

### Air Form

#### Air of Fresh Breezes

Ai: 5 + I1 + V1

Components: V1 G1 C1    Spell type: S I C2 T2  
 Power: 2                      Casting time: Segments  
 Duration: 1 hr/inst        Control: Auto, fixed

Skills: None

Changes the nature of air, making it either easier to breath, or causing it to become stale and unbreathable. Totally stale and useless air (ie no oxygen) is rated as 0D, fresh air is 10D. The intensity of the spell gives the amount of change. The air reverts back to its original form when the spell ends, unless mana is used, in which case the change is permanent.

#### Blast of Raging Air

Ai: 15 + D10 + I3 + R5

Components: V3 G2        Spell type: S I C1 T3  
 Power: 3                      Casting time: Segments  
 Duration: Inst                Control: N/A

Skills: Directed spells

This spell causes a blast of wind to erupt from the centre specified, moving rapidly outward to effect all creatures and objects within the radius effect of the spell. All creatures are effected as if by an overbearing attack equal to the intensity of the spell. Note that the overbear cannot fumble – but it can critical.

#### Bolt of Incandescent Lightning

Ai: 25 + D10 + I2

Components: V3 G2        Spell type: S D C1 T3  
 Power: 3                      Casting time: Segments  
 Duration: Inst                Control: N/A

Skills: Directed spells

This spell causes a bolt of lightning to spring from the wizard's hand, towards the intended target. Because of the bolts electrical nature, the difficulty to hit can be modified downwards by as much as 15 points if the target is dressed in metal armour, or upwards by as much as 30 if there is a large amount of metal between the caster and the target. When it hits, the bolt does damage twice, both equal to the intensity of the spell, both at penetra-

tion 25. The first type of damage is type B (blunt), the second, type E (electrical). The bolt can be directed to hit targets beyond the first, which lay in a 30o arc. Each time a target is hit though, the remaining range of the spell is halved, blunt damage is reduced by 2D, and electrical by 1D.

#### Breath of New Air

Ai: 5 + E1 + V1

Components: V1 G2 C2    Spell type: S I C2 T2  
 Power: 3                      Casting time: Segments  
 Duration: 1 rnd/1 hr        Control: Manual, fixed

Skills: None

Creates enough air to fill the volume specified up to the pressure give by the E modifier of the spell. Each point of E gives a pressure equal to 5% of ground level air pressure.

#### Cloud of Death

Ai: 45 + D10 + E2 + V1

Components: V1 G1        Spell type: S I C2 T2  
 Power: 2                      Casting time: Seconds  
 Duration: Inst                Control: N/A

Skills: None

With this spell, the wizard changes a specified volume of air into a poisonous gas. All those caught within its confines must make a CON check versus the effect of the spell or die. Even those that succeed, unless they get twice the difficulty, are reduced to half skills. The gas so created has a greenish tinge to it. A check must be made each round someone is in the cloud. See *Cloud of Noxious Vapours* for details on duration of this spell.

#### Cloud of Noxious Vapours

Ai: 25 + D10 + E2 + V1

Components: V1 G1        Spell type: S I C2 T2  
 Power: 2                      Casting time: Seconds  
 Duration: Inst                Control: N/A

Skills: None

This spell changes a specified volume of air into something not quite resembling that element. Though those caught inside its confines can still breath (ie, they do not suffocate), the effects of the cloud is that all those inside it must make a CON

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check v the effect of the spell. Those who fail, are at half skill in everything. Those that fail by less than half, are unconscious. Even a success means that creatures are at -1D to their skills – only an easy success (twice the difficulty) negates all effects of the cloud. A check must be made when entering the cloud, and every round thereafter. It lasts until it dissipates – usually losing 5 off its potency each round. In strong winds, this can be increased four or five fold. The cloud has a slight greenish tinge to it, and gives off an awful stench (though is also poisonous, so only total abstention from breathing will protect creatures). The cloud is heavier than air, so has a tendency to sink, though this usually isn't enough to make a difference unless the spell cast over stairs, or at the top of a slope.

### Filters of the Lungs

Ai: 25  
Bo: 15 + D3 + I1  
Components: V2 C1      Spell type: S I C3 T2  
Power: 2                      Casting time: Segments  
Duration: 15 mn/2 hr      Control: Auto, locked  
Skills: None

This spell increases a creatures CON to resist gaseous poisons by the intensity of the spell. Both inhaled and contact poisons which are of gaseous nature (but not powder) are affected.

### Fist of Striking Air

Ai: 15 + D3 + I3  
Components: V2 G2      Spell type: S D C2 T2  
Power: 3                      Casting time: Segments  
Duration: Inst              Control: N/A  
Skills: Directed spells

This spell causes a bolt of dense air to form at the wizard's hand, and then hurtle towards the specified target. A successful hit causes blunt damage equal to the intensity effect of the spell, with penetration 15.

### Flight Without Wings

Ai: 20 + S5  
Bo: 10 + D1 + M10  
Components: V1 G1 C2      Spell type: S I C2 T2  
Power: 2                      Casting time: Segments  
Duration: 10 mn/1 hr      Control: Manual, locked  
Skills: Flying

Gives a single creature the ability to fly through air. The speed (S modifier) of the spell gives the maximum speed of the creature while in the air. An AGI+flying skill is needed to give fine control while in flight, which defaults to 0D. The mass of the spell gives the mass of the creature plus anything carried.

### Flight of the Wyvern Untamed

Ai: 40 + S20  
Bo: 15 + D1 + M20  
Components: V1 G1 C2      Spell type: S I C2 T2  
Power: 3                      Casting time: Segments  
Duration: 15 mn/2 hr      Control: Manual, locked  
Skills: Flying

Allows creatures otherwise not gifted with the ability of flight to fly. It is a high level version of the Flight Without Wings spell, and is designed for much faster travel. See the lower level version for other aspects of the spell.

### Insulation Against the Storm's Wrath

Ai: 15 + D5 + E3  
Components: V1 G2 C1      Spell type: S I C2 T2  
Power: 2                      Casting time: Rounds  
Duration: 10 mn/1 hr      Control: Auto, locked  
Skills: None

When enchanted with this spell, the target gains a resistance to all electrical attacks, both magical and mundane. An armour rating equal to the effect of the spell is gained versus Electrical attacks only.

### Shroud of Silence

Ai: 5 + D5 + E2 + R2  
Components: V1              Spell type: S V C3 T2  
Power: 2                      Casting time: Segments  
Duration: 5 mn/1 hr      Control: Auto, locked  
Skills: None

When in effect, the shroud of silence blankets any

noises within the radius of the spell. Anyone making PER rolls to hear anything suffer a penalty equal to the effect of the spell.

### **Stealing the Breath of Life**

Ai: 10 + E3

Bo: 20 + D10 + P2

Components: V2 G1

Spell type: S I C2 T2

Power: 3

Casting time: Segments

Duration: Inst

Control: N/A

Skills: None

This spell takes away the air in a persons lungs. If the WIL check is failed, then the target must make a CON+stamina check versus the effect of the spell. If this is less than the effect, then 1D of short term fatigue is gained. A roll less than half the effect, causes 2D of fatigue, less than a third causes 3D, less than a fourth 4D and so on.

### **Vacuum**

Ai: 5 + E5 + V1

Components: V2 G1 C2

Spell type: S I C1 T4

Power: 2

Casting time: Segments

Duration: Inst

Control: N/A

Skills: None

Destroys an amount of air within the given volume. The amount destroyed is equal to 1% of normal air pressure for each point of effect of the spell. Exceeding the air pressure available has no effect. Creatures caught in the vacuum should make a CON+*stamina* check of difficulty 40 or gain 1D of short term fatigue. Very large volumes of vacuum may cause a great enough inrush of air to require AGI+*balance* checks (GM's discretion, depending on exact position of each creature). Note that a vacuum does not cause creatures to explode violently. As long as creatures don't do stupid things like trying to hold their breath, survival up to about 30 seconds is possible without permanent harm, and up to two or three minutes before really serious damage is done.

### **Voice of the Wind**

Ai: 20 + D10 + I1 + R1

Components: V1 G1

Spell type: S V C3 T1

Power: 2

Casting time: Seconds

Duration: 1 mn/15 mn

Control: Manual, fixed

Skills: Mimicry

When this spell is cast, the mage causes the specified point of air to start emitting sound. The effect can be spread over an area (the radius effect of the spell), so as to make it impossible to tell from where the noise is originating from. If the mage wishes the noise to take on speech, this is possible, though a mimicry check is required if a certain person's voice is to be emulated. It is possible to use the spell as a limited form of attack – unless a CON+stamina check is made against the intensity of the spell, creatures suffer 1 stun, plus an extra one for each five points they fail the roll by. A fumble spells permanent deafness.

### **Wall of Raging Winds**

Ai: 10 + A2 + D5 + I2

Components: V1 G1 C1

Spell type: S I C1 T3

Power: 2

Casting time: Seconds

Duration: 1 mn/1 hr

Control: Manual, fixed

Skills: None

This spell creates a wall of fast moving air, filling the designated area. The wall can be at any angle, and does not have to be fixed to a surface. The wizard chooses the direction of the wind, which is perpendicular to the walls angle, and is decided when the spell is cast. Missiles passing through the wall against the wind are reduced in damage by an amount equal to the intensity of the spell (so a quarrel doing 10D damage, passing through an 8D wind wall would be reduced to 2D damage). Missiles passing through the wall with the wind have a 50% chance of being knocked from their course, automatically missing. Creatures can try and move through the wind wall with a successful lifting roll, using contest rules with a margin of 15. An attempt may be made every round. Failure simply means they have to start again. Creatures going through with the wind may do so easily, but must make a balance check versus the intensity to remain standing.

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### Astral

#### Bindings of Strength

As: 20 + E3

Components: V1 G1      Spell type: M T\*½  
Power: 2                      Casting time: Segments  
Duration: Inst              Control: N/A

Skills: None

This meta-magic spell is used to increase the toughness of the spell it is being cast with. The E modifier must equal the level of the original spell. The T modifier of this spell is equal to *half* the T modifier of the original spell. If the original spell was T3, and 20 points is put into the T modifier of *Bindings of Strength*, then the original spell is given a toughness of 30.

#### Calm the Weave

As: 10 + I1 + P1

Components: V1 G2      Spell type: S T C4 T1  
Power: 2 + special      Casting time: Seconds  
Duration: Inst              Control: N/A

Skills: None

To cast this spell, the caster must be touching the spell recipient. With it, power can be transferred from the caster, to the recipient. The amount transferred is equal to the intensity of the spell, so it is possible to transfer more or less than desired. The recipient can never gain more than his normal maximum – any excess is lost.

#### Castings of the Subtle Magics

As: 20 + E4

Components: V1 G1      Spell type: M C\*½  
Power: 2                      Casting time: Segments  
Duration: Inst              Control: N/A

Skills: None

This spell is used to increase the cloaking of the spell it is being cast with. The E modifier must equal the level of the original spell. The C modifier of this spell is equal to *half* the C modifier of the original spell. If the original spell was C3, and 20 points is put into the C modifier of *Castings of the Subtle Magics*, then the original spell is given a cloaking of 30.

### Detect the Aura of Magic

As: 5 + E2 + R1

Components: V1 G1 C2      Spell type: S I C4 T1  
Power: 2                      Casting time: Seconds  
Duration: 1 min/1 hr      Control: Auto, caster  
Skills: None

This spell allows the wizard to detect the presence of magical energies, either within items or as actual spells. The chance of success is automatic, unless the magic is shielding from such detection, in which case the effect of this spell needs to overcome this cloaking. This spell needs to be combined with a suitable meta-magic spell such as *Extension Beyond Sight* to be able to detect magic out of sight of the mage.

### Detection of Intrusion

As: 15 + E2 + R2

Mi: 10 + R2 + P2  
Components: C1 G1 C1      Spell type: S A C3 T2  
Power: 2                      Casting time: Seconds  
Duration: 1 hr/1 dy      Control: Auto, fixed  
Skills: Data“ off } Skills: None

Wards an area such that any intelligent creatures that enter it who fail a WIL check, or any magic that does not have cloaking exceeding the effect modifier is detected, and a warning given to the caster of this spell.

### Detection of the Cloaked Magic

As: 25 + E5 + R1

Components: V1 G1 C3      Spell type: S I C4 T1  
Power: 2                      Casting time: Seconds  
Duration: 1 mn/1 hr      Control: Auto, caster  
Skills: Data“ off } Skills: None

A more powerful version of *Detect the Aura of Magic*, this spell is better at getting through large amounts of cloaking. Except as noted above, it is identical to *Detect the Aura of Magic*.

**Dispel the Simple Magic**

As: 15 + D5 + E2  
 Components: V2 G2      Spell type: S I C1 T3  
 Power: 2                      Casting time: Segments  
 Duration: Inst              Control: N/A  
 Skills: None

*Dispel the Simple Magic* negates any simple spell or cantrip, though has no effect on ritual magic or item enchantments. The spell must overcome the target spell's own T modifier in order to negate it. The mage must have detected the spell in order to be able to dispel it – though merely being able to see the spells effects, or know where the spell is (such as guessing someone has an armour spell protecting them), is good enough.

**Flight in the Twinkling of an Eye**

As: 25 + M10 + N2 + P2  
 Components: V2 G2      Spell type: S C C1 T2  
 Power: 4                      Casting time: Rounds  
 Duration: Inst              Control: N/A  
 Skills: None

Designed principally for quick travel, this spell is also useful for getting out of tricky situations, though the slow casting time can be a problem. The spell teleports the caster, and a number of creatures being touched (up to the number specified in the N component, including the caster), each within the specified mass. Unwilling creatures also get a WIL check to resist, and even if only one person makes their WIL, the whole spell fails. The destination must be a specially prepared 'receiver' room, and the caster of this spell must be within its range.

**Fortress of Iron Will**

As: 10 + 5R  
 Mi: 15 + I1  
 Components: V1 C3      Spell type: S C C3 T2  
 Power: 2                      Casting time: Segments  
 Duration: 1 mn/30 mn      Control: Auto, caster  
 Skills: None

This spell protects the wizard (or an area around the wizard if a radius is given) from mind effecting spells. Any creatures so protected get a bonus to their WIL equal to the intensity of the spell while

the spell is in effect. This is one of the more common spells to be found in items, since it is most useful if maintained permanently.

**Globe of No Magic**

As: 25 + D5 + E2 + R1  
 Components: V2 G2 C2      Spell type: S I C1 T5  
 Power: 4                      Casting time: Segments  
 Duration: 1 mn/30 mn      Control: Auto, locked  
 Skills: None

Causes a region of anti-magic to be formed for the duration of the spell. If cast on a living creature, or on an item held or worn by a living creature, they get a WIL to resist, success meaning the spell is ruined. The strength of the anti-magic is equal to the E modifier of the spell. The casters own spells are effected just as much as anyone else's spells. This spell must still overcome any previously existing anti-magic to work.

**Globe of Spacial Compression**

As: 45 + D20 + R2 + 5X  
 Components: V2 G2 C3      Spell type: S I C2 T3  
 Power: 4                      Casting time: Segments  
 Duration: 1 mn/1 hr      Control: Auto, fixed  
 Skills: None

Adversely effects spells cast from within the area of effect by dividing their A, D, R and V modifiers by an amount equal to this spells X modifier plus one. If *Globe of Spacial Compression* is cast with an X of 3, spacial modifiers of effected spells are quartered. *All* modifiers are affected. A similar spell to effect only one or two of the above modifiers would be the same level as this one. A spell which allowed a choice at the time of casting would be about ten levels higher.

**Knowing the Strength Against Magic**

As: 5 + D10  
 Components: V1              Spell type: S U C4 T6  
 Power: 2                      Casting time: Seconds  
 Duration: Inst              Control: N/A  
 Skills: None

Finds the level of anti-magic in the specified region. This spell must still be able to overcome the anti-magic. The region doesn't have to be seen

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to be examined, though its position relative to the caster must be known.

### Making it Part of You

As: 20 + 10M

En: 25

Components: V1 G1      Spell type: S T C1 T2

Power: 2                      Casting time: Hours

Duration: Perm              Control: N/A

Skills: None

This spell binds an item to you, an action which has two effects. The first, and useful effect, is that body spells which effect your form also effect the item if it is being carried or worn in the same way. So casting *Taking the Shape of the Beast* can mean your clothes and equipment change with you, and change back when the spell ends. The other effect is an unfortunate side effect in that there is a connection between you and the item. If another mage has such an item of yours, then any far sense spells to locate you are cast as if the mage knows you well – ie you get no bonuses to your WIL to resist detection even if the mage has never seen you before. In a few situations this may be useful, but normally it is unwanted.

### Reading the Touch of Talent

As: 25 +D5 + P2

Components: V2 G2      Spell type: S I C2 T1

Power: 2                      Casting time: Rounds

Duration: Inst              Control: N/A

Skills: None

When cast upon a creature, the mage is aware of whether that creature is gifted with talent, and if so, whether it is full or partial, and in which region of magic they are specialised, if any.

### Recurrence of the Triggered Spell

As: 5 + E2

En: 5 + E3 + X1

Components: V2 G2      Spell type: S T C3 T1

Power: 2                      Casting time: Minutes

Duration: Perm              Control: N/A

Skills: None

This ritual is cast upon any spell which is triggered by some event. Its effect is to automatically recast

the original spell once it has been triggered so that it is reset. The time for the spell to be reset is given by the X modifier. An hour to reset has a modifier of 0, 30 minutes is +5, 5 minutes is +10, 1 minute is +15, 30 seconds is +20, 20 seconds for +25, 10 seconds for +30, 5 seconds for +35. and a further +5 for each segment less than 10. The E modifier is the level of the spell so effected. This spell affects one spell only, so spells linked with *Taking the Golden Opportunity* require two or more castings of this spell (*Golden Opportunity* does not need this spell though).

### Shell of Magical Protection

As: 30 + E2 + R1

Components: V2 G2 C2      Spell type: S I C1 T3

Power: 4                      Casting time: Segments

Duration: 1 mn/15 mn      Control: Auto, caster

Skills: None

An enhanced version of *Globe of No Magic*, in that it allows some magic to pass out of it, but none to pass through it from outside. Spells may be cast unaffected within its confines, it is only when a spell passes through the 'shell' is it affected by the anti-magic. Indirect spells may pass through it from within without any hindrance, direct spells are affected as normal, and all spells cast from outside are also affected.

### Taking the Golden Opportunity

As: 15 + E2 + 10X

Components: V2              Spell type: S I C2 T1

Power: 2                      Casting time: Rounds

Duration: Special              Control: N/A

Skills: None

Redirects output from one spell into another. The practical point of this is that the first spell can be used as a trigger for the second spell. For example, a Wards of the Silent Alarm can be set up over an area, then Taking the Golden Opportunity can be cast followed by a Bolt of Incandescent Lightning spell. The latter spell is not activated until the first spell detects someone, at which point that person is fried. The latter spell must be cast immediately after the Golden Opportunity spell, and its level must not exceed the E modifier of this spell. The

first spell is unaffected by all of this, so will still wake the wizard as normal in the above example. The X modifier of the spell is for each previous Taking the Golden Opportunity the mage still has up. One point must be put into it for each of them (limiting the number possible).

### Weave Disjunction

As:  $20 + D2 + I3 + R1$

Components: V2 G1

Power: 3

Duration: Inst

Skills: Directed spells

This spell rips apart the fabric of the weave, causing chaos and disruption in the area so specified. Physically, the spell has no effect, but any caught within its 'blast' suffer a loss in power equal to the intensity of the spell.

### Weave Scream

As:  $30 + E2 + R5$

Components: V3 G3

Power: 3

Duration: Inst

Skills: Data“ off }Skills: None

Similar to *Weave Disjunction*, this spell attacks the fabric of the weave from which magi draw the power for their spells. All magi within the area of effect must make a  $WIL + concentration$  check for each of their spells that they are either casting or have maintained, equal to the effect modifier of this spell. Failure means that the sudden disturbance in the weave causes them to lose concentration, and that spell fails. A similar spell such as  $15 + D10 + E2 + 5N + P2$  is possible, but since it needs to overcome WIL, is generally considered less useful.

### Wings of Distant Flight

As:  $15 + D * \frac{1}{2} + E5$

Components: V1 G2 C1

Power: 2

Duration: Special

Skills: None

This meta-magic spell allows the distance of another spell to be increased. The E modifier must

equal the level of the first spell, and the D modifier is equal to *half* the D modifier of the original spell. The distance of *Wings of Distant Flight* then replaces that of the original spell (allowing greater range with the original spell without compromising the other effects of the spell).

### Body Form

#### Arise From the Slumber of Sleep

Bo:  $15 + N3 + P4$

Mi:  $10 + N2 + R10 + P4$

Components: V1 G1

Power: 2

Duration: Inst

Skills: None

This spell immediately awakens any creatures it effects. Such creatures come fully awake, and unwilling to go back to sleep for the next minute. If the caster desires, they can be made aware that they have been deliberately awakened, else the chances are as normal for detecting mind intrusion. Affected creatures are not exempt from any penalties due to fatigue though. A simpler (level 5) version of this spell would have a potency modifier of only P2.

#### Bringing the Dead to Life

Bo:  $60 + P4 + X1$

Mi:  $70 + P4 + X1$

Ne:  $60 + P3 + 2X$

Components: V3 G3 C3

Power: 5

Duration: 15 min/inst

Skills: None

A powerful spell which can restore those that are dead back to life – not as undead, but as living people. Their original body must be present (and in a fit state to live in – lost limbs or other damage is not restored), and there is a relationship modifier for all three potencies as per far sense spells. The X modifier is 1 for each full hour that has passed in between the death of the person, and the beginning of the spell. Note that the dead spirit will resist the spell, regardless of the wishes of the person when alive. This spell is very difficult to

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cast, since very few magi are good enough at both mind and necromancy.

### Burning Agony of Death

Bo: 40 + D50 + N5 + R10 + P2

Fi: 40 + I3

Components: V3 G2      Spell type: S I C1 T4

Power: 4                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: None

A powerful offensive spell that can be used to good effect against large numbers of people. Anyone who fails the WIL check, suffers damage at H40 equal to the intensity of the spell. The spell bypasses all armour, since it cooks the target from inside, their flesh charring and falling from their bones as they die screaming in agony, the spell keeping them alive until the very last moment. Not for the squeamish.

### Chains of the Heavy Limbs

Bo: 10 + D10 + 2E

Mi: 15 + D10 + P2

Components: V1 G2 C1      Spell type: S I C3 T2

Power: 2                      Casting time: Segments

Duration: 2 rnd/ 1 hr      Control: Auto, lock

Skills: None

A creature effected by this spell is slowed, both in mind and in body. Its base speed is raised by 1 point for every point of effect of the spell.

### Claws of Arctic Death

Bo: 25 + D10 + 2N + R3 + P2

Co: 25 + I3

Components: V2 G2      Spell type: S I C2 T2

Power: 3                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: None

Unless they make a WIL check to resist this spell, the targeted creatures are filled with magical cold, suffering damage as per the spell intensity, at penetration C25. Note though that they get no protection due to armour, since the spell effects them directly.

### Closure of the Open Wound

Bo: 15 + D2 + E3 + P2

Components: V2 G1      Spell type: S V C2 T2

Power: 3                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: Data“ off } Skills: None

For every multiple that the effect modifier of this spell exceeds the number of points of bleeding that the target creature has, then one point of bleeding is healed. Unlike the healing of actual injuries themselves, this spell does not require mana.

### Confusion of the Befuddled Mind

Bo: 15 + D5 + E1

Mi: 20 + 5N + R5 + P2

Components: V1 G1 C1      Spell type: S I C2 T2

Power: 2                      Casting time: Segments

Duration: 2 mn/30 mn      Control: Auto, locked

Skills: None

The targets of the spell become dizzy and mildly nauseous, loosing balance, coordination and suffering sensory deprivation. The targets suffer a penalty to all actions equal to the effect modifier of the spell. This means that some otherwise simple actions such as standing up (difficulty -5) or walking (difficulty 0) can now become a problem. At the termination of this spell, the effects wear off at a rate of one point per second.

### Crippled is the Healthy Man

Bo: 20 + D10 + E1 + P2

Components: V2 G1      Spell type: S I C2 T3

Power: 4                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: None

A spell more suited to cursing someone than getting rid of a foe. The affected creature permanently loses one point of STR and CON (though not BOD if this is separate) per point of effect of the spell. Normal rules for loss of potentials apply.



**Curse of Blindness**

Bo: 20 + D5 + P2

Components: V2 G1      Spell type: S I C2 T2

Power: 3                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: None

Strikes the target blind by destroying the structure of the eyes, making the spell difficult to reverse. Affects up to two eyes on one creature.

**Enlarge the Body**

Bo: 20 + D5 + E5 + M10

Components: V1 G2 C1      Spell type: S I C2 T2

Power: 3                      Casting time: Rounds

Duration: 1 mn/30 mn      Control: Auto, locked

Skills: None

When cast, this spell causes the target to grow or shrink by as much as 1% per point of effect of the spell. The minimum size is 20% of the target's original size. STR and BOD (not CON) are increased in like proportion to the target's size. Multiple castings of the spell effect the target's original size – not the magically enhanced one.

**Failure of the Many Bodies**

Bo: 50 + D10 + N1 + R5 + P2

Components: V2 G2      Spell type: S I C2 T3

Power: 4                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: None

All the creatures affected by the spell are slain instantly when their bodily organs are scrambled. Not a nice way to go.

**Filters of the Lungs**

Ai: 25

Bo: 15 + D3 + I1

Components: V2 C1      Spell type: S I C3 T2

Power: 2                      Casting time: Segments

Duration: 15 mn/2 hr      Control: Auto, locked

Skills: None

This spell increases a creature's CON to resist gaseous poisons by the intensity of the spell. Both inhaled and contact poisons which are of gaseous nature (but not powder) are affected.

**Flight Without Wings**

Ai: 20 + S5

Bo: 10 + D1 + M10

Components: V1 G1 C2      Spell type: S I C2 T2

Power: 2                      Casting time: Segments

Duration: 10 mn/1 hr      Control: Manual, locked

Skills: Flying

Gives a single creature the ability to fly through air. The speed (S modifier) of the spell gives the maximum speed of the creature while in the air. An AGI+flying skill is needed to give fine control while in flight, which defaults to 0D. The mass of the spell gives the mass of the creature plus anything carried.

**Flight of the Wyvern Untamed**

Ai: 40 + S20

Bo: 15 + D1 + M20

Components: V1 G1 C2      Spell type: S I C2 T2

Power: 3                      Casting time: Segments

Duration: 15 mn/2 hr      Control: Manual, locked

Skills: Flying

Allows creatures otherwise not gifted with the ability of flight to fly. It is a high level version of the Flight Without Wings spell, and is designed for much faster travel. See the lower level version for other aspects of the spell.

**Giving the Shape of the Beast**

Bo: 25 + D1 + M10 + X1

Components: V2 G3 C2      Spell type: S I C2 T2

Power: 3                      Casting time: Rounds

Duration: 15 min/4 hrs      Control: Auto, locked

Skills: See below

This spell is the same as *Taking the Shape of the Beast* except that it can be cast on another creature. This version of the spell can be cast on the wizard herself, but such is pointless since this spell is harder than the caster only version.

**Halt the Beat of the Heart**

Bo: 40 + D10 + P2

Components: V1 G1      Spell type: S I C2 T2

Power: 2                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: None

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When cast, this spell causes a creature's heart to stop beating, effectively killing them. Of course, a creature without a heart, or one which doesn't need it (or has multiple hearts) will not be effected. This is especially true of all types of undead and spirits.

### Healing Touch

Bo: 25 + E1

Components: V1 G1      Spell type: S T C2 T1

Power: 4                  Casting time: Minutes

Duration: 1 hr/Inst      Control: N/A

Skills: None

Through this spell, the mage can heal himself and others, reducing injuries by an amount equal to the effect of the spell. As soon as the spell ends though, all injuries return (making the use of mana rather important). Any natural healing rolls the creature makes are based on the true size of the injury (ie its level before this spell was cast), unless mana was used to make the effects permanent. For multiple castings of this spell, simply take the best result.

### Iron Skin

Bo: 15 + E1 + M10

Components: V1 G2 C1      Spell type: S C C2 T2

Power: 2                      Casting time: Rounds

Duration: 2 mn/30 mn      Control: Auto, caster

Skills: None

This spell increases the toughness of the mage's skin – effectively granting him armour versus physical attacks. For each point of effect of the spell, the caster gains 1 point of armour versus S and B attacks, and ½ a point versus P, A, C and H attack forms.

### Knives of Stabbing Pain

Bo: 20 + D10 + I2 + P2

Components: V2 G1      Spell type: S I C2 T2

Power: 2                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: None

Causes excruciating pain in the creature effected. If they fail their WIL roll then they suffer damage equal to the spell's intensity (ignores armour, and cannot be healed with mundane healing), plus

must make a CON+*stamina* check versus the damage or fall unconscious from the pain. Any action the creature was in the middle of is interrupted unless they roll twice the *stamina* difficulty.

### Lungs of Watery Death

Bo: 10 + P2

Wa: 25 + D5 + E3

Components: V2 G2      Spell type: S I C2 T2

Power: 3                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: None

The effect of this deadly spell is to create water in the lungs of some living creature. The spell target must make a WIL check to resist the spell. Failure means they must make a second check, this time with BOD (or CON, if they do not have a separate rating), against the effect component in the Water part of the spell. Success on the second check means they suffer 1D of stuns, and 1D of short term fatigue. Failure means they suffer another 2D of extra fatigue for every 5 (or part of) points they failed this check by. If this fatigue exceeds their CON+*stamina* then they die.

### Petrification of the Living Body

Bo: 35 + D3 + P2

Ea: 25 + M50 + P2

Components: V1 G2      Spell type: S I C2 T2

Power: 3                      Casting time: Segments

Duration: 1 hr/inst      Control: N/A

Skills: None

Causes a single creature (made of flesh and blood) to be changed to stone. Despite the name of the spell, it can also affect undead – as long as they have a physical body, though it will not affect, say, a person magically changed to another (non-body) form. The victim must make a CON+*stamina* check of difficulty 40 or die when transformed to stone. When the spell ends, a second check is required of difficulty 20 when the spell ends.

**Purge the Blood of Venom**

Bo: 25 + D1 + I1

Components: V1 G2      Spell type: S I C3 T1  
Power: 2                      Casting time: Segments  
Duration: Inst              Control: N/A  
Skills: None

Allows a creature to have a second CON roll to resist the effects of any poison, with the intensity of the spell adding to the creatures CON. This spell will not bring a dead person to life though, so fast acting poisons can be a very big problem.

**Quiet of the Peaceful Nursery**

Bo: 15 + D20 + R10

Mi: 35 + D20 + R5 + N1 + P2

Components: V1 G1 C2      Spell type: S I C3 T2  
Power: 3                      Casting time: Segments  
Duration: 15 mn/ 6 hr      Control: Auto, locked  
Skills: None

Causes a number of specified people to fall asleep. They remain asleep until either the mage stops concentration, or they are woken. They can only be woken by a very loud noise, or after being vigorously shaken – the sleep is very deep.

**Restoration of the Impaired Vision**

Bo: 50 + 10X + P2

Components: V2 G1 C2      Spell type: S D C3 T1  
Power: 3                      Casting time: Minutes  
Duration: 1 mn/inst      Control: Auto, locked  
Skills: None

This spell cures blindness in a single target. Unless mana is used, the effects of the spell are not permanent though. The X modifier gives the extent of the damage which must be repaired. An X of zero for something simple such as cataracts, X of 1 for flash damage, or being short or long sighted, 2 for serious damage (such as that caused by Curse of Blindness) and 3 for someone who has been blind since birth, is lacking eyes (but should naturally have them), or who has had their vision system totally destroyed.

**Slow the Progression of Poison**

Bo: 10 + D1 + I2

Components: V1 G1      Spell type: S I C3 T1  
Power: 2                      Casting time: Segments  
Duration: Inst              Control: N/A  
Skills: None

Slows down the rate at which poison works. A poison which takes segments to take effect now takes rounds. Seconds become minutes, rounds hours, minutes days, and hours or slower become weeks. The spell allows the target a CON check, with a bonus equal to the spells intensity. Success means the poison is slowed.

**Slumber of the Sleeping Babe**

Bo: 5 + D20

Mi: 25 + D20 + P2

Components: V1 G1 C1      Spell type: S V C3 T2  
Power: 2                      Casting time: Segments  
Duration: 15 mn/4 hr      Control: Auto, locked  
Skills: None

This spell causes a single creature to fall asleep unless they make their WIL check. The sleep is very deep, so it is difficult to wake them. Once the mage stops concentrating though, they will wake up in a few minutes.

**Splintering of Bone**

Bo: 20 + D10 + 2N + P2

Components: V3 G2      Spell type: S I C2 T3  
Power: 2                      Casting time: Segments  
Duration: Inst              Control: N/A  
Skills: None

Causes bones in a single target creature to break and shatter. The N modifier states how many bones (really areas of body) are broken. For simplicity, hands and arms are considered to have two bones (upper and lower), hands and feet ones each (though individual fingers can be targeted if desired) and ribs have two. Use combat critical results as guides to the effect of broken bones. Since it also causes severe pain, a useful spell for torturing people, if rather crude.

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### Stealing the Breath of Life

Ai: 10 + E3

Bo: 20 + D10 + P2

Components: V2 G1      Spell type: S I C2 T2

Power: 3                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: None

This spell takes away the air in a persons lungs. If the WIL check is failed, then the target must make a CON+stamina check versus the effect of the spell. If this is less than the effect, then 1D of short term fatigue is gained. A roll less than half the effect, causes 2D of fatigue, less than a third causes 3D, less than a fourth 4D and so on.

### Strong is the Hero

Bo: 15 + D5 + 2I + P2

Components: V2 G2 C2      Spell type: S I C2 T2

Power: 3                      Casting time: Seconds

Duration: 1 mn/1 hr        Control: Auto, locked

Skills: None

This spell, when cast upon a creature, increases that creatures STR and CON by an amount equal to the intensity of the spell. All actions and effects (including healing or critical effects) are figured based on the enhanced levels. This spell is not cumulative with similar spells cast on the same creature. Apart from a slight thickening of the muscles, there is no obvious change in the creature's appearance.

### Suffering the Burden of Age

Bo: 10 + D10 + 2E + P2

Components: V2 G1      Spell type: S I C2 T2

Power: 2                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: None

This spell forces a creature to make an immediate aging roll, and suffer the immediate effects thereof. The effect of the spell adds to the result of the roll, so an effect of +19 will automatically kill a creature, though this is a somewhat inefficient way to do so.

### Taking the Shape of the Beast

Bo: 15 + M10 + X1

Components: V1 G3 C1      Spell type: S C C2 T1

Power: 3                      Casting time: Rounds

Duration: 15 mn/4 hr        Control: Auto, caster

Skills: See below

On the casting of this spell, the caster shifts into a shape of his choosing. The mass component limits how much extra mass can be gained, or lost, but it is not possible to go down to less than 20% of original size. The X modifier limits the types of changes possible to the creature. 2 points are required for each point of change to STR or BOD, 4 points for AGI or DEX. 5 points for adding a limb (less for a short or weak one). 2 to 5 to change a limb (5 to change an arm into a wing); 2 to get rid of one. 5 points if final shape is not humanoid. 2 points for each change to appearance stat, minimum of -10, maximum of +10. Skills such as *observation* and *acting* will be needed to duplicate another person. Cosmetic changes such as adding thin fur, changing skin or hair colour etc can be done for free. New skills may have to be developed if new form can do things the original couldn't – such as flying or swimming.

### Touch of the Leper

Bo: 20 + D1 + 5E + P2

Components: V2 G2      Spell type: S I C3 T2

Power: 2                      Casting time: Rounds

Duration: Inst              Control: N/A

Skills: None

This very nasty spell inflicts in the target a fatal rotting disease. The creature will die in seven months, minus one month per point of effect of the spell. The victim loses points off all physical attributes until they die. The process can be stopped with a healing spell (or faith), but this will not reverse the effects of the spell. It is not contagious. If number of months until death is zero, then affected target dies within the day.

**Weeping Wounds of Death**

Bo: 10 + D10 + E1 + 5N + P2

Components: V2 G2      Spell type: S I C2 T2

Power: 2                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: None

Causes cuts and sores to appear on the targets skin, which then start to bleed. The target gains points of bleeding equal to the effect of the spell. The bleeding is non-magical once started, and can be healed normally.

**Cold Form****Blast of Icy Death**

Co: 15 + D10 + I2 + R1

Components: V3 G2      Spell type: S I C2 T3

Power: 3                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: Directed spells

Causes a blast of sub-zero temperatures to fill the specified region, freezing anyone within its effect. Damage equal to the intensity of the spell is suffered, at penetration C15.

**Breath of Winter**

Co: 20 + D10 + E3 + R10

Components: V2 G1 C1      Spell type: S I C2 T3

Power: 3                      Casting time: Segments

Duration: 10 mn/6 hr      Control: Auto, fixed

Skills: None

Lowers the temperature in the specified area by a number of degrees equal to the E modifier of the spell. Temperature does *not* continue to decrease if the spell is maintained, but stays constant.

**Bridge of Ice**

Co: 5 + M5

Wa: 10 + A5 + D5

Components: V2 G1      Spell type: S I C3 T2

Power: 3                      Casting time: Seconds

Duration: Inst              Control: N/A

Skills: None

When cast, a specified area of water has its surface frozen so to enable crossing of it. The ice is thick enough so support a mass equal to the M effect of

the spell. In moderate temperature, the 'bridge' weakens by 1kg each minute. It melts at half this rate in cold temperatures, and double this in warm, quintuple in hot, and decuple in very hot climates.

**Claws of Arctic Death**

Bo: 25 + D10 + 2N + R3 + P2

Co: 25 + I3

Components: V2 G2      Spell type: S I C2 T2

Power: 3                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: None

Unless they make a WIL check to resist this spell, the targeted creatures are filled with magical cold, suffering damage as per the spell intensity, at penetration C25. Note though that they get no protection due to armour, since the spell effects them directly.

**Cloak of Winter Warmth**

Co: 15 + D5 + E3

Components: V1 G2 C1      Spell type: S I C3 T2

Power: 2                      Casting time: Rounds

Duration: 15 min/4 hrs      Control: Auto, locked

Skills: None

When enchanted with this spell, the spell recipient gains a resistance to all cold attacks, both magical and mundane. An armour rating equal to the effect of the spell is gained versus Cold attacks only. This armour is treated as normal for purposes of both intense and prolonged cold.

**Cone of Frigid Cold**

Co: 20 + D10 + I2 + 2R

Components: V3 G2      Spell type: S D C2 T3

Power: 3                      Casting time: Segments

Duration: Instantaneous      Control: N/A

Skills: Directed spells

A shimmering blue cone springs from the casters hand, reaching out to the full distance of the spell. The radius gives the radius of the end of the cone, which is a plane perpendicular to the direction of the cone. Any caught within its confines suffer cold damage equal to the intensity of the spell, of penetration C20.

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### Kill the Flames

Co: 15 + D20 + I3 + N1 + R1

Components: V2 G2      Spell type: S I C2 T3

Power: 3                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: Directed spells

With this spell several fires with the distance of the spell can be extinguished (or at least reduced). A number (N modifier) of fires each of size up to the radius of the spell, are reduced in intensity. Fires larger than the radius of the spell are only reduced over the region covered by the spell.

### Pillar of Ice

Co: 25 + E2

Wa: 25 + D10 + V1

Components: V2 G2      Spell type: S I C2 T2

Power: 3                      Casting time: Segments

Duration: 1 mn/1 hr      Control: N/A

Skills: None

A block of ice appears at the designated point. Any objects, including creatures, within that area, are encased in the ice. It requires a lifting check versus the effect of the spell to break free, though the difficulty is modified by +5 for each metre the creature is from the edge of the ice. Creatures will usually suffocate before suffering serious effects from the cold, but otherwise they take 0D+8 prolonged damage each minute, with a penetration of C0.

### Spheres of Fire and Ice

Co: 35 + D20 + I2 + R1

Fi: 35 + D20 + I2 + R1

Components: V3 G2      Spell type: S D C1 T4

Power: 4                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: Directed spells

A ball of glowing fire appears in front of the caster, and speeds off in the direction specified. A fraction of a second later, a pale blue sphere of cold appears in the same place and follows the first. The two spheres move for the distance of the spell, and anyone caught within them suffer heat and cold damage respectively, at a penetration of H35 and C35. The two halves of the spell do not

have to be the same. Furthermore, because of the sudden rapid change from hot to cold, creatures must make a CON+stamina check versus the minimum damage received. Unless they get twice the difficulty, they suffer 1D of stuns. For every 5 they are below the difficulty, they suffer a further 1D of stuns. The GM may rule that certain substances (especially glass) might be shattered by this spell.

### Wall of Protecting Cold

Co: 25 + I2 + R1

Components: V2 G2 C1      Spell type: S C C2 T3

Power: 3                      Casting time: Segments

Duration: 1 mn/15 mn      Control: Auto, caster

Skills: None

This spell surrounds the magi in a spherical wall of cold. Anything that passes through this wall suffers C30 damage equal to the intensity of the spell.

### Wind of the Arctic Night

Co: 20 + D5 + I2 + V1

Components: V2 G2      Spell type: S I C2 T3

Power: 3                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: None

When this spell is cast, a frigid blast of wind fills the specified region. All creatures caught within the spell suffer damage equal to the intensity of the spell, penetration C20. The wind is not a real wind, but more a wall of quickly moving cold.

### Earth Form

#### Armour of Strength

Ea: 20 + 10E

Components: V2 G2 C2      Spell type: S T C2 T4

Power: 4                      Casting time: Segments

Duration: 1 hr/1 dy      Control: Auto, locked

Skills: None

When cast upon metal armour, this spell increases its resistance versus all attacks. The armour's 'armour' versus each attack form is increased by 1 point per effect of the spell per 5 points of armour the armour already has. So chain mail, with 30 versus S attacks, would be improved by 6 for

every point of effect. This spell is not cumulative with other similar spells, though it is with permanent enchantments.

**Blade of the Master Smith**

Ea: 30 + 3E  
 Components: V2 G2 C2 Spell type: S T C2 T4  
 Power: 3 Casting time: Segments  
 Duration: 1 hr/1 dy Control: Auto, locked  
 Skills: None

Increases the penetration of any metal or stone bladed weapon (ie those doing S or P damage). The increase is equal to +1 per point of effect of the spell. This spell is not cumulative with similar spells cast on the same weapon, except for permanent enchantments.

**Changing the Nature of Rock**

Ea: 10 + D5 + I3 + V1  
 Components: V1 G1 C2 Spell type: S I C2 T2  
 Power: 3 Casting time: Seconds  
 Duration: 15 min/Inst Control: Manual, fixed  
 Skills: None

Changes a given volume of rock or earth to be changed in nature, being made either harder or softer as the mage wishes. Hardened earth or sand will become very much like stone, and rock which is weakened sufficiently will collapse under its own weight (just like sand). The amount by which the rock is changed is given by the intensity of the spell.

**Earth Shock**

Ea: 10 + D5 + E1 + R5  
 Components: V3 G2 Spell type: S I C1 T2  
 Power: 2 Casting time: Segments  
 Duration: Inst Control: N/A  
 Skills: Directed spells

Upon the casting of this spell, the ground (or other region made of earth or rock) gives a sudden jolt, knocking all those standing to the ground unless they make a successful AGI+*balance* check versus the effect of the spell.

**Gaping Chasm of Death**

Ea: 15 + D5 + R1  
 Components: V2 G2 Spell type: S I C1 T2  
 Power: 3 Casting time: Segments  
 Duration: Inst Control: N/A  
 Skills: Directed spells

This causes a hole to open up in solid ground at a designated point. The chasm is a cylinder of depth and diameter equal to twice the radius of the spell. The sides of the chasm are smooth, about difficulty 60 to climb depending on nature of the ground and size of the chasm.

**Grinding Stone to Dust**

Ea: 10 + D5 + I5 + 3V  
 Components: V3 G2 Spell type: S I C1 T2  
 Power: 3 Casting time: Seconds  
 Duration: Inst Control: N/A  
 Skills: None

A specified volume of rock is instantly turned into fine powder, equal to about a tenth of the original volume. The spell only works on rock, earth, sand or crystal. If the intensity of the spell is not met then only a portion of the volume is changed.

**Making the Stone Anew**

Ea: 20 + D5 + I2 + V1  
 Components: V2 G3 Spell type: S I C1 T3  
 Power: 4 Casting time: Seconds  
 Duration: 1 hr/inst Control: N/A  
 Skills: None

Creates a volume of rock, of strength equal to the intensity of the spell. The rock can appear in any cuboid shape, and if created next to a stone or earth wall, floor or ceiling, then they can be grafted together at the mage's option.

**Meteors of Fiery Death**

Ea: 30 + D10 + I2 + 5N + 2R  
 Fi: 30 + I2 + R2  
 Components: V3 G3 Spell type: S D C1 T4  
 Power: 4 Casting time: Segments  
 Duration: Inst Control: N/A  
 Skills: Directed spells

A number of rock meteors appear in front of the caster and speed off towards their specified targets,

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hitting anyone within their path and causing damage of penetration B30. When they reach their targets, they explode in a large ball of fire, causing Heat damage to anyone within radius of penetration H30. The spell has a loud (and very satisfying) audio and visual display. The meteors (actually fragments of smaller rocks, not one solid ball), zoom off with a nice whistling sound, trailing sparks, and the final explosion occurs with a resounding boom which can be heard for kilometres around in some cases. Not a spell for those who prefer the subtle approach.

### Opening the Pits of Hell

Ea: 35 + R10

Fi: 45 + I3

Components: V3 G3 C2    Spell type: S I C1 T4

Power: 4                      Casting time: Seconds

Duration: 1 rnd/15 mn    Control: Manual, fixed

Skills: None

When cast, causes gaping fissures and chasms to open up within the radius of the spell, spewing forth magma and ash. Any creature in the area automatically takes prolonged heat damage each round. Those who fall into one of the pits, suffers normal damage. Damage is equal to spell intensity, of penetration H60. Each round, a balance check is required versus a difficulty equal to the intensity of the spell in points to avoid falling into the shifting pools of magma.

### Pass Through Stone

Ea: 15 + I5 + 5S

Components: V1 G2 C3    Spell type: S C C2 T1

Power: 2                      Casting time: Rounds

Duration: 6 rnd/15 mn    Control: Manual, caster

Skills: None

This spell, when cast, allows the mage to walk through stone or earth. The type of stone which can be moved to is equal to the intensity of the spell. Each dice less than the needed intensity reduces movement by a half. If the spell is disrupted in any way while the mage is in the middle of a wall, then he is trapped and will quickly suffocate – the mage cannot move any part of his body, so any further spells must be with V and G

components of 0.

### Petrification of the Living Body

Bo: 35 + D3 + P2

Ea: 25 + M50 + P2

Components: V1 G2                      Spell type: S I C2 T2

Power: 3                                  Casting time: Segments

Duration: 1 hr/inst                      Control: N/A

Skills: None

Causes a single creature (made of flesh and blood) to be changed to stone. Despite the name of the spell, it can also affect undead – as long as they have a physical body, though it will not affect, say, a person magically changed to another (non-body) form. The victim must make a CON+*stamina* check of difficulty 40 or die when transformed to stone. When the spell ends, a second check is required of difficulty 20 when the spell ends.

### Question of the Earth Below

Ea: 25 + R100 + 10X

Components: V3                          Spell type: S V C3 T1

Power: 2                                  Casting time: Minutes

Duration: Instantaneous    Control: N/A

Skills: None

Allows the wizard contact with the spirit of the earth. Each point of X modifier allows the wizard to ask one question, which the earth spirit will answer as best it can. The radius of the spell gives the area over which this part of the earth has knowledge. The spell can be cast but once per week over the same region.

### Rigid Grip of the Earth

Ea: 20 + D10 + I3 + V10

Components: V2 G2                      Spell type: S I C2 T3

Power: 4                                  Casting time: Seconds

Duration: Perm                          Control: N/A

Skills: None

Changes a specified volume of sand, mud, earth or similar substance into hard rock. It can be used to reverse Transmute Rock to Mud, or on any naturally occurring earth-like substance. Water in mud is not destroyed, just displaced. Any object in the material so changed is stuck fast.



**Shaping the Form of Stone**

Ea: 5 + D1 + I4 + V1

Components: V1 G3 C2    Spell type: S I C2 T2  
Power: 3                      Casting time: Seconds  
Duration: 1 mn              Control: Manual, fixed  
Skills: None

This spell allows the mage to shape stone into any form she desires. The intensity of the rock is the hardness of stone which can be affected, each dice of toughness beyond the spell's intensity the stone adds, increases the time taken to shape it by a multiple (ie x2, x3 etc). Generally, one cubic metre takes one round to shape – may take longer for very elaborate shapes, or shorter, if merely cutting a passage through the rock.

**Sharpness of the Blade's Edge**

Ea: 10 + 7E

Components: V1 G1 C2    Spell type: S T C2 T4  
Power: 3                      Casting time: Segments  
Duration: 1 hr/1 dy        Control: Auto, locked  
Skills: None

When cast on any weapon with a metal or stone edge, such as a sword or spear head, then its penetration is increased by one for every point of effect. This spell is not cumulative with other similar magics except permanent enchantments.

**Splitting the Earth Asunder**

Ea: 15 + D25 + 5E

Components: V2 G1        Spell type: S I C1 T4  
Power: 3                      Casting time: Segments  
Duration: Inst              Control: N/A  
Skills: Directed spells

Causes a great fissure to open up in the ground, running in a more or less straight line away from the caster. The fissure has a width equal to the E modifier of the spell, and a depth equal to twice this. The walls of the fissure are reasonably smooth (about climbing difficulty 40), and the bottom of the fissure is jagged and hard (if the ground material allows it – ie cast on sand will nullify this part of the spell). If the caster wishes to get the ground to open beneath particular creatures, a directed spells check is required, at -1D for each creature beyond the first.

**Transmute Rock to Mud**

Ea: 20 + D10 + I5 + V25

Wa: 5 + D25 + V50  
Components: V2 G2        Spell type: S I C1 T4  
Power: 3                      Casting time: Seconds  
Duration: 1 mn/inst        Control: N/A  
Skills: None

This spell forces a specified volume of rock to change into mud, effectively ruining its defensive value, and causing creatures on top of it to fall into the now muddy pit. The type of rock which can be affected is dictated by the intensity component (where 1D is sand or loose dirt, going up to about 20D for hard granite). An intensity which is less than the required amount will affect a smaller portion of the rock (ie 10D intensity versus granite would only affect about half the volume). The spell is instantaneous, but the mud remains mud until it dries. A dust of dry water spell will solidify the area into rock hard mud instantly.

**Wrath of Earth and Thunder**

Ea: 35 + I3 + R10

Components: V3 G3 C2    Spell type: S I C1 T4  
Power: 4                      Casting time: Segments  
Duration: 1 rnd              Control: Manual, fixed  
Skills: None

When cast, this spell causes the ground around the caster to shake and rumble, cracking apart as it is savaged by earthquakes. Any buildings or other constructions within the area of effect, take damage equal to the intensity of the spell, getting no armour to resist. Creatures must make a balance check at difficulty 1 per point of intensity. If they fall, they suffer d8 stuns, else they suffer d4 stuns.

**Enchantment****Making it Part of You**

As: 20 + 10M

En: 25  
Components: V1 G1        Spell type: S T C1 T2  
Power: 2                      Casting time: Hours  
Duration: Perm              Control: N/A  
Skills: None

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This spell binds an item to you, an action which has two effects. The first, and useful effect, is that body spells which effect your form also effect the item if it is being carried or worn in the same way. So casting *Taking the Shape of the Beast* can mean your clothes and equipment change with you, and change back when the spell ends. The other effect is an unfortunate side effect in that there is a connection between you and the item. If another mage has such an item of yours, then any far sense spells to locate you are cast as if the mage knows you well – ie you get no bonuses to your WIL to resist detection even if the mage has never seen you before. In a few situations this may be useful, but normally it is unwanted.

### Recurrence of the Triggered Spell

As: 5 + E2

En: 5 + E3 + X1

Components: V2 G2      Spell type: S T C3 T1

Power: 2                  Casting time: Minutes

Duration: Perm          Control: N/A

Skills: None

This ritual is cast upon any spell which is triggered by some event. Its effect is to automatically recast the original spell once it has been triggered so that it is reset. The time for the spell to be reset is given by the X modifier. An hour to reset has a modifier of 0, 30 minutes is +5, 5 minutes is +10, 1 minute is +15, 30 seconds is +20, 20 seconds for +25, 10 seconds for +30, 5 seconds for +35. and a further +5 for each segment less than 10. The E modifier is the level of the spell so effected. This spell affects one spell only, so spells linked with *Taking the Golden Opportunity* require two or more castings of this spell (*Golden Opportunity* does not need this spell though).

### Ethereal

#### Window onto the Ethereal

Et: 5 + R2

Components: V1 C1      Spell type: S V C3 T2

Power: 2                  Casting time: Segments

Duration: 5 mn/1 hr      Control: Auto, caster

Skills: None

Allows the wizard to see onto the ethereal plane, out to a distance equal to the radius of the spell. Creatures and items on that plane can be seen, as can the nature of the plane at this point. Can be used to see the reflection of the mortal realm, giving some hint of its nature.

### Far Sense

#### Clear Sight

Fa: 10 + R5

Components: V1 G1 C2      Spell type: S C C3 T2

Power: 2                  Casting time: Seconds

Duration: 5 min/1 hr      Control: Auto, caster

Skills: None

The purpose of this spell is to allow the mage to see clearly, through all sorts of mundane illusions and darkness, including heat distortion, water, mirages and reflections. It will not allow the mage to see through those of magical nature though – these would require the illusion art.

#### Divine the Presence of Water

Fa: 10 + R200

Wa: 5 + 10X

Components: V1 G2      Spell type: S U C4 T2

Power: 2                  Casting time: Rounds

Duration: Inst            Control: N/A

Skills: None

Tells the wizard where the nearest body of water is located, giving the direction and distance to its nearest part. The X modifier increases the likelihood of finding small amounts of water. Anything larger than 1000m<sup>3</sup> requires no modifier. 100m<sup>3</sup> requires 1 point of modifier, 10m<sup>3</sup> requires 2 points, 1m<sup>3</sup> requires 3 points, 1/10m<sup>3</sup> requires 4 points and so on.

#### Extension Beyond Sight

Fa: 10 + R5

Components: V1 G0      Spell type: M A C4 T2

Power: 2                  Casting time: Segments

Duration: Inst            Control: N/A

Skills: None

Many detection type spells only detect objects within sight of the caster – such as those which

show up magical or other auras. This meta spell enhances such spells, giving them a far sense component so that they also detect things outside the mages normal field of vision – going through walls and into containers etc.

### **Eye of Seeing**

Fa: 5 + D5 + S1

Components: V1 C1      Spell type: S V C3 T2  
Power: 2                      Casting time: Seconds  
Duration: 2 min/30 min      Control: Manual, move  
Skills: None

This spell allows the mage to see things he otherwise wouldn't be able to. The mage can look out from the spell as if it were his own eyes, seeing around corners, or over hills. The foci of the spell can be moved, but the distance travelled (not line of sight) must remain within the distance modifier of the spell. The mage can only guide this spell to places he's seen. Since the eye of seeing allows him to see new places, this means he can actually send it practically anywhere – though not through walls or similar solid obstacles. The spell always starts within a metre of the mage.

### **Scrying the Distant Object**

Fa: 15 + D1000 + R5 + P2

Components: V1 G1 C3      Spell type: S U C4 T2  
Power: 2                      Casting time: Minutes  
Duration: 5 mn/1 hr      Control: Auto, locked  
Skills: None

This is one of the long range scrying spells. When it is cast, the mage specifies an object which is the target of the spell, and this spell will allow the mage to see the target as long as it is within range of the spell. If a radius of 0 is specified, the caster simply knows where the object is in relation to himself. With larger a radius, the caster can see the object, and the area immediately around it, up to the radius of the spell. The WIL difficulty is modified (downwards) if the mage is unfamiliar with the target – see the notes on scrying in the magic rules. While this spell is maintained, it is possible to cast further spells through it, as long as they can match the range. These spells must have a type of A, V or U though.

### **True Sight**

Fa: 15 + R5

Il: 20 + E2

Components: V1 G1 C2      Spell type: S V C4 T2  
Power: 2                      Casting time: Seconds  
Duration: 2 mn/15 mn      Control: Auto, caster  
Skills: None

The purpose of this spell is to allow the mage to see the true nature of things. It is a modified form of the clear sight spell, and allows everything that spell does, including automatically seeing through darkness and other natural illusions and optical mirages. Because of the inclusion of the art of illusion though, the mage can also see through illusions of a magical nature. Unless the 'illusion' has a cloaking greater than the effect of this spell, then the mage sees it for what it is. Illusions are not dispelled or affected in any way, merely detected and seen through.

### **Fire Form**

#### **Arrow of Fire**

Fi: 5 + D10 + I2

Components: V2 G2      Spell type: S D C1 T3  
Power: 3                      Casting time: Segments  
Duration: Inst              Control: N/A  
Skills: Directed spells

This offensive spell causes a bolt of fire to leap from the casters hand, towards the specified target. When it hits, it does damage equal to the spell intensity, of type H, with penetration 5. The physical form of the spell is a streak of fire, accompanied by a fiery hissing sound as it shoots through the air.

#### **Blossom of Fire**

Fi: 15 + R1 + D5 + I2

Components: V3 G2      Spell type: S I C1 T3  
Power: 3                      Casting time: Segments  
Duration: Inst              Control: N/A  
Skills: Directed spells

When cast, the designated point erupts in an explosion of heat and light, though has little outward pressure. Damage is type H (full body), of

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penetration 15. The explosion is accompanied by a relatively quiet woosh, which is a bit of a let down really.

### **Bolt of Roaring Flame**

Fi: 20 + D20 + I3

Components: V2 G2

Spell type: S I C1 T3

Power: 3

Casting time: Segments

Duration: Inst

Control: N/A

Skills: Directed spells

This is a more powerful version of the Arrow of Fire spell. Though it is harder to cast, and does less damage initially, when cast by powerful wizards, this spell can be pretty deadly. The penetration of the spell is 20, of type H. Its physical form is much similar to its weaker cousin, but tends to be brighter and louder, leaving a bright trail of sparks in its wake.

### **Burning Agony of Death**

Bo: 40 + D50 + N5 + R10 + P2

Fi: 40 + I3

Components: V3 G2

Spell type: S I C1 T4

Power: 4

Casting time: Segments

Duration: Inst

Control: N/A

Skills: None

A powerful offensive spell that can be used to good effect against large numbers of people. Anyone who fails the WIL check, suffers damage at H40 equal to the intensity of the spell. The spell bypasses all armour, since it cooks the target from inside, their flesh charring and falling from their bones as they die screaming in agony, the spell keeping them alive until the very last moment. Not for the squeamish.

### **Cauldron of Liquid Fire**

Fi: 25 + I2

Wa: 15 + D20 + V5

Components: V3 G3

Spell type: S I C1 T3

Power: 4

Casting time: Seconds

Duration: Inst

Control: N/A

Skills: None

Creates a volume of highly flammable liquid, which is furthermore already ignited. The oily liquid will float on water, and causes damage equal

to the spell intensity each round. The penetration is H25. A slow spell to cast, but useful for flushing people out from buildings, or making an area impassable. The liquid and fire dissipates slowly after the spell is cast, losing a dice of intensity each minute as the liquid is consumed. This liquid is magical, and can be dispelled.

### **Comfort of the Travelling Hearth**

Fi: 5 + I1 + R2

Components: V1 G0 C1

Spell type: S C C3 T2

Power: 2

Casting time: Segments

Duration: 10 mn/2 hr

Control: Auto, caster

Skills: None

Warms the region around the caster by the intensity of the spell. The heat is prolonged, so must be very high to cause actual damage. The normal use of this spell is to keep the mage and her companions warm in cold climates. The penetration is H0.

### **Fires of Flickering Torchlight**

Fi: 5 + D5 + I2 + S1

Components: V1 G1 C1

Spell type: S I C2 T2

Power: 2

Casting time: Segments

Duration: 15 min/2 hr

Control: Auto, move

Skills: None

On the casting of this spell, the wizard is able to create glowing 'flames' which give off light, but little heat (maybe as much as a candle for very high intensity). The light is much like torchlight – flickery and orange.

### **Fury of the Burning Sun**

Fi: 30 + D10 + I3 + R2

Components: V3 G3

Spell type: S I C1 T3

Power: 4

Casting time: Segments

Duration: Inst

Control: N/A

Skills: Directed spells

This is a powerful version of the Blossom of Fire spell. Damage caused is of type H, penetration 30. Furthermore, those caught in the blast must make a STR check against the damage caused, or be affected as if by an overbearing attack.

**Hell's Raging Inferno**

Fi: 35 + D20 + I2 + V25

Components: V3 G3 C3    Spell type: S I C1 T3

Power: 4                      Casting time: Seconds

Duration: 1 rnd/10 mn    Control: Manual, fixed

Skills: None

This powerful spell causes the specified region to be filled by a raging conflagration, burning anything within it. The fact that this spell can be maintained from round to round, makes it especially dangerous. Damage is sustained when the spell is first cast, or when a creature first enters the affected region, and each round thereafter. Those within *Hell's Raging Inferno* suffer a penalty to their skills equal to half the intensity of the spell. Damage caused is rather obviously of type H, penetration 35.

**Meteors of Fiery Death**

Ea: 30 + D10 + I2 + 5N + 2R

Fi: 30 + I2 + R2

Components: V3 G3            Spell type: S D C1 T4

Power: 4                      Casting time: Segments

Duration: Inst                Control: N/A

Skills: Directed spells

A number of rock meteors appear in front of the caster and speed off towards their specified targets, hitting anyone within their path and causing damage of penetration B30. When they reach their targets, they explode in a large ball of fire, causing Heat damage to anyone within radius of penetration H30. The spell has a loud (and very satisfying) audio and visual display. The meteors (actually fragments of smaller rocks, not one solid ball), zoom off with a nice whistling sound, trailing sparks, and the final explosion occurs with a resounding boom which can be heard for kilometres around in some cases. Not a spell for those who prefer the subtle approach.

**Opening the Pits of Hell**

Ea: 35 + R10

Fi: 45 + I3

Components: V3 G3 C2    Spell type: S I C1 T4

Power: 4                      Casting time: Seconds

Duration: 1 rnd/15 mn    Control: Manual, fixed

Skills: None

When cast, causes gaping fissures and chasms to open up within the radius of the spell, spewing forth magma and ash. Any creature in the area automatically takes prolonged heat damage each round. Those who fall into one of the pits, suffers normal damage. Damage is equal to spell intensity, of penetration H60. Each round, a balance check is required versus a difficulty equal to the intensity of the spell in points to avoid falling into the shifting pools of magma.

**Sheets of Rippling Fire**

Fi: 10 + A4 + I1

Components: V2 G2 C2    Spell type: S D C1 T3

Power: 3                      Casting time: Segments

Duration: 1 rnd              Control: Manual, caster

Skills: None

This spell causes sheets of flame to shoot from the caster's hands, filling the area specified. All those caught in the fire take damage equal to the intensity of the spell, with penetration 2 per Dice of damage. Damage is sustained each round a creature is within the area of effect. While the spell is in effect, the caster cannot move, so the effect is stationary. The appearance of the spell is like billowing planes of fire, emanating from the caster. The colours range from dull red to bright orange, giving a spectacular display.

**Spheres of Fire and Ice**

Co: 35 + D20 + I2 + R1

Fi: 35 + D20 + I2 + R1

Components: V3 G2            Spell type: S D C1 T4

Power: 4                      Casting time: Segments

Duration: Inst                Control: N/A

Skills: Directed spells

A ball of glowing fire appears in front of the caster, and speeds off in the direction specified. A fraction of a second later, a pale blue sphere of

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cold appears in the same place and follows the first. The two spheres move for the distance of the spell, and anyone caught within them suffer heat and cold damage respectively, at a penetration of H35 and C35. The two halves of the spell do not have to be the same. Furthermore, because of the sudden rapid change from hot to cold, creatures must make a CON+stamina check versus the minimum damage received. Unless they get twice the difficulty, they suffer 1D of stuns. For every 5 they are below the difficulty, they suffer a further 1D of stuns. The GM may rule that certain substances (especially glass) might be shattered by this spell.

### Walking the Flames Unharmmed

Fi: 15 + D5 + E3

Components: V1 G2 C1 Spell type: S I C3 T2

Power: 2 Casting time: Rounds

Duration: 10 mn/1 hr Control: Auto, locked

Skills: None

When enchanted with this spell, the target gains a resistance to all fire attacks, both magical and mundane. An armour rating equal to the effect of the spell is gained versus Heat attacks only. This armour is treated as normal for purposes of both intense and prolonged heat.

## Illusion

### Blur the Clear Vision

Il: 5 + D1 + 2E + 4V

Components: V1 G2 C1 Spell type: S I C3 T2

Power: 2 Casting time: Segments

Duration: 2 rnd/15 min Control: Auto, locked

Skills: None

By covering an object in a shifting pattern of illusions, this spell enables the wizard to give a creature protection from attack. Simply, for each point of effect of the spell, the creature is +1 to the difficulty to be hit, and parries against its own attacks are at -1. There is a limit to this though. The bonus/penalty cannot be higher than 10.

### Cloak of Veiled Sight

Il: 20 + D2 + E6

Components: V1 G2 C3 Spell type: S I C3 T2

Power: 2 Casting time: Segments

Duration: 5 min/ 1 hr Control: Auto, locked

Skills: None

This spell cloaks the target in a veil of invisibility, effectively hiding her from sight – both normal and infravision. Creatures viewing the cloaked target get a PER+*observation* check to see her, against the effect modifier of the spell. If the spell target is walking, then the difficulty is halved, if running, then it is quartered. The effect modifier must be split between sight, sound and olfactory senses, providing all round proof against detection.

### Constructing the Real Image

Il: 20 + D10 + E6 + 2V

In: 20 + E1 + I2 + 2V

Components: V1 G2 C3 Spell type: S I C3 T2

Power: 3 Casting time: Seconds

Duration: 1 hr/1 dy Control: Auto, fixed

Skills: Observation

This powerful spell takes an illusion, and gives it real substance. The illusion so created is stationary in nature, though it may be moved physically (since it is physical). The main use of the spell is to create illusory terrain, such as an image of a rockfall blocking a passage. Creatures will see the rockfall, will be unable to pass through it, be able to pick up rocks and walk off with them or would even be able to get out picks and shovels and dig their way through it. The Illusion art is similar to the Image of False Visions spell (except see the end of this description). The invocation effect gives the armour value of the construct created, and the intensity gives the BOD of the construct. No armour means even touching or moving the construct will cause it damage, about 5 or 10 points will ensure normal handling will have no effect on it. When it's hitpoints reach 0, the spell is destroyed, and all parts of the construct dissipate. Note that the effect for the illusion part of the spell has a few other things to take into account. Since people are able to examine the construct, and move bits of it around (if the subject matter allows

this), it is somewhat harder to make it believable. The spell needs an effect of at least 50 to simulate effects such as walking on grass or sand, 100 for leaves rustling in trees and so forth, or higher for correct internal details (say if a tree is chopped down and the trunk examined). As for *Images of the False Vision*, a different effect is needed for sight, sound and smell.

### **Curse of the Haunted Forest**

Il: 20 + A20

Pl: 30 + A20 + 5X

Components: V3 G3 C1 Spell type: R I C4 T1

Power: 3 Casting time: Minutes

Duration: 1 dy/1 wk Control: Auto, fixed

Skills: None

This causes a region of forest to apparently become haunted. Trees and plants take on a will of their own, and are given limited locomotive power, though they cannot walk. They will try to cause harm to any within the confines of the forest. The illusion component adds special effects such as leering faces on trees, mists, wraith-like figures and willo-the-wisps. The X modifier increases the 'intelligence' of the forest. At 0, it can do no more than act directly, trying to swipe with branches or grasp with vines. At 5, it is able to make far reaching plans, channelling creatures into dead ends, blocking off escapes and so forth.

### **Globe of Soft Light**

Il: 5 + D5 + I2 + R2 (+ P2)

Components: V1 C1 Spell type: S I C3 T2

Power: 2 Casting time: Segments

Duration: 15 min/6 hrs Control: Auto, fixed

Skills: None

The specified area is evenly filled with light by this spell. Of course, the region around it is also lit up, but the light fades beyond the radius of the spell as normal. If cast at a creature's eyes, then it gets a WIL roll to resist, else it suffers a penalty to actions equal to the intensity of the spell.

### **Globe of Utter Darkness**

Il: 5 + D5 + I2 + R2 (+ P2)

Components: V1 C1 Spell type: S I C3 T2

Power: 2 Casting time: Segments

Duration: 15 min/4 hrs Control: Auto, fixed

Skills: None

When the spell is cast, the area so specified is filled with darkness. If cast on a creature, then it gets a WIL roll to resist the effects.

### **Image of the False Vision**

Il: 10 + D20 + E6 + S5 + 2V

Components: V1 G1 C3 Spell type: S I C3 T2

Power: 2 Casting time: Seconds

Duration: 5 mins/1 hr Control: Manual, move

Skills: Observation

This powerful and flexible spell allows the mage to create an optical illusion of whatever she desires. The effect of the spell is how 'real' it appears to viewers. This effect can be split between three senses – sight, sound and olfactory. One or more can be ignored in order to increase the others (humans for instance tend to believe their eyes over their noses, so ignoring olfactory and going for a merely visual and audio illusion will be effective against them. Many animals have different priorities). The more real it seems, the less blurred or fuzzy the image. Each viewer gets an observation check to notice this, though just because an image has been noted as fuzzy, does not necessarily mean the viewer immediately thinks it is an illusion (especially if the illusion is of something like a wraith, which is expected to be a bit fuzzy). The GM may also force the mage to make an observation check if she is trying to make a particularly complex or accurate illusion, especially if the viewers are familiar with the subject.

### **Images of the Many Mirrors**

Il: 20 + E12 + 4N + R2

Components: V1 G2 C2 Spell type: S C C3 T2

Power: 2 Casting time: Seconds

Duration: 5 mins/1 hr Control: Auto, move

Skills: None

This is a specialised version of the *Image of the*

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*False Vision* spell. It creates a number of illusions of the mage, which move about within the radius of the spell. Such movement, together with the magic of the spell itself, make it very difficult for anyone to figure out exactly which image is the caster, and which are illusions. Each attack on the caster is against a random image (ie with 3 images, there is a 25% chance of the caster being hit). If an illusion is hit, then it disappears, else the mage is effected as normal.

### Out of Sight Out of Mind

Il: 30 + D15 + E8 + R2

Mi: 30 + D15 + R2 + P2

Components: V1 G3 C3 Spell type: S I C4 T1

Power: 3 Casting time: Rounds

Duration: 1 hr/1 dy Control: Auto, fixed

Skills: Data“ off}Skills: None

Combines *Aura of Total Insignificance* with *Cloak of Veiled Sight*, to produce a powerful effect, albeit on a stationary object (which could be a person, building, path etc). Those viewing the target of the spell must make PER checks (difficulties according to normal illusions) and also WIL checks (difficulty given by the mind potency). Failure of the first, means that the object cannot be seen. Failure of the second means that *everyone* (regardless of whether they can actually see it) unconsciously avoids it. For instance, if cast on a cottage in a forest, people who would otherwise stumble across it by walking into it, actually go around it, though they may think they are walking in a straight line. It can be very difficult to convince people that something is actually there (with the use of string, linking hands etc), though it is possible. The magic is such that those who fail a WIL check are convinced that nothing is amiss.

### Projecting the Captured Image

Il: 15 + D5 + E6 + V1

Components: V1 G1 Spell type: M I C3 T2

Power: 2 Casting time: Segments

Duration: Inst Control: N/A

Skills: None

This meta-spell takes the images from far sense and mind spells (for example), and projects them

as an illusion for all to see. It can only project things which use the three sense that illusions can handle. So images of something can be read from someones mind and projected, but more abstract thoughts could not be.

### Spray of Prismatic Hues

Il: 30 + P2 + R5

Components: V1 G3 Spell type: S D C2 T2

Power: 2 Casting time: Segments

Duration: Instantaneous Control: N/A

Skills: None

This rather colourful spell causes the caster to be surrounded by bright multi-coloured lights. All within the area of effect of the spell may be adversely effected if they are looking at it. Unusually, potential victims get a DEX check before a WIL check. If they make the DEX check, then they succeed in looking away in time, and reduce the effects by one category. If the WIL check is succeeded, then the victim suffers 1d4 stuns. Failure means they are also blinded for 1d4x10 minutes. A failure by half or more means they fall unconscious for 1d6 hours. A critical WIL or DEX means they avoid the effects altogether. A fumbled DEX means they look straight into the spell effect, and effects are worsened by one category. A fumbled WIL means they are permanently blinded as well as any other effects.

### True Sight

Fa: 15 + R5

Il: 20 + E2

Components: V1 G1 C2 Spell type: S V C4 T2

Power: 2 Casting time: Seconds

Duration: 2 mn/15 mn Control: Auto, caster

Skills: None

The purpose of this spell is to allow the mage to see the true nature of things. It is a modified form of the clear sight spell, and allows everything that spell does, including automatically seeing through darkness and other natural illusions and optical mirages. Because of the inclusion of the art of illusion though, the mage can also see through illusions of a magical nature. Unless the ‘illusion’ has a cloaking greater than the effect of this spell,



then the mage sees it for what it is. Illusions are not dispelled or affected in any way, merely detected and seen through.

### Invocation

#### Army of Spectral Might

In: 50 + D10 + E3 + I4 + 2N

Components: V2 G2 C3    Spell type: S I C2 T2  
 Power: 4                      Casting time: Seconds  
 Duration: 2 rnd              Control: Auto, move  
 Skills: Directed spells

A similar but much more potent form of the *Faithful Shield Maidens* spell. Except as noted above, this spell obeys the same rules as the latter spell.

#### Bands of Binding

In: 15 + D10 + E2

Components: V2 G2 C2    Spell type: S I C2 T2  
 Power: 2                      Casting time: Segments  
 Duration: 1 min/1 hr        Control: Auto, locked  
 Skills: None

This spell creates bands of invisible force which wrap around the target creature, binding its arms and legs together. A lifting check versus the effect of the spell is needed to break free. The creature can try when the spell is first cast, and then once each duration of the spell.

#### Beast of Burden

In: 20 + D10 + I3 + S1

Components: V1 G1 C1    Spell type: S I C2 T2  
 Power: 2                      Casting time: Seconds  
 Duration: 15 mn/2 hr        Control: Auto, move  
 Skills: None

Creates a construct in the shape of a beast of burden – the exact form and size is up to the caster, but tends to be larger the stronger the construct is – assume about half the size of a mundane animal of similar strength. The STR of the creature is equal to the intensity of the spell, and it has a BOD of a third that. It cannot fly, but can traverse all but the most perilous of terrains. It's principle use is for carting around large amounts of goods. It cannot be used in combat, save for a ramming attack.

#### Blade of Force

In: 20 + I2

Components: V1 G1 C1    Spell type: S C C1 T2  
 Power: 3                      Casting time: Segments  
 Duration: 1 rnd              Control: Auto, caster  
 Skills: Directed spells

This spell creates a shimmering blue-white blade of force, capable of cleaving through armour with ease. It must be wielded two handed, and uses the casters directed spells against a base difficulty of 20 . The intensity of the spell gives the weapons damage, which has penetration S+20 (ie add wielder's STR), and has a weapon code of "\$\$". Whilst the blade may be parried, it can often destroy the object so used – regrettably most people facing this weapon only find out by experience. The speed of the weapon is 0 plus the users base physical speed. Variations of this spell are known to exist giving a red or green blade. And no, it doesn't hum when in use.

#### Cloak of Armour

In: 30 + E1

Components: V1 G1 C1    Spell type: S C C2 T2  
 Power: 2                      Casting time: Segments  
 Duration: 2 min/15 min     Control: Auto, caster  
 Skills: None

*Cloak of Armour* surrounds the mage in a moving, flexible cloak of force. Each point of effect gives an armour of 1 versus P, A, C and H. Against S attacks, only ½ a point is gained, and no protection is gained for type B attacks – the cloak is too flexible. The cloak covers the entire mage, and appears as shimmering planes of force.

#### Constructing the Real Image

II: 20 + D10 + E6 + 2V

In: 20 + E1 + I2 + 2V

Components: V1 G2 C3    Spell type: S I C3 T2  
 Power: 3                      Casting time: Seconds  
 Duration: 1 hr/1 dy         Control: Auto, fixed  
 Skills: Observation

This powerful spell takes an illusion, and gives it real substance. The illusion so created is stationary in nature, though it may be moved physically

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(since it is physical). The main use of the spell is to create illusory terrain, such as an image of a rockfall blocking a passage. Creatures will see the rockfall, will be unable to pass through it, be able to pick up rocks and walk off with them or would even be able to get out picks and shovels and dig their way through it. The Illusion art is similar to the Image of False Visions spell (except see the end of this description). The invocation effect gives the armour value of the construct created, and the intensity gives the BOD of the construct. No armour means even touching or moving the construct will cause it damage, about 5 or 10 points will ensure normal handling will have no effect on it. When it's hitpoints reach 0, the spell is destroyed, and all parts of the construct dissipate. Note that the effect for the illusion part of the spell has a few other things to take into account. Since people are able to examine the construct, and move bits of it around (if the subject matter allows this), it is somewhat harder to make it believable. The spell needs an effect of at least 50 to simulate effects such as walking on grass or sand, 100 for leaves rustling in trees and so forth, or higher for correct internal details (say if a tree is chopped down and the trunk examined). As for *Images of the False Vision*, a different effect is needed for sight, sound and smell.

### Faithful Shield Maidens

In: 15 + D1 + E2 + I2 + 10N

Components: V2 G2 C2 Spell type: S I C2 T2

Power: 4 Casting time: Segments

Duration: 3 rnd Control: Auto, move

Skills: Directed spells

Conjures one or more spectral figures which are able to fight for the wizard. They will obey simple commands, such as attack, move and defend, though at all times remain within the distance modifier of the spell. They have skills equal to the wizards directed spells. The invocation art gives the physical attributes of the maidens. They have an effective STR and CON equal to the spell intensity. Their armour is equal to the effect of the spell, and they are armed with a single weapon of penetration equal to half this. Damage of the

weapon is equal to the base strength of the maiden. Each maiden also carries a medium shield. They appear as vaguely translucent white warriors. They are roughly man-sized, though those of high STR will tend to be a bit larger. The maidens have a base speed of 6, and all attacks are made at speed of 9. For purposes of movement, they have an AGI equivalent to 6D, but no related skills.

### Field of Holding

In: 5 + D1 + 2E + 5V

Components: V0 G1 C1 Spell type: R I C4 T1

Power: 2 Casting time: Seconds

Duration: 1 dy/1 mn Control: Auto, locked

Skills: None

Creates a cuboid of force, usually around an object. The field is pretty weak, requiring merely a lifting skill check against the effect of the spell to break free. It is normally cast around fragile objects, such as old books, glass ware and the like which need to be moved. Because the spell creates a solid block of force, the item inside is well protected. The spell effect can be considered an armour rating. If an attack (such as a fall, or a knock) overcomes the armour, the spell is broken and the item inside is free to be harmed. If cast around a living being, a STR check can be made to break free, against the effect of the spell. One check can be made each round.

### Floating Disc

In: 5 + D1 + M10 + 4R

Components: V1 G0 C1 Spell type: S I C2 T2

Power: 2 Casting time: Segments

Duration: 15 mn/2 hr Control: Auto, move

Skills: None

Creates a shallow bowl-shaped disc of force, which floats at about waist height near the caster. It remains within the spells distance at all times, and is used for carrying goods and equipment which cannot otherwise be carried. The radius of the spell is usually kept to about half a metre.

**Gauntlet of Crushing Force**

In: 25 + D10 + I3

Components: V3 G2      Spell type: S D C2 T2  
Power: 3                      Casting time: Segments  
Duration: Inst              Control: N/A

Skills: Directed spells

This spell forms a spectral 'fist' of force which shoots forth from the caster to smash its target. It causes damage of penetration B25.

**Knight Protectors of Mathus**

In: 30 + D5 + E2 + I3 + 5N

Components: V2 G2 C2      Spell type: S I C2 T2  
Power: 4                      Casting time: Segments  
Duration: 3 rnd/15 mn      Control: Auto, move

Skills: Directed spells

Of the same breed as Faithful Shield Maidens and Army of Spectral Might this spell summons forth several constructs of force to defend the mage. See Faithful Shield Maidens for notes on the working of this spell.

**Lance of Force**

In: 15 + D10 + I2

Components: V1 G1      Spell type: S D C2 T3  
Power: 2                      Casting time: Segments  
Duration: Inst              Control: N/A

Skills: Directed spells

The lance of force is a long and thin rod of force, with a sharp pointy bit at the end. When cast, it shoots towards the specified target, and if it hits, causes damage of type P equal to the intensity of the spell, penetration P25.

**Rain of Death**

In: 45 + D20 + I2 + 2N

Components: V2 G2      Spell type: S D C2 T2  
Power: 4                      Casting time: Segments  
Duration: Inst              Control: N/A

Skills: Directed spells

Creates a specified number of metre long darts of force, which shoot out from the caster to strike the specified targets. Anything so hit suffers P45 damage equal to the intensity of the spell.

**Rochelle's Nimble Fingers**

In: 25 + 2D + E1

Components: V1 G2      Spell type: S V C3 T1  
Power: 2                      Casting time: Rounds  
Duration: inst              Control: Manual, fixed

Skills: Pick locks

By invoking small 'rods' of force, the mage can manipulate small items to a great degree of precision. It was originally designed for unlocking locks. The time taken to cast the spell includes the time taken to pick the lock (or whatever). The effect of the spell is the difficulty of lock which may be opened, and cannot exceed the maximum roll possible the mage can make with her pick locks skill (ie a mage with a pick locks of 4D cannot use an effect higher than 40). This is because some knowledge of the lock is required as well as simple dexterity. Other tasks may require other skills, though the *Fingers* return no sensory input, so cannot be used to search, or to test a liquid for acidity or warmth etc.

**Storm of Blades**

In: 20 + D10 + I2 + V1

Components: V2 G1 C2      Spell type: S I C1 T2  
Power: 3                      Casting time: Segments  
Duration: 2 rnd              Control: Auto, fixed

Skills: None

This spell brings into existence a whirling storm of death – glittering planes of force which spin with great speed, cutting into little pieces anyone foolish enough to enter, and anyone unlucky enough to be caught inside. Damage done is equal to the intensity of the spell, penetration S20. The blades make a high pitched humming noise as they whistle through the air.

**Walls of Force**

In: 10 + A5 + D10 + E4

Components: V1 G1 C1      Spell type: S I C2 T3  
Power: 2                      Casting time: Segments  
Duration: 1 mn/1 hr          Control: Auto, fixed

Skills: None

By casting Walls of Force, the wizard creates one or more planes of force which can be used as a barrier. Each point of effect gives the wall 2 hit-

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points and 1 point of armour versus all physical attacks. The wall cannot be moved once created, it must also be a flat plane. If 'corners' are required, then each face of the wall is calculated separately for its area.

### Mind

#### Arise From the Slumber of Sleep

Bo: 15 + N3 + P4

Mi: 10 + N2 + R10 + P4

Components: V1 G1      Spell type: S V C4 T2

Power: 2                      Casting time: Segments

Duration: Inst              Control: N/A

Skills: None

This spell immediately awakens any creatures it effects. Such creatures come fully awake, and unwilling to go back to sleep for the next minute. If the caster desires, they can be made aware that they have been deliberately awakened, else the chances are as normal for detecting mind intrusion. Affected creatures are not exempt from any penalties due to fatigue though. A simpler (level 5) version of this spell would have a potency modifier of only P2.

#### Aura of Total Insignificance

Mi: 30 + 5N + R5 + P2

Components: V1 G1 C2      Spell type: S C C4 T1

Power: 2                      Casting time: Segments

Duration: 1 mn/5 mn      Control: Auto, caster

Skills: None

This powerful mind effecting spell causes everyone to totally ignore the caster and any other specified recipients within the radius of the spell, as if they were unimportant, or at the very least, somebody else's problem. Anything short of attack will be ignored, though doing something obviously detrimental to a person (such as robbing them blind) or unusual or noteworthy (such as killing someone, though not picking a lock, or climbing a wall), allows a second WIL check. Success means they resist the spell, though they won't necessarily know they have been magically duped. There are several modifiers to the WIL difficulty depending on circumstances. If the viewers saw and had

interest in the mage before the spell was cast, there is a x1/2 modifier. Doing something such as attacking someone gives a x1/5 modifier, and a second WIL check. An attack by one of the spell recipients onto an individual where the attacker was obviously the recipient, gives automatic success. The GM should use his own discretion in other situations.

#### Bringing the Dead to Life

Bo: 60 + P4 + X1

Mi: 70 + P4 + X1

Ne: 60 + P3 + 2X

Components: V3 G3 C3      Spell type: S D C1 T1

Power: 5                      Casting time: Hours

Duration: 15 min/inst      Control: Auto, locked

Skills: None

A powerful spell which can restore those that are dead back to life – not as undead, but as living people. Their original body must be present (and in a fit state to live in – lost limbs or other damage is not restored), and there is a relationship modifier for all three potencies as per far sense spells. The X modifier is 1 for each full hour that has passed in between the death of the person, and the beginning of the spell. Note that the dead spirit will resist the spell, regardless of the wishes of the person when alive. This spell is very difficult to cast, since very few magi are good enough at both mind and necromancy.

#### Chains of the Heavy Limbs

Bo: 10 + D10 + 2E

Mi: 15 + D10 + P2

Components: V1 G2 C1      Spell type: S I C3 T2

Power: 2                      Casting time: Segments

Duration: 2 rnd/ 1 hr      Control: Auto, lock

Skills: None

A creature effected by this spell is slowed, both in mind and in body. Its base speed is raised by 1 point for every point of effect of the spell.

**Change of Heart**

Mi: 10 + D5 +10E + P2

Components: V2                      Spell type: S I C2 T2  
 Power: 2                                Casting time: Rounds  
 Duration: Inst                        Control: N/A  
 Skills: None

This spell allows the wizard to shape the emotions of others. With its use, any single personality trait, directed or general, may be shifted one or more categories (as given by the effect modifier) from its natural value, though must remain in the -5 to +5 range. The trait will gradually turn back to its original value over time.

**Confusion of the Befuddled Mind**

Bo: 15 + D5 + E1

Mi: 20 + 5N + R5 + P2

Components: V1 G1 C1    Spell type: S I C2 T2  
 Power: 2                                Casting time: Segments  
 Duration: 2 mn/30 mn    Control: Auto, locked  
 Skills: None

The targets of the spell become dizzy and mildly nauseous, losing balance, coordination and suffering sensory deprivation. The targets suffer a penalty to all actions equal to the effect modifier of the spell. This means that some otherwise simple actions such as standing up (difficulty -5) or walking (difficulty 0) can now become a problem. At the termination of this spell, the effects wear off at a rate of one point per second.

**Detection of Intrusion**

As: 15 + E2 + R2

Mi: 10 + R2 + P2

Components: C1 G1 C1    Spell type: S A C3 T2  
 Power: 2                                Casting time: Seconds  
 Duration: 1 hr/1 dy            Control: Auto, fixed  
 Skills: Data“ off}Skills: None

Wards an area such that any intelligent creatures that enter it who fail a WIL check, or any magic that does not have cloaking exceeding the effect modifier is detected, and a warning given to the caster of this spell.

**Enslavement of Utter Obedience**

Mi: 60 + D3 + P2

Components: V2 G2 C1    Spell type: R I C2 T1  
 Power: 3                                Casting time: Rounds  
 Duration: 1 wk/1 yr            Control: Auto, locked  
 Skills: None

This powerful spell totally enslaves the target creature, bringing him under the caster’s utter control. The slave has no will or personality of his own, and will follow the casters commands even if they lead to obvious death. This spell isn’t quite as useful as it first appears though, since the spell has the following side effects on the poor target. First, his WIL is halved, and all WIL based skills revert to 0D. All other skills are halved. The target also much of his personality and any magical talent is lost.

**Fortress of Iron Will**

As: 10 + 5R

Mi: 15 + I1

Components: V1 C3            Spell type: S C C3 T2  
 Power: 2                                Casting time: Segments  
 Duration: 1 mn/30 mn        Control: Auto, caster  
 Skills: None

This spell protects the wizard (or an area around the wizard if a radius is given) from mind effecting spells. Any creatures so protected get a bonus to their WIL equal to the intensity of the spell while the spell is in effect. This is one of the more common spells to be found in items, since it is most useful if maintained permanently.

**Imbue with Commanding Presence**

Mi: 15 + 2I + P2

Components: V2 G1 C1    Spell type: S C C3 T2  
 Power: 2                                Casting time: Seconds  
 Duration: 5 mn/1 hr            Control: Auto, caster  
 Skills: See below

In the minds of those seeing and hearing the caster, she seems especially charismatic, and they will look on all requests from the caster favourably. In game turns, the caster receives a bonus to all CHA skills equal to the intensity of the spell. People receive a WIL roll to resist the first time they are affected by the spell.

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### Locating the Studied Mind

Mi: 10 + D1000 + P4

Components: V1 G1      Spell type: S U C4 T4  
Power: 2                  Casting time: Segments  
Duration: Inst            Control: N/A  
Skills: None

This spell is used for locating the whereabouts of someone previously studied with *Storing the Pattern of the Mind*. If the target is within range, then the caster knows both their location (ie distance to them, and direction), and their general state of health and mind. Note that because there is already a link between the caster and the spell target, *far sense* is not required for this spell.

### Lost in the Depths

Mi: 45 + D3 + P2

Components: V3 G2      Spell type: S I C2 T2  
Power: 2                  Casting time: Seconds  
Duration: Inst            Control: N/A  
Skills: None

The victim of this spell is effectively turned into a vegetable. She loses all memories, skills and any ability to relate to the world. KNO, CHA and WIL become 0D, and AGI, DEX and PER are reduced to 1 or 2 points. Though some death spells may be an easier way to get rid of someone, the spirit of the victim cannot be summoned up to get useful information afterwards. This spell is reversible, but a spell to do so would be very difficult, and not totally infallible.

### Mind Blast

Mi: 35 + R1 + P2

Components: V2            Spell type: S A C1 T3  
Power: 3                  Casting time: Segments  
Duration: Inst            Control: N/A  
Skills: None

This not-so-subtle mind spell causes a blast of powerful mental energy which (hopefully) overcomes the minds of all those within the radius of effect of the spell (which is centred on the wizard). The effect of this is to kill the creatures effected, or at the very least turn them into gibbering idiots (those which fail their WIL check by 5 points or

less are merely turned into vegetables, a process which is almost irreversible).

### Out of Sight Out of Mind

Il: 30 + D15 + E8 + R2

Mi: 30 + D15 + R2 + P2  
Components: V1 G3 C3    Spell type: S I C4 T1  
Power: 3                  Casting time: Rounds  
Duration: 1 hr/1 dy        Control: Auto, fixed  
Skills: Data“ off } Skills: None

Combines *Aura of Total Insignificance* with *Cloak of Veiled Sight*, to produce a powerful effect, albeit on a stationary object (which could be a person, building, path etc). Those viewing the target of the spell must make PER checks (difficulties according to normal illusions) and also WIL checks (difficulty given by the mind potency). Failure of the first, means that the object cannot be seen. Failure of the second means that *everyone* (regardless of whether they can actually see it) unconsciously avoids it. For instance, if cast on a cottage in a forest, people who would otherwise stumble across it by walking into it, actually go around it, though they may think they are walking in a straight line. It can be very difficult to convince people that something is actually there (with the use of string, linking hands etc), though it is possible. The magic is such that those who fail a WIL check are convinced that nothing is amiss.

### Painting the Picture of the Dream

Mi: 35 + D50 + P2

Components: G1 C3      Spell type: S V C4 T2  
Power: 2                  Casting time: Minutes  
Duration: 1 seg            Control: Manual, locked  
Skills: None

This powerful spell creates a dream for one sleeping target. The environment of the dream is under the control of the caster, but the actions of the target are not. The caster cannot directly find out information this way, but can do so indirectly through the targets actions. For example, to find out the password for the thieves guild, the caster could create a dream in which the target goes to the guild and has to give the password, thereby giving the wizard the information he wants. How

railroaded the target is into a chain of events is up to the caster, and though the chance of the target finding out he is being ‘controlled’ is minimal, it does increase with more the caster forces the targets hand (this is left entirely up to GM discretion). If the target is killed in a particularly nasty way, then he must make a stamina check, where a fumble means death in real life. The spell does not prevent someone from waking up, which disrupts the spell. Note that the target receives no bonuses to his WIL to resist this spell, so though it is a long winded way to do so, this spell can be easier than using another to directly probe for difficult to reach information. Dream time passes at a rate of a minute for each segment of real time.

**Probe of the Open Mind**

Mi: 15 + D5 + P2  
 Components: V1 G1 C3 Spell type: S V C3 T2  
 Power: 2 Casting time: Rounds  
 Duration: 1 rnd Control: Manual, locked  
 Skills: None

There are some spells which do more harm to the PR of magi than even the most fire loving demonologist could hope to attain in a lifetime. This is one of them. With it, the mage may lay bare the thoughts of another person, reading their memories much like a book. Despite the low base difficulty though, it is a hard spell to cast, because of the many penalties for reading deep into a persons mind – see the section on mind reading in the *The Casting of Magic* (chapter 4) for further details.

**Quiet of the Peaceful Nursery**

Bo: 15 + D20 + R10  
 Mi: 35 + D20 + R5 + N1 + P2  
 Components: V1 G1 C2 Spell type: S I C3 T2  
 Power: 3 Casting time: Segments  
 Duration: 15 mn/ 6 hr Control: Auto, locked  
 Skills: None

Causes a number of specified people to fall asleep. They remain asleep until either the mage stops concentration, or they are woken. They can only be woken by a very loud noise, or after being vigorously shaken – the sleep is very deep.

**Rewriting the Book of the Mind**

Mi: 20 + D5 + P1  
 Components: V1 C3 Spell type: S V C2 T2  
 Power: 2 Casting time: Rounds  
 Duration: 1 rnd Control: Manual, locked  
 Skills: None

This greatly feared spell allows the wizard to rewrite a creatures memories and thoughts. Only thoughts which have been previously detected (ie by *Probe of the Open Mind* or a similar spell) can be changed. See the rules on mind reading for further details on this spell.

**Sense of the Heart’s Desire**

Mi: 5 + D5 + P2  
 Components: G1 Spell type: S V C4 T2  
 Power: 2 Casting time: Seconds  
 Duration: Inst Control: N/A  
 Skills: None

This spell allows the wizard to sense the emotions of the target creature. There may be a modifier to the WIL difficulty, depending on how specific the information sought is (see the previous chapter on The Casting of Magic).

**Sense of the Living Mind**

Mi: 10 + R5 + P2  
 Components: V1 C1 Spell type: S A C4 T2  
 Power: 2 Casting time: Seconds  
 Duration: 2 mn Control: Auto, caster  
 Skills: None

This spell allows the wizard to sense the presence of thoughts of living creatures within the radius of effect of the spell. The only thing that may be sensed about the minds are whether they are animal, human intelligence or extra-planar.

**Sense the Intruding Thoughts**

Mi: 20 + R5 + P2  
 Components: V2 G3 C2 Spell type: S A C3 T2  
 Power: 2 Casting time: Rounds  
 Duration: 1 hr/1 dy Control: Auto, fixed  
 Skills: None

By placing an area under the protection of this spell, the wizard is automatically alerted to any

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intruders moving into the area of effect. If she is asleep, then she is wakened, and knows the reason why. A general impression of the size and number of creatures can be gleaned with this spell. A number of individuals may be made transparent to the spell (ie, they don't set it off), and a minimum WIL may be set – ie anything less than 1D is ignored. A successful WIL check means the creature is undetected by this spell.

### Sharing the Captured Thoughts

Mi: 25 + D5 + 5N + P2

Components: V1                      Spell type: M I C4 T1  
Power: 2                                Casting time: Segments  
Duration: Inst                        Control: N/A  
Skills: None

Similar to *Projecting the Captured Image*, but instead sends the images gained from the main spell directly to a number of people's minds. This way, abstract thoughts can be broadcast, as well as images from spells.

### Slumber of the Sleeping Babe

Bo: 5 + D20

Mi: 25 + D20 + P2

Components: V1 G1 C1    Spell type: S V C3 T2  
Power: 2                                Casting time: Segments  
Duration: 15 mn/4 hr        Control: Auto, locked  
Skills: None

This spell causes a single creature to fall asleep unless they make their WIL check. The sleep is very deep, so it is difficult to wake them. Once the mage stops concentrating though, they will wake up in a few minutes.

### Storing the Pattern of the Mind

Mi: 20 + D5 + 4E + 2P

Components: V1 G0 C1    Spell type: S I C3 T1  
Power: 2                                Casting time: Rounds  
Duration: 1 dy/1 wk        Control: Auto, locked  
Skills: None

By the use of this spell, the caster makes a detailed study of the targets mind, enabling the caster to both find and effect the target with greater ease. It forms a prerequisite of *Locating the Studied Mind* and gives greater identification for *Sense of the*

*Living Mind* and similar spells (the caster can instantly recognise minds which have been stored with this spell). The effect modifier also acts as a bonus to the potency for mind spells on that person.

### Strike of Sudden Death

Mi: 25 + D5 + P2

Components: V3 G2                      Spell type: S I C2 T3  
Power: 3                                    Casting time: Segments  
Duration: Inst                            Control: N/A  
Skills: None

The affected target of the spell is killed instantly if the WIL check is failed. He falls down immediately dead, without uttering a sound.

### Strings of the Puppets

Mi: 30 + D5 + 5N + P2

Components: V1 G2 C3    Spell type: S I C2 T1  
Power: 2                                    Casting time: Segments  
Duration: 1 mn/30 mn        Control: Manual, locked  
Skills: None

This spell allows the mage to take control of a creature's mind, and hence their body as well. The creature so controlled can be made to do anything the caster wishes, including fighting but not spell casting – such is too delicate an operation for an outside controller to handle (though the a controlled wizard can be made to drop currently maintained spells). The creature cannot be made to do anything the mage doesn't know about, and tends to have a rather glazed look, so isn't as useful as more subtle methods of control in some circumstances. The mage has full use the the creatures senses while this spell is in effect. If several subjects are controlled with this spell, then only basic commands (such as walk, fight, stand still etc) can be given to all at once.

### Talking Through the Unbroken Silence

Mi: 10 + D10 + 5N + P2

Components: V1 C1                      Spell type: S I C3 T2  
Power: 2                                    Casting time: Seconds  
Duration: 1 rnd/1 hr            Control: Manual, lock  
Skills: None

This spell allows the mage telepathy with the



target of the spell. Two way communication is possible, though no information may be gleaned by either person unless the other desires it. Speech, pictures, feelings etc can be conveyed by the spell. Note that the caster must still be able to see the target when the spell is cast, but can otherwise be maintained as long as the target remains within the distance of the spell.

### Unleash the False Desire

Mi: 15 + D5 + 5E + P2

Components: V1 C2      Spell type: S I C2 T3  
 Power: 2                      Casting time: Seconds  
 Duration: 1 rnd/1 mn      Control: Auto, locked  
 Skills: None

This spell instils one single, very powerful, emotion in a single creature. The mage may give the creature an emotional trait of value +5 or -5 (or any value in between), which lasts while the spell is maintained. As soon as the spell is finished, the creatures emotions return to normal. Types of emotion that can be instilled are fear, love or hate.

### Wards of the Silent Alarm

Mi: 10 + R2 + P2

Components: G1 C2      Spell type: S A C4 T2  
 Power: 2                      Casting time: Rounds  
 Duration: 1 hr/12 hr      Control: Auto, fixed  
 Skills: None

This spell is set up over an area, usually around an encampment. After the region has been defined, any intelligent creature that moves into the region sets off a mental warning for the wizard who cast the spell. The warning is sufficient to wake a person from even a deep sleep. Any who are within the radius of the spell when it is cast will not trigger its effects. The spell is automatically ended when it is triggered. It is possible to set a 'lower bound WIL', where any WIL resistance below this value does not trigger the spell – ie 20 so animals (usually 2D WIL) won't trigger it.

### Words of Suggestion

Mi: 30 + D10 + N5 + R2 + P2

Components: V2 G1      Spell type: S I C2 T2  
 Power: 2                      Casting time: Segments  
 Duration: Inst              Control: N/A  
 Skills: None

Allows the wizard to plant a 'suggestion' in the mind of the targets. The suggestion can be a simple command (such as run away), or a more complex set of instructions, such as to ignore the caster, or to go and collect an item. See the notes on mind spells for purposes of WIL bonuses because of dangerous or unnatural suggestions.

### Words of Warning

Mi: 10 + D10 + P2

Components: V1 C1      Spell type: S I C3 T4  
 Power: 2                      Casting time: Segments  
 Duration: 1 rnd              Control: Manual, lock  
 Skills: None

This is a simplified version of *Talking Through the Unbroken Silence*, in that communication is one way only – from the caster to the target. One special feature of the spell is that the target gets no WIL to resist on initial casting, but may do so each round the spell is in effect, as for normal mind spells. This spell cannot be used to distract a mage who is casting a spell (for instance).

### Plant

#### Blight on the Healthy Plants

Pl: 10 + D10 + 2E + 3N

Components: V1 G2 C1      Spell type: S I C3 T2  
 Power: 2                      Casting time: Seconds  
 Duration: 1 rnd              Control: Auto, locked  
 Skills: None

Causes a number of plants to grow sick and die. The spell effectively causes damage equal to the E modifier each round, when damage totals the plants total hitpoints, the plant has rotted to practically nothing. See the Core Rules for average BOD values for plants (in general, bushes about 1D, small trees 3D to 5D, large oaks 15D to 20D).

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### Curse of the Haunted Forest

II: 20 + A20

PI: 30 + A20 + 5X

Components: V3 G3 C1 Spell type: R I C4 T1

Power: 3 Casting time: Minutes

Duration: 1 dy/1 wk Control: Auto, fixed

Skills: None

This causes a region of forest to apparently become haunted. Trees and plants take on a will of their own, and are given limited locomotive power, though they cannot walk. They will try to cause harm to any within the confines of the forest. The illusion component adds special effects such as leering faces on trees, mists, wraith-like figures and willo-the-wisps. The X modifier increases the 'intelligence' of the forest. At 0, it can do no more than act directly, trying to swipe with branches or grasp with vines. At 5, it is able to make far reaching plans, channelling creatures into dead ends, blocking off escapes and so forth.

### Encouraging Words of Growth

PI: 15 + D20 + 2E + 5N

Components: V2 G3 C3 Spell type: S I C2 T1

Power: 4 Casting time: Seconds

Duration: 1 rnd Control: Auto, locked

Skills: None

A powerful spell which speeds up the growth of a number of plants, from grasses to trees. Growth beyond normal maximum size takes double time up to 50% larger than maximum. The E modifier gives the rate of growth, specified in points of BOD. Simply, flowers will take a round or less, while a large oak could take several minutes to grow from a small acorn to full size. The effects of the spell are permanent.

### Grasping Vines of Entanglement

PI: 15 + A2 + D10 + E2

Components: V1 G2 C2 Spell type: S I C3 T2

Power: 3 Casting time: Segments

Duration: 1 rnd/1 hr Control: Auto, locked

Skills: None

A region of plants, including grasses, bushes, trees and flowers, will become animated and attempt to grasp and hinder any creature or object moving

through them. Any creatures must make a STR check versus the E of the spell. Failure means they cannot move, success means they can move at a third speed, and twice the difficulty means they can move through unhindered. The check is made each round they are within the area. Standing still will not attract the notice of the plants, but doing such usually has the desired effect anyway.

### Moving the Plants Aside

PI: 5 + I2 + 5R

Components: V2 G2 C1 Spell type: S C C3 T2

Power: 2 Casting time: Segments

Duration: 5 mn/1 hr Control: Auto, caster

Skills: None

All plants in a specified radius around the caster will attempt to move out of his way, clearing a path for him in the desired direction, allowing unhindered movement. About a minute after the caster leaves the area, the plants move back to how they were originally, though signs of passage is not hidden. The I modifier is the thickness of foliage moved aside.

### Sap of Deadly Poison

PI: 25 + A1 + D10 + E2

Components: V1 G1 Spell type: S I C2 T2

Power: 3 Casting time: Segments

Duration: 30 mn/Inst Control: N/A

Skills: None

Turns the sap of plants into poison which can effect animals. When cast upon thorny plants, or those which are usually eaten, results can be quite deadly. A failed CON check for anyone eating or being pricked by such plants means death within a minute, with pain up to that point. The poison works when ingested or injected, and its potency is equal to the effect of the spell. The poison lasts about six hours, and all plants affected are killed.

### Solid Wall of Oak

PI: 25 + A2 + D10 + I3

Components: V2 G2 C1 Spell type: S I C2 T2

Power: 3 Casting time: Segments

Duration: 1 hr/Inst Control: Auto, fixed

Skills: None

Creates a solid wooden wall, with length and height made from the area modifier of the spell, and the intensity giving its BOD – which is thickness. See the core rules, chapter 10, for the armour values and equivalent thickness for such a wall – assume hard wood. The wall can be free standing, or rooted to earth or plants, but not to stone or metal. It vanishes when the spell ends unless mana is used to make it permanent.

### **Speak with the Awakened Plant**

Pl: 10 + R10 + 10X

Components: V3                      Spell type: S I C3 T2  
Power: 2                                Casting time: Minutes  
Duration: Inst                        Control: N/A  
Skills: None

Allows the wizard contact with the spirits of the plants. For each point of X modifier, the wizard may ask one question of that region. Only regions of large bushes and trees have enough ‘intelligence’ to answer the wizards questions. The spirit will answer as best it can, but the spell may only be cast once a day over the same region. The radius of the spell gives the area over which the plants have knowledge. The questions are asked during the casting of the spell, and the answers are obtained when it is completed.

### **Sprouting of Winter Leaves**

Pl: 20 + E2 + 3N + R20

Components: V2 G2 C2    Spell type: S I C3 T2  
Power: 3                                Casting time: Rounds  
Duration: 1 rnd                        Control: Auto, locked  
Skills: None

Causes plants to sprout leaves whatever the time of year. Casting this spell in the middle of winter can have disastrous results for plants, but few wizards ever worry about this. For purposes of this spell, consider the amount of leaves a tree or bush has at maximum cover to be equal to its full hitpoints, the the E modifier of this spell is the rate at which leaves are grown. Note that this spell isn’t much use on evergreen plants. The effects of the spell are permanent and non-magical.

### **Stripping the Trees of Their Leaves**

Pl: 10 + E1 + 2N + R20

Components: V1 G1 C1    Spell type: S I C3 T2  
Power: 2                                Casting time: Segments  
Duration: 1 sec                        Control: Auto, locked  
Skills: None

Causes leaves on trees and bushes to turn brown and fall off. The rate is as for sprouting of the winter leaves, except the opposite occurs, and things happen a lot quicker, in a matter of seconds.

### **Wall of Sharp Thorns**

Pl: 15 + D10 + I2 + V2

Components: V2 G1            Spell type: S I C2 T2  
Power: 4                                Casting time: Segments  
Duration: 1 hr/inst                Control: N/A  
Skills: None

Creates a wall of thick entangled thorns in the specified region. It can be cast around objects, including creatures, and doing so can be painful for the creatures concerned. The I modifier gives the strength of the wall. Anyone trying to break through it without suitable weapons takes a P0 attack at damage equal to a fifth of the spell intensity. A spell more to slow than to damage, though can be deadly when combined with *Sap of Deadly Poison*.

### **Water Form**

#### **Beaker of Water**

Wa: 5 + M1

Components: V2 G1            Spell type: S I C2 T2  
Power: 3                                Casting time: Seconds  
Duration: 1 hr/inst                Control: N/A  
Skills: None

This spell creates an amount of water which flows from the caster’s hand. The water so created is magical, so to have any lasting benefit mana must be used with the spell. The water is pure, distilled water, so will taste slightly ‘strange’ but is otherwise perfectly refreshing as normal water.

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## Chapter 1 : Spell Lists

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### Bridge of Ice

Co: 5 + M5

Wa: 10 + A5 + D5

Components: V2 G1

Spell type: S I C3 T2

Power: 3

Casting time: Seconds

Duration: Inst

Control: N/A

Skills: None

When cast, a specified area of water has its surface frozen so to enable crossing of it. The ice is thick enough so support a mass equal to the M effect of the spell. In moderate temperature, the 'bridge' weakens by 1kg each minute. It melts at half this rate in cold temperatures, and double this in warm, quintuple in hot, and decuple in very hot climates.

### Cauldron of Liquid Fire

Fi: 25 + I2

Wa: 15 + D20 + V5

Components: V3 G3

Spell type: S I C1 T3

Power: 4

Casting time: Seconds

Duration: Inst

Control: N/A

Skills: None

Creates a volume of highly flammable liquid, which is furthermore already ignited. The oily liquid will float on water, and causes damage equal to the spell intensity each round. The penetration is H25. A slow spell to cast, but useful for flushing people out from buildings, or making an area impassable. The liquid and fire dissipates slowly after the spell is cast, losing a dice of intensity each minute as the liquid is consumed. This liquid is magical, and can be dispelled.

### Covering of Oil

Wa: 5 + D5 + 5M

Components: V1 G2

Spell type: S I C3 T2

Power: 3

Casting time: Segments

Duration: 15 mn/Inst

Control: N/A

Skills: None

Create an amount of oil equal to the mass of the spell. For the sake of this spell, 1 kg of oil gives 10,000cm<sup>2</sup> of oil, enough to cover a single person. More than this can drench a person, or cover a wider area. The oil is both slick (ie can be used to hinder movement if put over the floor) and flammable. A single point of intensity of fire will ignite

it. A *fire* meta-magic spell of 5 + D5 + I1 could be cast with this spell to do this.

### Curse of Vile Water

Wa: 10 + D1 + E2 + V1

Components: V1 G1

Spell type: S I C2 T2

Power: 3

Casting time: Seconds

Duration: Inst

Control: N/A

Skills: None

This spell makes an amount of water impure and unfit to drink. Any who drink it must make a CON check versus the effect of the spell, else suffer illness and stomach cramps, starting 10 minutes after imbibing it, and lasting for 1/2 hour for each point by which they failed the check. Creatures so affected suffer -2D to all actions, and move at half speed. A PER+observation check of difficulty 60 will notice that the water is unfit. Creatures get a bonus equal to the effect of the spell to their roll (ie really bad water is foul smelling and 'the wrong sort of colour' and hence easy to notice). The difficulty is halved if they are actively checking the water first.

### Divine the Presence of Water

Fa: 10 + R200

Wa: 5 + 10X

Components: V1 G2

Spell type: S U C4 T2

Power: 2

Casting time: Rounds

Duration: Inst

Control: N/A

Skills: None

Tells the wizard where the nearest body of water is located, giving the direction and distance to its nearest part. The X modifier increases the likely hood of finding small amounts of water. Anything larger than 1000m<sup>3</sup> requires no modifier. 100m<sup>3</sup> requires 1 point of modifier, 10m<sup>3</sup> requires 2 points, 1m<sup>3</sup> requires 3 points, 1/10m<sup>3</sup> requires 4 points and so on.

### Dust of Dry Water

Wa: 20 + D1 + V1

Components: V2 G1

Spell type: S I C1 T3

Power: 4

Casting time: Seconds

Duration: Inst

Control: N/A

Skills: None

Water so effected by this spell becomes 'dry' – it is converted into a fine powdery dust equal to about 1/100 its original volume.

### Flood of Rushing Water

Wa: 25 + D10 + V10

Components: V3 G3

Power: 4

Duration: 1 mn/inst

Skills: Swimming

Creates a volume of water, which appears where the caster wills. The water vanishes after the spell expires, unless extended with mana. The water is pure (distilled) water.

### Lungs of Watery Death

Bo: 10 + P2

Wa: 25 + D5 + E3

Components: V2 G2

Power: 3

Duration: Inst

Skills: None

The effect of this deadly spell is to create water in the lungs of some living creature. The spell target must make a WIL check to resist the spell. Failure means they must make a second check, this time with BOD (or CON, if they do not have a separate rating), against the effect component in the Water part of the spell. Success on the second check means they suffer 1D of stuns, and 1D of short term fatigue. Failure means they suffer another 2D of extra fatigue for every 5 (or part of) points they failed this check by. If this fatigue exceeds their CON+*stamina* then they die.

### Mighty Torrent of Water

Wa: 20 + D5 + I2

Components: V3 G2

Power: 3

Duration: Inst

Skills: None

A 'bolt' of water, equal in appearance and form to that from a high pressure hose, shoots from the caster towards the target specified. Damage is of penetration B20. The water dissipates a few segments after hitting the target.

### Pillar of Ice

Co: 25 + E2

Wa: 25 + D10 + V1

Components: V2 G2

Power: 3

Duration: 1 mn/1 hr

Skills: None

A block of ice appears at the designated point. Any objects, including creatures, within that area, are encased in the ice. It requires a lifting check versus the effect of the spell to break free, though the difficulty is modified by +5 for each metre the creature is from the edge of the ice. Creatures will usually suffocate before suffering serious effects from the cold, but otherwise they take 0D+8 prolonged damage each minute, with a penetration of C0.

### Purify Water

Wa: 15 + D1 + V2

Components: V1 G1

Power: 3

Duration: inst

Skills: None

When cast, this spell purifies a specified amount of water or other liquids. Any liquid may be so purified, as long as it is not within the body of a living creature. The liquid being purified to must make up at least 50% of the whole – so a drop of oil cannot be placed in a barrel of water, and then the entire barrel 'purified' to oil.

### Spring of Ever Flowing Water

Wa: 20 + D2 + M1 + R5

Components: V2 G2 C2

Power: 3

Duration: 1 rd/1 hr

Skills: None

When this spell is cast, water starts 'raining' over the specified region. An amount of water is created each round equal to the M effect of the spell (1 tonne of water is equal to 1m<sup>3</sup>). If no mana is used in the casting of the spell, the water lasts for as many minutes as the spell lasted in rounds. Otherwise, the water created is permanent.

Spell type: S I C2 T2

Casting time: Segments

Control: N/A

Spell type: S I C2 T2

Casting time: Rounds

Control: N/A

Spell type: S V C2 T2

Casting time: Segments

Control: Auto, fixed

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### Subtle Taste of Poison and Purity

Wa: 10 + D1

Components: V1                      Spell type: S I C4 T1  
Power: 2                                Casting time: Seconds  
Duration: Inst                        Control: N/A  
Skills: None

Divines the nature of any liquid. The wizard knows whether the liquid is poisonous, flammable, acidic etc. In the case of poisons, the caster roughly knows the effects of the poison.

### Transmute Rock to Mud

Ea: 20 + D10 + I5 + V25

Wa: 5 + D25 + V50

Components: V2 G2                  Spell type: S I C1 T4  
Power: 3                                Casting time: Seconds  
Duration: 1 mn/inst                Control: N/A  
Skills: None

This spell forces a specified volume of rock to change into mud, effectively ruining its defensive value, and causing creatures on top of it to fall into the now muddy pit. The type of rock which can be affected is dictated by the intensity component (where 1D is sand or loose dirt, going up to about 20D for hard granite). An intensity which is less than the required amount will affect a smaller portion of the rock (ie 10D intensity versus granite would only affect about half the volume). The spell is instantaneous, but the mud remains mud until it dries. A dust of dry water spell will solidify the area into rock hard mud instantly.