriptions are normally prepared in advance, and they do not expire until they are cast (or their medium is destroyed). Make a note of the inscriber's skill with each Word: if the inscription is prepared and read by

different people, the effective skill for each Word is the *average* of the inscriber's and caster's skill. All skill rolls are made at the time of casting. After the spellcasting, the parchment turns to ashes, or the tablet breaks, or the sand is wiped clean: each inscription can only be used once.

Permanent Inscription: The symbols can be engraved permanently onto an item, allowing multiple castings off of the same inscription. This increases the inscription time to 20 *days* for an Easy Word, 60 days for Average, and 120 days for Hard.

Time Spent: Any of these physical rituals can be performed hastily or with extra care, modifying the final skill. Use the rules on p. B346. However, these modifiers apply only to the *inscriber's* skill, which will then be averaged with the *caster's* skill. If the inscriber and caster are the same, this means that the final bonus or penalty will be halved, rounding down (i.e. in the negative direction). For example, a final casting bonus of +1 bonus would require an inscribing bonus of +2, taking 4× as much time; a +2 casting bonus would require a +4 engraving bonus and 15× as much time.

Materials: Optionally, the GM may require inscribed items to have some minimum intrinsic value in order to qualify for the benefits of careful inscription. A suggested rule is as follows: For temporary inscriptions, the writing medium must cost at least \$5 *per Word* for a +1 inscribing bonus, \$10 for +2, \$20 for +3, \$50 for +4, and \$100 for +5. For permanent inscriptions, the material cost is 100× higher. The inscriber must *also* spend extra time, as above.

Symbol Tokens: Instead of writing out a complete spell, an inscriber can make individual cards or tiles with individual symbols, which are arranged into a spell at the time of casting. This gives the spellcaster a great deal of flexibility. However, since this doesn't fully capture the interrelationship of the Words in a given spell, the skill roll for each Word has a -1 penalty.

Verbal Rituals

Whether the spell's physical symbols are prepared in advance or traced on the spot, the spell is *cast* with a spoken incantation. This takes 1 second per word with a prepared inscription; otherwise, it can be done in concert with the physical ritual (finger-tracing, laying out tokens, etc.).

Silent Incantations: Normally the incantation should be delivered with a clear voice. A whispered incantation gives a -2 penalty to each skill roll, on top of any modifiers for the physical ritual. Reciting it silently in your head gives a -4 penalty. Neither of these reduces the time required to perform the incantation.

Longer Incantations: Optionally, the verbal ritual may be embellished by reciting a long verse or rite – see *Poetic Magic*, p. 149. This is the only way to *enhance* the verbal ritual, and is only permitted if the GM decides to allow poetic magic.

Other Modifiers

Range penalties for Regular and Area spells, or Information spell modifiers, apply only to the skill of the corresponding noun. If there are more than one noun in the spell, they may end up with the same or different penalties, depending on the circumstances. For instance, petrifying someone with “Transform Body to Earth” would give Regular range penalties to the target on both the Body and Earth skill rolls; whereas teleporting someone with “Move Body via Magic” might give Regular range penalties to the Body roll based on the distance to the subject, and long-distance penalties to the Magic roll based on the distance to the destination. Many syntactic magic users specialize in a few nouns and train to higher levels, in order to compensate for these penalties.

The GM may apply additional modifiers for particularly powerful or tricky tasks, as an alternative to simply stating that the spell won't work.

The Ogham Alphabet

This set of characters, usually inscribed in stone or wood, dates back to 4th Century Britain and was used primarily to write the Old Irish language. It has seen a revival recently with the neopagan movement as magical symbols. The original alphabet consisted of 20 characters, each traditionally associated with a kind of tree. Six additional letters were introduced over the centuries. Nowadays there are probably as many different mystical interpretations of these symbols as there are neopagan practitioners. The 20 original characters, with their associated sound, tree, and (suggested) magical words, are given below.

Symbol	Name	Sound	Associated Tree	Associated Word(s)
┐	Beith	B	Birch	Summon, Purify
┌	Luis	L	Rowan, Elm	Fire
≡	Fearn	F/V	Alder	Restore, Energy
≡	Saille	S	Willow	Water
≡	Nuin	N	Ash, Nettle	Shape, Spirit
≡	Uath	H	Hawthorn	Weaken, Mind, Fear
≡	Duir	D	Oak	Strengthen, Body
≡	Tinne	T	Holly	Protect, Light, Image
≡	Coll	C	Hazel	Seek, Knowledge
≡	Ceirt	Q	Apple	Analyze, Food
≡	Muin	M	Vine, Bramble	Control, Deceive
≡	Gort	G	Ivy	Create, Plant, Garden
≡	Getal	NG	Reed	Destroy, Kill, Secret
≡	Straif	SW/Z	Blackthorn	Air, Lightning
≡	Ruis	R	Elder	Magic
≡	Ailm	A	Fir, Pine	Detect, Fuel
≡	Onn	O	Gorse	Move, Animal
≡	Ur	U/W	Heather	Earth
≡	Edad	E	Aspen	Speak, Sound
≡	Idad	I	Yew	Transform, Death

An Ogham symbol inscribed on the wood of its associated tree gives a +1 bonus to skill with that symbol.

Special Cases

Homonyms: Sometimes two different magical Words may share the same written form (homographs) or spoken pronunciation (homophones), or both. Homographs are common in runic systems, where alphabetic symbols acquire numerous mystical associations. Nonetheless, each distinct meaning is still considered a separate Word with its own skill. An inscription – including an individual symbol token – prepared according to one meaning cannot be used to

invoke the other meaning. (Optionally, the GM *may* permit such a use, but substitute the inscriber's skill with the other Word, or a default level, if the “wrong” meaning is applied.)

Spoken-only languages: In some traditions, the language of magic has no written form, either due to the nature of magic or because its practitioners are from a pre-literate culture. This halves the cost of learning the base language, since the magician need only achieve spoken comprehension. However, spellcasting will

always suffer the -5 penalty on each Word for “no physical ritual”. If the GM rules that the language is *intrinsically* devoid of any symbolic form, he may reduce this penalty to -4, as the simplified relationships among Words make them easier to learn and use.

Written-only languages: Similarly, if the language of magic is purely symbolic, with no verbal form, practitioners need only achieve written comprehension at half the usual cost for a language. However, spellcasters *cannot* choose to cast with “no

physical ritual”, and *must* accept the -4 penalty for a silent incantation. Nonetheless, purely symbolic magic users have more options than purely verbal magic users to improve their effective skill, by using prepared inscriptions,



Scaling

Syntactic magic can take different roles in the campaign depending on just how much power its practitioners can bring to bear. The default power level is calibrated to be roughly equivalent to regular spell magic, but different scales are possible. The GM may also allow different scales to coexist, as separate languages or vocabularies within a language.

Cantrips

Perhaps syntactic magic creates inconsequential spells of little power. In such a scheme, syntactic spells should be substantially less powerful, limited to tasks such as lighting candles or finding water. All rolls are at +1, final energy cost is halved, and the time required to prepare an inscription is divided by 60. The magnitude of the effect should be adjusted to match the revised energy cost.



Words of Power

Alternately, syntactic magic may derive from mastery of the great things of the world: each Word is a numinous mystery not to be employed lightly. These Words may – indeed, must – have titanic effects, twisting reality to their speaker’s whim. Under such circumstances, however, multiply energy cost by 10, and apply a -2 skill penalty to each Word. Prepared inscriptions should always use the times for *permanent* inscriptions; however, at the GM’s discretion, the *effect* of Words of Power may also have lasting or permanent duration.

Modifying Words

A more flexible approach is to allow modifying words to increase or decrease the power of the noun, the verb, or both. Modifying words do not have their own skill or energy cost, but adjust the difficulty and cost of the word they modify. The scale of the spell is determined from its modified energy cost. A typical pair of modifying words might be the following:

Word	Difficulty	Energy
Great/Greatly	-2	×10
Slight/Slightly	+1	×1/2

Poetic Magic

In many magical traditions, magical invocations are more than a simple phrase or sentence, but an entire poem, song, or composition. This can be treated as a variant on syntactic magic, in which the *verbal* ritual can also give bonuses for extra time and effort.

Regardless of its length, the *theme* of a magical composition is embodied in a single sentence of one verb and one or more nouns, which govern the casting cost and the skills to be rolled against. A composition consisting of a single sentence or line of poetry allows a standard casting. Each doubling of the length of the composition gives a +1 bonus to the caster's skill rolls with each Word (e.g. +1 for a couplet or haiku, +2 for a quatrain or limerick, +3 for a sonnet, +4 for a villanelle). Truly epic poems may give bonuses of +10 or more, but may take years to compose and hours to recite.

Before casting poetic magic, the spell's *composer* (who may or may not be the spell *caster*) must create the song or poem, rolling against Musical Composition or Poetry skill, depending on the magical tradition. Failure or critical failure produces a flawed spell that will automatically fail or backfire when cast. Critical success may, at the GM's discretion, give some minor enhancement to successful spellcastings with that incantation. The base time to compose the

poem is the same as the time it would take to inscribe the thematic sentence, multiplied by the number of lines. The composition may be done in haste or with extra time, but this only modifies the roll for a successful composition, not any subsequent spellcasting.

The GM may also permit the *player* to compose a suitable poem, replacing or modifying the composition skill roll as the GM sees fit. This is particularly appropriate if the player wishes to compose a spell on the spot.

The *time to cast* for the verbal *and* physical rituals are multiplied by the number of sentences or lines in the composition. Lengthy incantations are usually inscribed in advance when the spell is being composed. Both the caster and the inscriber (if they are not the same) receive the bonus for the composition length, but this is in place of any bonus for inscribing with extra care.

Poetic spellcasting does not necessarily imply anything about the scale or tone of magic in the campaign. Used with cantrips, poetic conjurers might recite a quick limerick to offset penalties for default Word skills, permitting improvised but relatively trivial spells. Used with Words of Power, sorcerers might compose intricate chants to help focus their minds on the mystifying forces they wish to invoke.



APPENDIX

SPELL TABLE

This chapter lists the spells alphabetically and summarizes their properties. You may find it useful to copy the table for reference purposes.

Notes:

A “-” indicates that the column does not apply.

A “#” indicates that there is some special rule that is too complicated to summarize in the table: consult the spell description.

An “M” is an abbreviation for Magery: for instance, “M1” means Magery 1, “Will+M” means Will plus Magery level, “3M” means 3 times Magery level, etc.

Under *class*, an “R” indicates that the spell can be resisted. The entry after the colon shows what resists the spell: e.g. “R:HT” means it is resisted by HT, “R:spell” means it is resisted by the target spell’s power.

Under *duration*, instantaneous, permanent, and permanent talisman spells are listed as “I”, “P”, and “T”, respectively. Temporary spells list their *maintenance interval*. Lasting spells list their (fixed) duration followed by a “†”. Some additional codes may be given for lasting spells: “U†” means the spell lasts until it is *used* (triggered, released, or used up), and “B†” means the spell lasts until it is *broken* (power reduced to 0 or subject destroyed). If a temporary or lasting spell has different maintenance intervals or durations depending on how it is used, these are separated by commas. If the spell allows for multiple duration *types*, these are separated by semicolons.

Under *energy*, “P” represents the magnitude of the distance or time skill penalty, “W” represents the Weight Modifier, “ST” represents the

Strength score of the target (thus “2ST” means twice the ST score, etc.), “HP” represents hit points, “CP” represents the character point value of the attribute or creature affected, “/cy” means per cubic yard. For Area spells, the energy given is the base cost. A number in parentheses represents a minimum cost. If the spell allows for multiple durations with different energy costs, they are separated with semicolons: a number followed by “x” means multiply the cost of the first duration type by that number, while a number followed by “k” means multiply by 1,000 times that number.

The *time* column gives the time to cast the spell. If this depends on energy, the letter “E” represents the energy cost: for instance, “E sec” means seconds equal to the energy cost.

Page	Spell Name	Class	College	Duration	Energy	Time	Prerequisites	Count
121	Accelerate Time	Area/R:IQ	Move	1min	1-5	2sec	Timeport	11
47	Acid Ball	Missile	Water	I	1-3M	1-3sec	Water Ball, Water to Acid	10
46	Acid Jet	Jet	Water	2sec	1-3	1sec	M2, Water Jet, Water to Acid	10
63	Age	Reg/R:HT	Body	I	10-50	1min	Create Contagion, Drain Vitality	7
22	Air Blast	Regular	Air	I	1-18	2sec	Create Air, Shape Air	4
22	Air Jet	Jet	Air	2sec	1-3	1sec	Air Blast	5
20	Air Vision	Regular	Air	2min	1/mile	1sec	Sense Air	2
22	Airproof	Area	Air	2days†;P	3,6;100x	5min	Destroy Air	3
63	Alleviate Illness	Regular	Body	10min†	2	10sec	Remove Contagion, Lend Vitality	6
60	Alter Body	Reg/R:HT	Body	80min;P;T	8#;20x;20k	1min	Shape Flesh	4
79	Alter Fate	Regular	Know	1sec†	2	2sec	Premonition	8
80	Alter Fortune	Blocking	Know	I	4	-	Alter Fate	9
136	Alter Sound	Reg/R:Will	Sound	1min	2	1sec	Shape Sound	3
37	Alter Terrain	Area	Earth	2d days†	1(15)	10sec	Earthquake, Shape Plant	9
66	Ambidexterity	Regular	Body	90sec;T	3;25k	1sec	Raise DX	4
57	Analyze Life	Info	Body	I	5	30sec	Detect Life, History	7
92	Analyze Magic	Info/R:spell	Meta	I	4	1sec	Detect Magic	1
51	(Animal) Control	Regular	Animal	2min	1-6	1sec	Beast Summoning, (Animal) Speech	5
51	(Animal) Speech	Regular	Animal	2min	1-6	1sec	M1, Sense Emotion	3
127	Animate Dead	Area	Necro	B†	10(ST#)	E sec	Death Vision, Summon Undead, Lend Vitality	6
129	Animate Golem	Regular	Necro	P	250+2CP	1hr	Command Sprite, Shape (Material)#	7
129	Animate Lich	Regular	Necro	B†	200	1hr	Animate Dead, Soul Jar	12
129	Animate Wight	Area	Necro	B†	20(2ST#)	E sec	Animate Dead, Steal Vitality	9
111	Apportation	Reg/R:Will	Move	1min	ST(2)	1sec	Shove	2
112	Armor	Regular	Move	2min;P	2-10;#	1sec	Shove	2

Page	Spell Name	Class	College	Duration	Energy	Time	Prerequisites	Count
105	Arouse	Reg/R:Will	Mind	I	2	3sec	Detect Emotion	2
102	Attune	Regular	Meta	P	100	1sec	Limit Spell	15
58	Awaken	Area	Body	I	1	1sec	Recover Energy	2
66	Balance	Regular	Body	100sec;T	5;8k	1sec	Raise DX	4
27	Ball Lightning	Missile	Air/Energy	2min	2-6M	1-3sec	M1, Lightning, Shape Air	8/6
34	Ball of Earth	Missile	Earth	I	1-3M	1-3sec	M1, Sand Blast	5
126	Banish	Reg/R:Will	Necro	I	CP/10(10)	5sec	Turn (Spirit)	4
118	Beacon	Area	Move	10days;P	10;100x	30sec	M3, Seeker <i>or</i> History <i>or</i> (Planar) Vision	3
51	Beast Link	Regular	Animal	U [†]	3	5sec	Beast Summoning	2
52	Beast Possession	Regular	Animal	3min	6	5sec	Rider Within	7
50	Beast Summoning	Regular	Animal	1hr [†]	3,6	1sec	Detect Life	1
80	Bless	Regular	Know	1hr;1month [†] ;T	10-30;150x;20k	1sec	Alter Fortune	10
132	Bless Plants	Area	Plant	1season [†]	1	5min	Heal Plant	3
133	Blight	Area	Plant	1season [†]	1	5min	Wither Plant	3
117	Blink	Blocking	Move	I	1/yard	-	Teleport	9
23	Block Air	Blocking	Air	I	1	-	Resist Air	5
137	Block Sound	Blocking	Sound	I	1	-	Resist Sound	5
133	Bloom	Area	Plant	1hr [†]	2,4	5min	M1, Plant Growth	2
83	Blur	Regular	Light	1min	1-5	2sec	Shape Light	3
23	Body of Air	Reg/R:HT	Air	4min	4	5sec	Resist Air	5
35	Body of Earth	Reg/R:HT	Earth	2min	8	5sec	Pass through Earth	7
42	Body of Flames	Reg/R:HT	Fire	3min	12	1sec	Resist Fire	5
49	Body of Ice	Reg/R:HT	Water	140sec	7	5sec	M2, Body of Water, Freeze	10
28	Body of Lightning	Reg/R:HT	Air/Energy	3min	12	1sec	M2, Resist Lightning	9
35	Body of Metal	Reg/R:HT	Earth	2min	12	5sec	Body of Stone, Stone to (Metal)	12
134	Body of Rubber	Reg/R:HT	Plant	2min	12	5sec	Body of Wood	6
85	Body of Shadow	Reg/R:HT	Light	2min	6	5sec	Invisibility	7
35	Body of Stone	Reg/R:HT	Earth	2min	10	5sec	Body of Earth, Earth to Stone	10
45	Body of Water	Reg/R:HT	Water	150sec	5	5sec	Pass through Water	7
26	Body of Wind	Reg/R:HT	Air	8min	8	2sec	M3, Body of Air, Wind	9
134	Body of Wood	Reg/R:HT	Plant	140sec	7	5sec	M2, Pass through Plants	5
49	Boil Water	Regular	Water	I	8/cy#	10sec	Water to Air <i>or</i> Heat	4
66	Boost (Attribute)	Blocking	Body	I	1-5	-	Raise (Attribute)	4/5
79	Borrow Skill	Regular	Know	3min;T	3;20k	1sec	Lend Skill	5
86	Break	Regular	Making	I	1/die	1sec	Detect Weakness	1
111	Burden	Regular	Move	20min;P	4W#;5k	1sec	Apportation	3
42	Burning Death	Reg/R:HT	Fire	2sec	4	2sec	M2, Heatstroke	8
41	Burning Touch	Melee	Fire	I	1-3	1sec	Flame Blast	5
118	Buttress	Area	Move	8days;P	8;100x	10sec	Beacon, Spell Shield	15
105	Calm	Area/R:Will	Mind	I	2	3sec	Arouse	3
113	Catch Missile	Blocking	Move	I	2	-	Missile Shield	4
93	Catch Spell	Blocking	Meta	I	3	-	Reflect, Catch Missile	9
108	Charm	Reg/R:Will	Mind	2min;P;T	6;5x;50k#	3sec	M1, Instill Loyalty, Instill Bravery	5
48	Chilling Touch	Melee	Water	I	1-3	1sec	Freeze	4
80	Choose Fate	Regular	Know	U [†] ;T	2000;5x	1sec	Alter Fate	9
80	Choose Fortune	Regular	Know	U [†] ;T	3000;5x	1sec	Choose Fate	10
87	Clean	Area	Making	I	2	1sec	Restore	3
113	Cling	Regular	Move	1min;T	5;20k	1sec	Glue	8
60	Clone	Regular	Body	1month [†] ;I	200;4x	4hr	Creation, Regrowth	23
25	Clouds	Area	Air	1hr,1min	1/20,1/2	5sec	Predict Weather, Create Water	6
40	Cold	Regular	Fire	1min	2/cy#	1min	Extinguish Fire	3
83	Colours	Regular	Light	2min;2d days [†] ;P	2;10;100	1sec	Shape Light	3
107	Command	Block/R:Will	Mind	I	2	-	Suggestion	8
125	Command (Spirit)	Reg/R:Will	Necro	2min;P	CP/10(5);300x	E sec	M1, Summon (Spirit)	3
126	Command Undead	Reg/R:spell	Necro	I	ST(5)	E sec	M1, Summon Undead	3
79	Comprehend Writing/TL	Regular	Know	3min	6	1sec	History, Borrow Skill	11
132	Conceal	Area	Plant	1hr	1-3	4sec	Plant Growth	2
22	Concussion	Missile	Air/Sound	I	1-6M	1-3sec	M1; <i>either</i> Air Blast, <i>or</i> Shape Air and Thunderclap	5
49	Condense Steam	Area	Water	I	1(2)	10sec	Boil Water <i>or</i> Cold	4
71	Conduct Power/TL	Regular	Energy	#	I#	1sec	Lend Power, Steal Power	7
65	Confound (Sense)	Reg/R:HT	Body	1min;T	2-4;1k	1sec	Varies#	5
89	Contract Object	Regular	Making	1hr	2#	3sec	M3, Reshape	3
65	Control Body	Reg/R:HT	Body	10sec	8	1sec	Control Limb	6
30	Control (Elemental)	Reg/R:ST,Will	Air	2min,2hr	CP/10	2sec	Summon (Elemental)	9
65	Control Limb	Reg/R:HT	Body	10sec	2,4	1sec	Inflict Paralysis	5

Page	Spell Name	Class	College	Duration	Energy	Time	Prerequisites	Count
91	Control Machine/TL	Reg/R:Will	Making	10sec	8W	1sec	Malfunction	4
137	Converse	Regular	Sound	B [†]	2	1sec	Quiet, Alter Sound	5
26	Cool	Area	Air/Fire	1hr	1/10(1)#	1min#	Predict Weather, Cold	7
92	Counterspell	Reg/R:spell	Meta	I;#	Varies#	5sec	Detect Magic	1
21	Create Air	Area	Air	I	1	1sec	Purify Air	2
62	Create Contagion	Area	Body	I	2#	2sec	Spread Contagion	2
32	Create Earth	Regular	Earth	I	4/cy	1sec	Purify Earth	2
30	Create (Elemental)	Regular	Air	I	CP/5	5E sec	M2, Control (Elemental)	10
38	Create Fire	Area	Fire	2min;P	2;1k	1sec	Ignite Fire	2
68	Create Food	Regular	Energy	I	1,2,4	30sec	Purify Food	2
70	Create Fuel/TL	Regular	Energy	I	5/kWh#	30sec	Purify Fuel	2
88	Create Object/TL	Regular	Making	2min	12W	4E sec	M3, Rejoin, Create Earth	6
131	Create Plant	Area	Plant	I	4,8,16	10sec	M1, Plant Growth	2
43	Create Water	Regular	Water	I	4/cy#	1sec	Purify Water	2
59	Creation	Regular	Body	1min	4	4sec	Analyze Life, Lend Vitality	10
33	Crystallize	Regular	Earth	I	16/cy	1sec	Earth to Stone	4
63	Cure Derangement	Regular	Body	I	20	10min	Relieve Insanity, Relieve Amnesia, Major Healing	13
63	Cure Illness	Regular	Body	I	4	10min	Alleviate Illness, Major Healing	10
63	Cure Radiation	Regular	Body	I	1/10rads(5)	30sec	Extinguish Radiation, Major Healing	9
80	Curse	Regular	Know	1hr;1month [†] ;T	2-6;150x;20k	1sec	Alter Fortune	10
72	Dampen Radiation	Area	Energy	2d days [†] ;P	3,6,9;100x	5min	Extinguish Radiation	3
111	Dancing Object	Regular	Move	2hr;P	4W;5k	1sec	Manipulation	4
81	Dark Vision	Regular	Light	150sec	5	1sec	Night Vision <i>or</i> Heat Vision	2
104	Daze	Area/R:Will	Mind	I;T	3;10k	1sec	Distract	3
122	Death Vision	Regular	Necro	I	2	3sec	M1	0
58	Deathtouch	Melee	Body	I	1-3	1sec	Drain Vitality	4
68	Decay Food	Regular	Energy	I	2/lb, 6/hex	1sec	Purify Food	2
70	Decay Fuel/TL	Regular	Energy	I	2/lb, 6/hex	1sec	Purify Fuel	2
113	Deflect Blow	Blocking	Move	I	1	-	Shield	3
41	Deflect Fire	Blocking	Fire	I	1	-	Resist Fire	5
45	Dehydrate	Reg/R:HT	Water	2sec	2	2sec	M1, Water to Air, Drain Energy	8
21	Destroy Air	Area	Air	I	1	1sec	Purify Air	2
20	Detect Air	Info	Air	I	1	1sec	-	0
61	Detect Contagion	Info	Body	I	1	1sec	-	0
31	Detect Earth	Info	Earth	I	3	1sec	-	0
104	Detect Emotion	Info/R:Will	Mind	I	2	1sec	Detect Life	1
38	Detect Fire	Info	Fire	I	3	1sec	-	0
67	Detect Food	Info	Energy	I	1/lb, 3/hex	1sec	-	0
70	Detect Fuel/TL	Info	Energy	I	1/lb, 3/hex	1sec	-	0
56	Detect Life	Info	Body	I	1	1sec	-	0
81	Detect Light	Info	Light	I	1	1sec	-	0
92	Detect Magic	Info	Meta	I	2	5sec	M1	0
77	Detect Observation	Info/R:IQ,spell	Know	I	3	1sec	Detect Truth, Detect Magic	4
131	Detect Plant	Info	Plant	I	2	1sec	-	0
70	Detect Power/TL	Info	Energy	I	3	1sec	-	0
72	Detect Radiation	Info	Energy	I	1	1sec	-	0
73	Detect Radio	Info	Energy	I	1	1sec	-	0
135	Detect Sound	Info	Sound	I	1	1sec	-	0
122	Detect Spirit	Info	Necro	I	1	1sec	Death Vision <i>or</i> Divination	1
77	Detect Truth	Info/R:Will	Know	I	2	1sec	Detect Emotion <i>or</i> History	2
43	Detect Water	Info	Water	I	1	1sec	-	0
86	Detect Weakness	Info	Making	I	1/yard	2sec	-	0
22	Devitalize Air	Area	Air	I	1	1sec	Purify Air	2
87	Disintegrate	Regular	Making	I	1-4	1sec	M2, Ruin	4
94	Dispel Magic	Area/R:spell	Meta	I;2min	3	E sec	Counterspell, 12 other spells	13
111	Distant Blow	Melee	Move	I	1	1sec	Shove, Far Feeling	3
104	Distract	Reg/R:Will	Mind	I	2	1sec	Detect Emotion	2
119	Divert Teleport	Block/R:spell	Move	I	Varies#	1sec	M3, Trace Teleport, Ward	7/12
76	Divination	Info	Know	I	10	1hr#	History	7
58	Drain Energy	Reg/R:HT	Body	I	1-3	1sec	Recover Energy	2
94	Drain Magery	Reg/R:Will+M	Meta	I;1hr	30;12	10min	M2, Drain Mana	15
94	Drain Mana	Area	Meta	#	5	1hr	Dispel Magic	14
58	Drain Vitality	Reg/R:HT	Body	I	1-3	1sec	Lend Vitality	3
78	Dream Projection	Regular	Know	2min	2	1sec	Dream Viewing, Dream Sending	8
78	Dream Sending	Regular	Know	1hr [†]	3	1min	Detect Truth, Sleep	6
78	Dream Viewing	Reg/R:Will	Know	3hr	3	1sec	Detect Truth, Sleep	6
46	Drown	Reg/R:HT	Water	2sec	2	2sec	M1, Create Water, Drain Energy	6

Page	Spell Name	Class	College	Duration	Energy	Time	Prerequisites	Count
31	Earth Vision	Regular	Earth	30sec	1/5yards#	1sec	Sense Earth	2
21	Earth to Air	Regular	Air/Earth	I	4/cy#	2sec	Purify Air, Purify Earth	4
32	Earth to Stone	Regular	Earth	I	8/cy	1sec	Create Earth	3
32	Earth to Water	Regular	Earth/Water	I	2/cy#	1sec	Purify Earth, Purify Water	4
36	Earthquake	Area	Earth	1min	1(2)#	30sec	M2, Know Earth, Shape Earth	5
138	Echoes of the Past	Regular	Sound/Know	1min	3+P	10sec	Remote Hearing, History	9
61	Enlarge	Reg/R:HT	Body	1min;P	2/SM#;5k	5sec	M2, Alter Body	5
89	Enlarge Object	Regular	Making	1hr	3W/SM#	3sec	M3, Reshape	3
36	Entombment	Reg/R:HT	Earth	I	10	3sec	Stone to Flesh, Shape Earth	15
47	Essential Acid	Area	Water	I	8/gallon	1sec	M3, Essential Water, Water to Acid	11
23	Essential Air	Area	Air	I	2	3sec	6 Air spells incl. Create Air	6
36	Essential Earth	Regular	Earth	I	8/cy	30sec	6 Earth spells incl. Create Earth	6
39	Essential Fire	Area	Fire	90sec;P	3;1k	3sec	6 Fire spells incl. Create Fire	6
68	Essential Food	Regular	Energy	I	4,6,8	30sec	6 Food spells incl. Create Food	6
70	Essential Fuel/TL	Regular	Energy	I	10/kWh#	30sec	6 Energy spells incl. Create Fuel	6
45	Essential Water	Regular	Water	I	3/gallon	1sec	6 Water spells incl. Create Water	6
133	Essential Wood	Regular	Plant	I	8/cy	30sec	6 plant spells incl. Create Plant	6
117	Ethereal Body	Reg/R:Will+1	Move	20sec	8#	30sec	M3, Summon (Spirit), or Teleport, Astral Vision	3/11
79	Exchange Bodies	Reg/R:Will	Know	I	120	1sec	Possession	7
89	Extend Object	Regular	Making	1hr	2/doubling#	3sec	M3, Reshape	3
98	Extend Spell	Area	Meta	2hr;P	3#;10x	10sec#	Hold Spell, Spell Shield	17
38	Extinguish Fire	Area	Fire	I	3	1sec	Ignite Fire	2
72	Extinguish Radiation	Area	Energy	I	1/(10rads/hr)	1sec	Stimulate Radiation	2
88	Fabricate Object/TL	Regular	Making	I	30W	4E sec	Create Object, Repair	9
108	False Memory	Reg/R:Will	Mind	30min;P;T	3;5x;5k	5sec	Suggestion	8
110	Far Feeling	Regular	Move	3min	3	3sec	Touch	1
135	Far Hearing	Regular	Sound	2min	1/level	2sec	Detect Sound	1
82	Far Seeing	Regular	Light	2min	2/level	2sec	Detect Light	1
136	Far Speaking	Regular	Sound	2min	1/level	2sec	Shape Sound	3
67	Far Tasting	Regular	Energy	3min	3	3sec	Detect Food or Detect Air	1
105	Fascinate	Block/R:Will	Mind	B†	4	-	Daze	4
69	Fast	Regular	Energy	1 day†	2,4,6	1sec	Recover Energy, Create Food or Create Water	5
40	Fast Fire	Area	Fire	1min	2#	1sec	Create Fire	3
40	Fireball	Missile	Fire	I	1-3M	1-3sec	M1, Flame Blast	5
41	Fireproof	Area	Fire	I	3,6	1sec	Extinguish Fire	3
26	Firestorm	Area	Air/Fire	40sec	2,4	1sec#	Wind, Create Fire	8
39	Flame Blast	Regular	Fire	I	1-18	2sec	Create Fire, Shape Fire	4
39	Flame Jet	Jet	Fire	2sec	1-3	1sec	Flame Blast	5
42	Flaming Armor	Regular	Fire	2min;P	6;20k	1sec	M1, Heat, Flame Blast	6
42	Flaming Weapon	Regular	Fire	3min;P	3,6;10k	1sec	M2, Heat	4
82	Flash	Regular	Light	I	4	1sec	Detect Light	1
68	Flavour	Regular	Energy	I	2/lb	10sec	Purify Food	2
34	Flechette	Missile	Earth	I	1-3M	1-3	Stone Missile, Stone to (Metal)	9
47	Flesh to Ice	Reg/R:HT	Water	I	8	2sec	Frostbite	8
36	Flesh to Stone	Reg/R:HT	Earth	I	10	2sec	Earth to Stone, Drain Vitality	8
112	Flight	Regular	Move	2min;P	5W-8W;5k	2sec	M2, Apportation	3
113	Force Dome	Area	Move	15min,1hr;P	3;5k	1sec	M1, Missile Shield	4
106	Forgetfulness	Reg/R:Will	Mind	30min;P;T	3;5x;5k	10sec	M1, Reduce IQ	4
47	Freeze	Regular	Water	I	4/cy#	10sec	Create Water or Cold	3
48	Frost Jet	Jet	Water	2sec	1-3	1sec	Water Jet, Freeze	7
47	Frostbite	Regular	Water	2sec	2	2sec	M1, Freeze, Drain Energy	7
66	Fumble	Block/R:DX	Body	I	3	-	Reduce DX	3
120	Gate	Regular	Move	1min;P	Varies#	E sec	Portal	7/11
107	Geas	Reg/R:Will	Mind	B†;P;T	2,12;2.5x;7.5k	1min	M2, Suggestion	8
49	Geyser	Area	Water	5sec	5	5sec	Spring, Boil Water	10
91	Glitch/TL	Reg/R:HT	Making	I	6W	1sec	Surge	2
82	Gloom	Area	Light	2min;P	1/2-2;50x	1sec	Flash	2
82	Glow	Area	Light	2min;P	1/2-2;50x	1sec	Flash	2
113	Glue	Area/R:ST-5	Move	10min	3	1sec	Slow, Apportation	7
101	Gracefulness	Regular	Meta	T	40,000-240,000	1sec	Raise DX	4
113	Grease	Area	Move	10min	3	1sec	Haste, Apportation	8
58	Great Healing	Regular	Body	I	20	1min	Major Healing	6
54	Great Shapeshifting	Reg/R:Will	Animal	2min;P	CP/5(10)	3/30sec	M3, 4 different Shapeshifting	9
27	Ground	Blocking	Air/Energy	I	1	-	Resist Lightning	9/4
25	Hail	Area	Air	1min	1/5(1),1	5sec	Rain, Freeze	9
108	Hallucination	Area/R:Will	Mind	2min;T	4;12.5k	2sec	Madness, Suggestion	9

Page	Spell Name	Class	College	Duration	Energy	Time	Prerequisites	Count
63	Halt Aging	Regular	Body	1month [†] ;T	20;25k	1sec	M2, Alleviate Illness	7
89	Harden	Regular	Making	2min;P	Varies#;5k	15sec	Toughen	6
110	Haste	Regular	Move	10sec [†] ,10hr [†]	5	3sec	M1, Raise Speed	4
132	Heal Plant	Area	Plant	I	2,4,8	10sec	M1, Plant Growth	2
73	Hear Radio	Regular	Energy	2min	2	1sec	Detect Radio	1
40	Heat	Regular	Fire	1min	2/cy#	1min	Create Fire	3
81	Heat Vision	Regular	Light	3min	3	1sec	Detect Light	1
42	Heatstroke	Reg/R:HT	Fire	2sec	2	2sec	M1, Heat, Drain Energy	7
101	Hex	Regular	Meta	P	200	1sec	Glue	8
83	Hide	Regular	Light	1hr;P	1-5;5k	5sec	Blur	4
132	Hide Path	Area	Plant	2min	2	1sec	Heal Plant	3
77	Hide Thoughts	Regular	Know	30min#	3	1sec	Detect Truth	3
120	Hideaway	Area	Move	4hr;T	2#;5k	10sec	Any (Plane) Shift	4/12
75	History	Info	Know	I	3+P	5sec#	Seeker, Tell Time	6
23	Hold Breath	Regular	Air	1min [†]	2	1sec	Recover Energy, Create Air	5
98	Hold Spell	Regular	Meta	2hr;T	3#;10x	10sec#	Limit Spell	15
136	Hush	Reg/R:Will	Sound	20sec	2	2sec	Quiet	3
48	Ice Dagger	Missile	Water	I	1-3M	1-3sec	Either Ice Sphere, or M1 and Frost Jet	8
49	Ice Slick	Area	Water	I	2	E sec	Snow	9
48	Ice Sphere	Missile	Water	I	1-3M	1-3sec	Water Ball, Freeze	7
48	Icy Weapon	Regular	Water	3min;P	3,6;10k	1sec	M2, Cold	4
38	Ignite Fire	Area	Fire	I	1-5	1sec	Detect Fire	1
83	Image	Area	Light	2min;P	1#;50x	1sec	Light, Colours	5
85	Images of the Past	Regular	Light/Know	1min	3+P	10sec	Remote Seeing, History	9
101	Imbue Magery	Regular	Meta	P	30,000+60,000M	1sec	Spellbind	14
100	Imbue Power	Regular	Meta	P	20,000#	1sec	Imbue Skill	15
100	Imbue Skill	Regular	Meta	P	600	1sec	Spellbind, Lend Skill	14
100	Imbue Speed	Regular	Meta	P	10,000#	1sec	Imbue Skill	15
134	Immurement	Reg/R:HT	Plant	P	8	3sec	Plant Form, Shape Plant	9
64	Induce (Irritation)	Reg/R:HT	Body	10sec;T	1-4,6;1k	1sec	Stun	3
64	Inflict (Incapacity)	Reg/R:HT	Body	10sec;T	4,6,8;1k	1sec	Induce (Irritation)#	4
109	Insignificance	Regular	Mind	1hr;T	4,8,75k	10sec	Suggestion	8
105	Instill (Emotion)	Area/R:Will	Mind	I;T	1-4;10k	3sec	Arouse	3
97	Intelligence	Regular	Meta	2hr;P	Varies#;100x	10sec	Program Spell, Raise IQ	16
84	Invisibility	Regular	Light	2min;P	6#;5k	3sec	Resist Light, Blur	6
72	Irradiate	Area	Energy	2hr	1/(10rads/hr)	1sec	Stimulate Radiation	2
64	Kill	Reg/R:HT	Body	I	10	1sec	Inflict Paralysis	5
89	Knot	Regular	Making	U [†]	2	3sec	Stiffen	4
57	Know Body	Info	Body	I	4	30sec	Detect Life	1
32	Know Earth	Info	Earth	I	2+P	5sec	Seek Earth	2
90	Know Function/TL	Info	Making	I	8W	10min	Detect Power	1
74	Know Location	Info	Know	I	1	1sec	Measure Length	1
69	Know Recipe/TL	Regular	Energy/Know	3min	3	1sec	History, Flavour	9
71	Lend Power/TL	Regular	Energy	#	5/kWh#	1sec	M2, Share Energy, Surge	5
79	Lend Skill	Regular	Know	3min;T	3;20k	1sec	Mind Send	4
57	Lend Vitality	Regular	Body	1hr [†]	HP	1sec	Recover Energy	2
61	Lengthen Limb	Reg/R:HT	Body	1min	1/yard	5sec	Alter Body	5
83	Light	Regular	Light	1min;2d days [†] ;P	1-4;5x;50x	1sec	Flash	2
84	Light Jet	Jet	Light	2min	2	1sec	Glow, Shape Light	4
112	Light Tread	Regular	Move	40min	4W	1sec	Apportation	3
111	Lighten	Regular	Move	20min;P	4W#;5k	1sec	Apportation	3
27	Lightning	Regular	Air/Energy	I	1-3	1sec	Thunderstorm or Surge/TL6+	7/2
28	Lightning Arc	Jet	Air/Energy	2sec	1-3	1sec	Lightning	8/3
28	Lightning Armor	Regular	Air/Energy	105sec;P	7;20k	1sec	M2, Lightning	8/3
27	Lightning Bolt	Missile	Air/Energy	I	1-3M	1-3sec	M1, Lightning	8/3
28	Lightning Weapon	Regular	Air/Energy	3min;P	3,6;10k	1sec	M2, Lightning	8/3
97	Limit Spell	Regular	Meta	2hr;P	2;100x	10sec	Dispel Magic	14
91	Machine Control/TL	Regular	Making	2min	6W	5sec	Machine Speech, Surge	5
91	Machine Speech/TL	Regular	Making	100sec	5	1sec	Sense Machines	3
106	Madness	Reg/R:Will-2	Mind	2min;P;T	2-4,6;5x;25,000	2sec	M1, Reduce IQ	4
95	Mage Hand	Regular	Meta	2min;T	5;5k	5sec	Wizard Hand, Mage Touch	13
137	Mage Stealth	Regular	Sound	90sec	3	3sec	Hush	4
95	Mage Touch	Regular	Meta	1min;P	1;30	1sec	M1, 12 spells	12
73	Magnetic Vision	Regular	Energy	2min	2	1sec	Measure Magnetism	1
96	Maintain Spell	Regular	Meta	U [†]	Varies#	2sec	Transfer Spell	15
58	Major Healing	Regular	Body	I	2-4	1sec	Minor Healing, Shape Flesh	5
91	Malfunction/TL	Reg/R:HT	Making	10sec	8W	1sec	M2, Glitch	3
111	Manipulation	Regular	Move	1min	ST(2)	1sec	Apportation	3

Page	Spell Name	Class	College	Duration	Energy	Time	Prerequisites	Count
51	Master	Block/R:IQ	Animal	B [†]	2	-	(Animal) Control	6
69	Mature	Regular	Energy	1hr [†] #	1lb	10sec	Decay Food <i>or</i> Flavour	3
74	Measure (Property)	Info	Know	I	1	1sec	-	0
106	Memorize	Regular	Mind	10sec [†]	3	2sec	Forgetfulness	5
33	Metal to (Metal)	Regular	Earth	I	16#	1sec	Stone to (Metal)	5
33	Metal to Stone	Regular	Earth	I	16#	1sec	Stone to Earth	6
34	Meteor	Missile	Earth	I	2-2M	1-3sec	Stone Missile, Flaming Weapon	13
35	Meteor Shower	Area	Earth	1min	1#	5sec	Rain of Stones, Flaming Weapon	10
77	Mind Scan	Reg/R:Will	Know	2min	4	1sec	Detect Truth	3
78	Mind Search	Reg/R:Will	Know	2min	4	1sec	Detect Truth	3
78	Mind Send	Regular	Know	2min	4	1sec	Detect Truth	3
77	Mind Sense	Reg/R:Will	Know	2min	4	1sec	Detect Truth	3
107	Mindlessness	Reg/R:Will	Mind	2min;T	8;5k	5sec	M2, Forgetfulness	5
58	Minor Healing	Regular	Body	I	1-3	1sec	Lend Vitality	3
112	Missile Shield	Regular	Move	2min	5,8	1sec	Shield	3
34	Mud Jet	Jet	Earth	2sec	1-3	1sec	Sand Jet, Earth to Water; <i>or</i> Water Jet, Water to Earth	8
46	Neutralize Acid	Regular	Water	I	2/gallon	1sec	Water to Acid	6
62	Neutralize Poison	Regular	Body	I	5,10	30,1sec	Purify Food, Lend Vitality	5
81	Night Vision	Regular	Light	3min	3	1sec	Detect Light	1
135	Noise	Area	Sound	10sec	1/2,1-4	1sec	Thunderclap	2
35	Pass through Earth	Regular	Earth	15sec	3,6,9	1sec	Earth to Air, Shape Earth	6
132	Pass through Plants	Regular	Plant	#	3,6,9	1sec	Heal Plant, Shape Plant	4
45	Pass through Water	Regular	Water	1min	2,4,6	1sec	Water to Air, Shape Water	6
88	Penetration	Regular	Making	2min;P	Varies#;5k	10sec	Sharpen	6
95	Pentagram	Area	Meta	B [†]	20	Spcl#	Spell Shield, Drain Mana	16
118	Phase	Blocking	Move	I	3	-	(Plane) Shift <i>or</i> Ethereal Body	4/12
94	Pierce Glamour	Info/R:spell	Meta	I	2	1sec	Dispel Magic	14
115	(Planar) Vision	Info	Move	I	2+P	1sec	Detect Spirit	2
115	(Planar) Visit	Regular	Move	2min	3+P	30sec	M2; Summon (Spirit), <i>or</i> Remote Seeing, (Planar) Vision	3/10
116	(Plane) Shift	Reg/R:Will+I	Move	I	(5+P)W	4sec	M3; Summon (Spirit), <i>or</i> Teleport, (Planar) Vision	3/11
133	Plant Control	Reg/R:Will	Plant	1min	3,6	1sec	M1, Plant Speech, Shape Plant	5
133	Plant Form	Reg/R:HT	Plant	150sec;P	5	1sec	Create Plant, Shape Flesh	7
131	Plant Growth	Area	Plant	1min [†]	3#	1sec	Detect Plant	1
133	Plant Speech	Regular	Plant	90sec	3	1sec	M1, Sense Plants	2
131	Plant Vision	Regular	Plant	1min	1/10yards#	1sec	Sense Plants	2
69	Poison Food	Regular	Energy	I	2/meal#	1sec	Decay Food	3
55	Polymorph	Reg/R:Will	Animal	U [†]	20#	2sec#	M3, 2 shape-changing spells	7
96	Poppet	Regular	Meta	B [†]	250	10min	Mage Touch, Seeker	13
119	Portal	Reg/R:Will+I	Move	1min;P	Varies#;100x	E sec	Beacon; Teleport <i>or</i> Timeport <i>or</i> (Plane) Shift	6/10
78	Possession	Reg/R:Will	Know	2min;U [†]	8;3x	1sec	Mind Sense, Mind Scan, Mind Send	6
102	Powerstone	Regular	Meta	P	6,10,24,40	1sec	Share Energy	3
24	Predict Weather	Info	Air	I	2+P	5sec	Seek Air	2
75	Premonition	Info	Know	I	3	1sec	History	7
109	Presence	Regular	Mind	1min;T	4;8.75k	10sec	Suggestion	8
68	Preserve Food	Regular	Energy	1week [†] ;P	2/lb,6/hex;1k	1sec	Purify Food	2
70	Preserve Fuel/TL	Regular	Energy	1week [†] ;P	2/lb,6/hex;1k	1sec	Purify Fuel	2
97	Program Spell	Regular	Meta	2hr;P	Varies#;100x	Spcl#	Transfer Spell	15
101	Puissance	Regular	Meta	T	20,000-120,000	1sec	Raise ST	4
114	Pull	Area	Move	1min;P	1/2;5k	1sec	Apportation	3
20	Purify Air	Area	Air	I	1/2#	1sec	Detect Air	1
32	Purify Earth	Area	Earth	I	2#	1sec	Detect Earth	1
68	Purify Food	Regular	Energy	I	1/lb,3/hex#	1sec	Detect Food	1
70	Purify Fuel/TL	Regular	Energy	I	1/lb,3/hex#	1sec	Detect Fuel	1
43	Purify Water	Area	Water	I	1/2#	1sec	Detect Water	1
136	Quiet	Area	Sound	2min;P	1/2,1,2;50x	1sec	Thunderclap	2
73	Radiation Blast	Regular	Energy	I	1-18	2sec	Irradiate, Shape Radiation	4
73	Radiation Jet	Jet	Energy	2sec	1-3	1sec	Radiation Blast	5
25	Rain	Area	Air	1hr,1min	1/10,1/2	5sec	Clouds	7
47	Rain of Acid	Area	Water	1hr,1min	1/5,1	5sec	Rain, Water to Acid	12
40	Rain of Fire	Area	Fire	1min	1,2(2)	5sec	M2, Create Fire	3
48	Rain of Icicles	Area	Water	1min	1,2(2)	5sec	M2, Hail	10
34	Rain of Stones	Area	Earth	1min	1(2),2	5sec	M2, Earth to Stone	4
66	Raise (Attribute)	Regular	Body/Mind	2min;T	2-10,4-20;20k	1sec	Reduce (Attribute)	3/4
102	Readiness	Regular	Meta	P	600/lb#	1sec	Apportation	3

Page	Spell Name	Class	College	Duration	Energy	Time	Prerequisites	Count
75	Recall	Info	Know	I	4	10sec	M2, Memorize, History	12
57	Recover Energy	Regular	Body	10min [†]	Any	30sec	Detect Life	1
65	Reduce (Attribute)	Reg/R:HT,Will	Body/Mind	2min;T	1-5;1k	1sec	Spasm <i>or</i> Distract#	2/3
93	Reflect	Block/R:spell	Meta	I	6,4	-	Ward	3
99	Reflex Spell	Blocking	Meta	2hr	3#	10sec#	Hold Spell, Ward	16
66	Reflexes	Regular	Body	100sec;T	5;12k	1sec	Raise DX, Raise Speed	6
59	Regrowth	Regular	Body	1month [†] ;I	20;80	1min	Restoration, Great Healing	15
60	Reincarnation	Regular	Body	I	3,000	1day	Resurrection, Clone	28
87	Rejoin	Regular	Making	10min [†]	6W	4E sec	Break	2
59	Relieve (Disability)	Regular	Body/Mind	1hr	2,3,5	10sec	Lend Vitality, varies#	7
138	Remote Hearing	Regular	Sound	1min;P	2+P;5k	1sec	Far Hearing, Seeker	6
85	Remote Seeing	Regular	Light	1min;P	2+P;5k	1sec	Far Seeing, Seeker	6
67	Remote Smelling	Regular	Energy	1min;P	1+P;5k	1sec	Far Tasting, Seeker	6
138	Remote Speaking	Regular	Sound	1min	2+P	1sec	Far Speaking, Seeker	8
62	Remove Contagion	Area	Body	I	3	2sec	Spread Contagion	2
21	Remove Scent	Regular	Air	1hr	2	1sec	Purify Air	2
87	Repair/TL	Regular	Making	I	12W	4E sec	M2, Rejoin, Restore	4
114	Repel	Area	Move	1min;P	1/2;5k	1sec	Apportation	3
52	Repel (Animal)	Area	Animal	2hr	1-6	10sec	(Animal) Control	6
87	Reshape	Regular	Making	2min	6	10sec	M1, Break	2
47	Resist Acid	Regular	Water	2min;P	2,6;1k	1sec	Neutralize Acid	7
22	Resist Air	Regular	Air	3min	3,6,9	1sec	Destroy Air, Shape Air	4
41	Resist Cold	Regular	Fire	2min;P	2,4;1k	1sec	Heat	4
62	Resist Contagion	Regular	Body	40min;T	4;25k#	10sec	Remove Contagion	3
106	Resist Emotion	Regular	Mind	4min;T	4;10k	5sec	Calm	4
41	Resist Fire	Regular	Fire	2min;P	2,4,6;1k	1sec	Extinguish Fire, Shape Fire	4
83	Resist Light	Regular	Light	2min;P	2,4;1k	1sec	Gloom, Shape Light	4
27	Resist Lightning	Regular	Air/Energy	2min	2	1sec	Lightning	8/3
65	Resist Pain	Regular	Body	2min;T	4;10k	1sec	Strike Numb	5
62	Resist Poison	Regular	Body	40min;T	4;50k#	10sec	Purify Food	2
73	Resist Radiation	Regular	Energy	2min;P	2,4,6;1k	1sec	Extinguish Radiation, Shape Radiation	4
137	Resist Sound	Regular	Sound	2min	2,4	3sec	Quiet, Shape Sound	4
93	Resist Spell	Regular	Meta	U [†] ;T	2-50;5x,35x	1min	Counterspell	2
59	Restoration	Regular	Body	1month [†] ;I	15;60	1min	Relieve Paralysis, Relieve (Disability), Major Healing	13
87	Restore	Regular	Making	I	6W	4E sec	Break	2
60	Resurrection	Regular	Body	I	300	2hr	Regrowth, Summon Ghost	19
60	Resuscitation	Regular	Body	I	30	1min	Restoration	14
75	Reveal Secrets	Info	Know	I	3	1sec	History	7
52	Rider	Regular	Animal	10min	2	1sec	(Animal) Control <i>or</i> Machine Control	6
52	Rider Within	Regular	Animal	4min	4	3sec	(Animal) Control <i>or</i> Machine Control	6
69	Rotting Death	Reg/R:HT	Energy	2sec	4	2sec	M2, Starve	7
87	Ruin	Regular	Making	1min	2/lb	2E sec	M1, Weaken	3
34	Sand Blast	Regular	Earth	I	1-18	2sec	Create Earth, Shape Earth	4
34	Sand Jet	Jet	Earth	2sec	1-3	1sec	Sand Blast	5
26	Sandstorm	Area	Air/Earth	40sec	2,4	1sec#	Wind, Create Earth	8
21	Scent	Regular	Air	1hr	2	1sec	Purify Air	2
68	Scents of the Past	Regular	Energy/Know	1min	2+P	10sec	Remote Smelling, History	9
90	Schematic/TL	Info	Know/Making	2min	10W	5sec	Know Function, History	8
138	Scribe	Regular	Sound	3min;P	3,6;5k#	1sec	Voices, Dancing Object	11
94	Scryfool	Area	Meta	1 day;P	4;100x	10sec	Scryguard	2
94	Scryguard	Area	Meta	1 day;P	3;100x	5sec	Detect Magic	1
104	See Emotion	Reg/R:Will	Mind	1min	2	1sec	Detect Emotion	2
81	See Invisible	Regular	Light	2min	4	1sec	Dark Vision	3
92	See Magic	Regular	Meta	90sec	3	1sec	Detect Magic	1
72	See Radiation	Regular	Energy	90sec	3	1sec	Detect Radiation	1
75	See Secrets	Regular	Know	150sec;T	5;20k	1sec	Reveal Secrets	8
20	Seek Air	Info	Air	I	1	1sec	Detect Air	1
32	Seek Earth	Info	Earth	I	3	10sec	Detect Earth	1
38	Seek Fire	Info	Fire	I	3	1sec	Detect Fire	1
67	Seek Food	Info	Energy	I	2	1sec	Detect Food	1
70	Seek Fuel/TL	Info	Energy	I	2	1sec	Detect Fuel	1
57	Seek Life	Info	Body	I	1	1sec	Detect Life	1
81	Seek Light	Info	Light	I	1	1sec	Detect Light	1
131	Seek Plant	Info	Plant	I	2	1sec	Detect Plant	1
70	Seek Power/TL	Info	Energy	I	3	10sec	Detect Power	1
72	Seek Radiation	Info	Energy	I	3	10sec	Detect Radiation	1

Page	Spell Name	Class	College	Duration	Energy	Time	Prerequisites	Count
135	Seek Sound	Info	Sound	I	1	1sec	Detect Sound	1
43	Seek Water	Info	Water	I	1	1sec	Detect Water	1
74	Seeker	Info	Know	I	3	1sec	Know Location, 1 Seek spell	4
20	Sense Air	Regular	Air	1min	1	1sec	Detect Air	1
31	Sense Earth	Regular	Earth	1min	3	1sec	Detect Earth	1
104	Sense Emotion	Reg/R:Will	Mind	1min	2	1sec	Detect Emotion	2
38	Sense Fire	Regular	Fire	90sec	3	1sec	Detect Fire	1
75	Sense Future	Regular	Know	150sec;T	5;20k	1sec	Premonition	8
91	Sense Machines/TL	Regular	Making	1min	2	1sec	Know Function	2
92	Sense Magic	Regular	Meta	90sec	3	5sec	Detect Magic	1
131	Sense Plants	Regular	Plant	1min	2	1sec	Detect Plant	1
122	Sense Spirit	Regular	Necro	1min	1	1sec	Detect Spirit	2
43	Sense Water	Regular	Water	1min	1	1sec	Detect Water	1
21	Shape Air	Area	Air	30sec	1	1sec	Purify Air	2
33	Shape Earth	Regular	Earth	2min	2,4,6/cy	1sec	Purify Earth	3
38	Shape Fire	Area	Fire	2min	2	1sec	Ignite Fire	2
58	Shape Flesh	Regular	Body	6min	6	30sec	Lend Vitality	3
83	Shape Light	Area	Light	1min	2	1sec	Flash	2
87	Shape Object	Regular	Making	1min	4,8,12W	3sec	M2, Reshape, Shape Earth, Shape Plant	9
132	Shape Plant	Regular	Plant	2min	1-6#	10sec	Plant Growth	2
72	Shape Radiation	Area	Energy	2hr	2	1sec	Stimulate Radiation	2
136	Shape Sound	Area	Sound	1min	2	1sec	Thunderclap	2
44	Shape Water	Regular	Water	2min	2/cy	1sec	Purify Water	2
52	Shapeshifting	Reg/R:Will	Animal	2hr;U [†] ;P	CP/20#;5x	3sec#	M2, Beast Summoning, Shape Flesh	5
57	Share Energy	Regular	Body	I	0#	1sec	Recover Energy	2
58	Share Vitality	Regular	Body	I	0#	1sec	Lend Vitality	3
88	Sharpen	Regular	Making	2min;P	4,8,12/yard#;5k	4sec	Repair	5
87	Shatter	Regular	Making	I	2-6	1sec	M2, Break	2
112	Shield	Regular	Move	2min;T	2-10;#	1sec	Shove	2
28	Shocking Touch	Melee	Air/Energy	I	1-3	1sec	Lightning	8/3
110	Shove	Regular	Move	I	1	1sec	Touch	1
61	Shrink	Reg/R:HT	Body	1min;P	2/SM#;5k	5sec	M2, Alter Body	5
89	Shrink Object	Regular	Making	1hr	3W/SM#	3sec	M3, Reshape	3
104	Sleep	Area/R:Will	Mind	I;T	4;7.5k	3sec	Daze	4
114	Slip	Regular	Move	1min;T	5;20k	1sec	Grease	9
110	Slow	Reg/R:HT	Move	10sec [†] ,10hr [†] ;T	5;5k,3k	3sec	M1, Reduce Speed	3
40	Slow Fire	Area	Fire	1min	2#	1sec	Extinguish Fire	3
121	Slow Time	Area/R:IQ	Move	1min	1-5	2sec	Timeport	11
82	Small Vision	Regular	Light	2min	2/level	2sec	Detect Light	1
39	Smoke	Area	Fire	I	1	1sec	Create Fire, Extinguish Fire	4
25	Snow	Area	Air	1hr	1/15#	5sec	Clouds, Freeze	8
35	Soilproof	Area	Earth	2d days [†] ;P	3;100x	5min	Earth to Air	5
138	Sonic Beam	Jet	Sound	2sec	1-3	1sec	Sonic Blast	5
137	Sonic Blast	Regular	Sound	I	1-18	2sec	Noise, Shape Sound	4
127	Soul Jar	Regular	Necro	P	8	1min	M1, Steal Vitality, Command Ghost	9
137	Sound Jet	Jet	Sound	2sec	1-4	1sec	Noise, Shape Sound	4
135	Sound Vision	Regular	Sound	150sec	5	1sec	Detect Sound	1
64	Spasm	Reg/R:HT	Body	I	2	1sec	Detect Life	1
122	Speak with Spirits	Regular	Necro	1min	2	1sec	Sense Spirit	3
73	Spectrum Vision	Regular	Energy	2min	4	1sec	Detect Radiation, Detect Light, Detect Radio	3
95	Spell Shield	Area	Meta	1min;B [†]	3;5x	1sec	M2, Scryguard, Dispel Magic	14
100	Spellbind	Regular	Meta	T	600,1200	1sec	Mage Touch	13
62	Spread Contagion	Area	Body	1min [†] ;T	1#;10k	1sec	Detect Contagion	1
46	Spring	Regular	Water	I	5/(gallon/hr)#	1min	Know Earth, Purify Water	5
69	Starve	Reg/R:HT	Energy	2sec	2	2sec	M1, Decay Food, Drain Energy	6
127	Steal (Trait)	Reg/R:HT;Will	Necro	1 day [†]	CP(10)	1min	M3, Steal Vitality, Stun or Daze	7
126	Steal Energy	Reg/R:HT	Necro	U [†]	0#	1min#	Drain Energy	3
71	Steal Power/TL	Regular	Energy	#	0#	1sec	M2, Share Energy, Surge	5
96	Steal Spell	Reg/R:spell	Meta	I	Varies#	3sec	Transfer Spell	15
126	Steal Vitality	Reg/R:HT	Necro	U [†]	0#	1min#	Drain Vitality	4
127	Steal Youth	Reg/R:HT	Necro	I	10-30	1hr	Youth, Age, Steal Vitality	13
49	Steam Jet	Jet	Water	2sec	1-3	1sec	Water Jet, Boil Water	10
35	Steelwraith	Blocking	Earth	I	2	-	Pass through Earth	7
21	Stench	Area	Air	I	1	1sec	Purify Air	2
89	Stiffen	Regular	Making	20min	4W	2E sec	Rejoin	3
72	Stimulate Radiation	Area	Energy	1hr [†]	1/doubling#	1sec	Detect Radiation	1

Page	Spell Name	Class	College	Duration	Energy	Time	Prerequisites	Count
34	Stone Missile	Missile	Earth	I	1-3M	1-3sec	Ball of Earth, Earth to Stone	7
32	Stone to (Metal)	Regular	Earth	I	16	1sec	Earth to Stone	4
33	Stone to Earth	Regular	Earth	I	8/cy	1sec	Earth to Air <i>or</i> Earth to Water	5
36	Stone to Flesh	Regular	Earth	I	10	5sec	Flesh to Stone, Stone to Earth	13
24	Storm	Regular	Air	1hr	10	1min	Predict Weather	3
64	Strike (Disabled)	Reg/R:HT	Body	1min;P;T	1-4;5x;1k	1sec	Varies#	4
64	Stun	Reg/R:HT	Body	I;T	2;10k	1sec	Spasm	2
23	Suffocate	Reg/R:HT	Air	1sec	1	1sec	M1, Destroy Air, Drain Energy	6
107	Suggestion	Area/R:Will	Mind	4min;T	4;10k	10sec	Forgetfulness, Instill (Emotion)	7
29	Summon (Elemental)	Regular	Air	1hr [†]	CP/10(4)	30sec	M1, 8 element spells; <i>or</i> 4 element spells, another Summon (Elemental)	8
122	Summon (Spirit)	Reg/R:Will	Necro	1min [†]	CP/20(10)	E sec	Detect Spirit	2
124	Summon Shade	Reg/R:Will	Necro	150sec	50	E sec	Speak with Spirits	4
124	Summon Undead	Reg/R:spell	Necro	1min [†]	ST/2(5)#	E sec	Detect Spirit	2
85	Sunbeam	Jet	Light	2sec	1-3	1sec	Sunburst	7
84	Sunbolt	Missile	Light	I	1-3M	1-3sec	Sunburst	7
84	Sunburst	Regular	Light	I	1-18	2sec	Sunlight	6
84	Sunlight	Area	Light	2min;P	2;50x	1sec	M1, Glow, Colours	5
71	Surge/TL	Regular	Energy	10sec [†]	1/72kW	1sec	Detect Power	1
63	Suspended Animation	Reg/R:HT	Body	B [†]	6	30sec	Sleep, Alleviate Illness	11
132	Tangle Growth	Area	Plant	2min	1,2	2sec	Plant Growth	3
78	Telepathy	Regular	Know	2min	6	1sec	Mind Sense, Mind Scan, MindSearch, Mind Send	7
115	Teleport	Reg/R:Will+1	Move	I	(3+P)W	2sec	M2, Apportation, Seeker	8
74	Tell Time	Info	Know	I	1	1sec	-	0
47	Thaw	Area	Water	I	1(2)	10sec	Freeze <i>or</i> Heat	4
110	Throw	Missile/R:HT	Move	I	1-3	1sec	Shove	2
55	Throw Silk	Missile	Animal	2min#;P	1-3M;10x	1-3sec	Shapeshifting (Spider Silk)	6
99	Throw Spell	Missile	Meta	I	3#	1sec#	Hold Spell, Catch Spell	16
135	Thunderclap	Regular	Sound	I	2	1sec	Detect Sound	1
24	Thunderstorm	Area	Air	1min	1-3(2)	5sec	Storm, Shape Air	6
116	Timeport	Reg/R:Will+1	Move	I	(4+P)W	3sec	M3, Teleport, History	10
118	Timeslip	Blocking	Move	I	1/sec	-	Timeport	11
110	Touch	Info	Move	I	1	1sec	-	0
88	Toughen	Regular	Making	1hr;P	6W;5k	5sec	Repair	5
75	Trace	Regular	Know	3hr;P	3;5k	1min	Seeker	5
118	Trace Teleport	Info/R:spell	Move	I	3	1sec	Teleport <i>or</i> Timeport <i>or</i> (Plane) Shift	4/9
96	Transfer Spell	Regular	Meta	I	Varies#	3sec	Dispel Magic, Lend Skill	14
88	Transform Object/TL	Regular	Making	1hr	12W	4E sec	Create Object, Reshape	8
61	True Form	Regular	Body	I	20	30sec	M2, Analyze Life, Shape Flesh	10
126	Turn (Spirit)	Area/R:Will	Necro	1hr [†] #	4	4sec	M1, Summon (Spirit)	3
136	Voices	Regular	Sound	90sec;P	3,6;100x	1sec	Noise, Alter Sound	5
37	Volcano	Regular	Earth	15hr	15	1sec	Earthquake, Shape Fire	9
23	Walk on Air	Regular	Air	90sec#	3	1sec	Shape Air	3
45	Walk on Water	Regular	Water	90sec	3	1sec	Shape Water	3
83	Wall of Darkness	Area	Light	2min;P	2;50x	1sec	Gloom	3
136	Wall of Silence	Area	Sound	2min;P	2;50x	1sec	Quiet	3
93	Ward	Block/R:spell	Meta	I	2,3	-	Counterspell	2
26	Warm	Area	Air/Fire	1hr	1/10(1)#	1min#	Predict Weather, Heat	7
44	Water Ball	Missile	Water	I	1-3M	1-3sec	M1, Water Blast	5
44	Water Blast	Regular	Water	I	1-18	2sec	Create Water, Shape Water	4
44	Water Jet	Jet	Water	2sec	1-3	1sec	Water Blast	5
43	Water Vision	Regular	Water	30sec	1/20yd	1sec	Sense Water	2
46	Water to Acid	Regular	Water	I	2/gallon	1sec	Purify Water, Create Fire	5
21	Water to Air	Regular	Air/Water	I	4/cy#	2sec	Purify Air, Purify Water	4
32	Water to Earth	Regular	Earth/Water	I	2/cy#	1sec	Purify Earth, Purify Water	4
68	Water to Wine	Regular	Energy	I	1/quart	10sec	Purify Water, Purify Food	4
44	Waterproof	Area	Water	2d days [†] ;P	3;100x	5min	Water to Air	5
24	Waves	Area	Air	1hr#	1/30(2)	1sec#	Predict Weather, Shape Water	6
86	Weaken	Regular	Making	I	2/die	1sec	Break	2
99	Wield Spell	Melee	Meta	I	3#	1sec#	Hold Spell, Mage Touch	16
24	Wind	Area	Air	1hr#	1/30(2)	1sec#	Predict Weather, Shape Air	4
80	Wish	Regular	Know	U [†] ;T	25,000;5x	1sec	M3, Choose Fortune	11
131	Wither Plant	Area/R:HT	Plant	I	4,8,16	10sec	M1, Plant Growth	2
76	Wizard (Body Part)	Regular	Know#	2min;T	3,4;5k	2sec	Varies#, Apportation	5
63	Youth	Regular	Body	I	100	1sec	M3, Halt Aging	8
109	Zone of (Beguilement)	Area/R:Will	Mind	1hr;P	1;100x	Spcl#	Suggestion	8