

ATOMIK GRIMOIRE

FOR USE WITH *ATOMIK MAGICK 2ND EDITION*



Written By: Mark Chase (mchase@meta-earth.com)

Contributors: Stephan Aspridis (sas72@gmx.net)
Frederic Graves
Chason Lapointe (goth_chylde@hotmail.com)

All material within, Copyright 2000, all rights reserved

Meta-Earth
<http://www.meta-earth.com>

Corpus Liber Magus

The Collected Book of Magic

Listed herein is a catalogue of powerful spells and incantations. This catalogue is divided into sections separating the spells into their most logical categories. These Categories are listed as per Spell Category, which is not necessarily the same as its Primary or Secondary Effect (its purpose and SFX have a lot to do with it as well). It should also be noted that telepathic or "psychic" Magic systems are not restricted to Mental spells alone. Mental spells are simply spells which *effect* the mind, but can be cast by any Magic System (Magery, Elementalism, and so forth).

The spell's description will give the following information: generic Name, Time to Cast the spell, MP Energy to cast, DV to Conceive and Cast, and a description of the spell's effects. The rituals and methods used to cast the spell will vary depending on the Magic System used.

Below is a quick reference list for the spell Categories. You must have a separate Magical Skill for each Category in your Magic System, i.e., **Thaumaturgy (Creation)**, **Thaumaturgy (Sensory)** (or Magery), or **Elementalism (Movement)**, **Elementalism (Natural)**, for Elemental Magic System, and so forth.

Spell Categories

Creation (and Entropy) Spells
Elemental (Primal) Spells
Knowledge (Wisdom) Spells
Mental (Psychic) Spells
Movement (Portation) Spells
Natural (Shamanic) Spells
Necromancy (Spiritual) Spell
Physiology (Healing) Spells
Sensory (Wyrdsight) Spells
Summoning (Conjuring) Spells
Temporal (Chronomancy) Spells
Wizardry (Enchantment) Spells

The spell's description will give the following information: The Primary and Secondary Effect of the spell, along with its SFX. The MP Energy required to cast the spell. The Difficulty to Conceive (create) and Cast (invoke) the spell. And finally, the time required to create and/or cast the spell.

Primary: The Primary Effect of the Spell. The most powerful part of the spell.

Secondary: Any Secondary effects that were added (power level is half that of Primary, or less)

Energy: The Mana energy required to cast the spell.

Difficulty to Conceive: How complex and difficult the spell is to *conceive*.

Difficulty to Cast: How complex and difficult the spell is to *invoke or use*.

Time: How much time is necessary to create and/or cast the spell. Usually in Minutes, but could be Rounds, Seconds, Hours, or whatever, depending on the Magic System which is being use.

Terminology

This is a listing of other terminology used in Atomik Grimoire which may need further clarification.

Spell Category: The Category (Creation, Necromancy, Summoning, etc.) of the spell based on "What it does". Often related to Spell Effect of SFX, but not necessarily.

Spell Effect Category: The Primary (or Secondary) effect of the spell, which forms the central nature of the spell actually does.

Spell Skill: The skill used to cast spells. Default is Thaumaturgy (Category), where Category is the Spell Category. The name of the skill is dictated by the magic system used in your campaign.

You: Assuming that "you" are the one using (invoking) the spell, but not necessarily the one who cast the spell.

Caster: The wizard who created the spell. This may be you, or it maybe someone who stored the spell on you or an item you are using.

Cast: To create a spell to be used, may be stored on you or any particular item. The actual task roll for the spell is performed during invocation (below).

Invoke: To actually activate and use the spell. Typically, the spell is invoked by several words and gestures with the task roll (but there may be other requirements, see sections above).

Target: The object or person on which the spell is cast.

Difficulty: The DV target value that is rolled against to cast the spell. More advanced and complex spells have a higher Difficulty. Note that if you are using 1D10s to roll your skills, subtract 5 from these values.

Level: This is the Level of the spell. Some spells may not have Levels per sa, but many do. Spells with higher levels have greater effect, usually listed as 1D6 of Effect per Level, but this can vary from spell to spell. "Levels" are not all-important and are not (directly) dependent on the "level" of the mage's abilities.

Creation (and Entropy) Spells

Contributed By: Stephan Aspridis

CREATION AND ENTROPY SPELLS

Creation spells allow a mage to manipulate matter, cleaning, repairing, shaping, and even bringing things into spontaneous existence! Entropy spells sow chaos and disorder, accelerating entropy and causing things to wear out or be annihilated all together. All spells are in alphabetical order.

Annihilation

Primary: Disintegration SFX: Radiation Energy: 42 MP DV to Conceive: 24 Disintegration lvl 10 Activation lvl 2 (DV 9) Lesser Effect lvl 1	Secondary: none SFX: none Time: 176.4 DV to Cast: 30 Only Affects Life Bypass Defenses (No Area Effect or Range)
---	--

Obliterate your foe utterly! When you cast this spell on a living being, it is consumed in a flash of destructive energy that instantly turns it into dust, while leaving any objects unharmed. Base area of effect is one living being and 30DC damage are inflicted. The damage must be equal to or exceed the hits of the target, or absolutely nothing happens. Armor has no effect but the target in question must be touched. This spell does not work against undead or nonliving matter, as it calls upon the forces of death itself. An "Activation" roll of 3D6 verses 9 is also required.

Clean

Primary: Restoration SFX: Magic Energy: 3 MP DV to Conceive: 13 Restoration lvl 1 Only Affects Dirt and Grime	Secondary: none SFX: none Time: 0.9 DV to Cast: 15 Greater Effect lvl 3
--	---

Casting this spell upon an object, person, or self will instantly remove all unwanted dirt, sweat, and oil. It will not repair physical damage.

Corrode

Primary: Entropy SFX: Magic Energy: 7 MP DV to Conceive: 16 Entropy lvl 3 Penetrating lvl 1	Secondary: none SFX: none Time: 4.9 DV to Cast: 29 Only Affects Corrodible Greater Effect lvl 3
--	--

Cast upon any object, the object shall become corroded and turn to ruin. Metal will rust, tarnish, or melt. Paper and wood shall turn to ash. Plastic, stone, and other such resistant material are not affected. Normally, this spell shall do 3 DC damage to any non-living, corrodible material. Cast upon armor, it shall remove 1 points of its protective value

for every 5 or 6 rolled with the three dice. Cosmetically, it will also cause the above-mentioned corrosive effects to appear.

Create Life-Form

Primary: Create (Organism) SFX: Bioenergy Energy: 64 MP DV to Conceive: 22 Create lvl 8 Must have seen it before	Secondary: none SFX: none Time: 409.6 DV to Cast: 28 Duration, 20 minutes
---	---

When you cast this spell, the creature of your desire shall appear before you. To use this spell, you must have seen the creature before. You must have seen it with your own eyes, and not in picture or painting. Once the beast is formed, it will remain in existence for 20 minutes, for the beast is of magical energy and is not truly made of material stuff. You may create a creature of a mass up to 40 kilograms which will have the average stats for its species, and is treated as newborn. It is possible to create a larger life-form with multiple castings. For an additional +5 Cost, +2 DV, characteristics can be assigned. Skills can be given at +1 Cost, +1 DV per skill per level (and you must also have the skill in question and the creature must be intelligent). Cost is -5, DV -4 if you are making a duplicate of a life-form you can currently see before you.

Create Object

Primary: Create (Object) SFX: Magic Energy: 39 MP DV to Conceive: 20 Create lvl 6 Must know object	Secondary: none SFX: none Time: 152.1 DV to Cast: 25 Duration, 5 minutes Greater Effect lvl 2
---	--

When you cast this spell, the object of your desire shall appear before you. To use this spell, you must have seen the object before and know its workings. Simple, common objects such as tables, chairs, swords and the like require that you only picture the object in your mind. Complicated machines require that you make an Competent Task Roll in the appropriate skill (electronics, mechanics, weaponsmith, etc.) before casting this spell. Once the object is formed, it will remain in existence for 5 minutes, for the object is of magical energy and is not truly made of material stuff. This spell allows for the creation of 60 SDP (and/or 120 kilograms) of material. It is possible to create larger objects with multiple castings. Cost is -5 MP, DV -4 if you are making a duplicate of an object you can currently see before you.

Malfunction

Primary: Entropy

SFX: Magic

Energy: 6 MP

DV to Conceive: 11

Entropy lvl 5

Fine Control

Greater Effect lvl 1

This spell shall cause a machine, mechanical or electronic, to jam, freeze, or shut down. To cast this spell, you must have knowledge about the machine. You must successfully make the skill roll in the appropriate area, mechanics, engineering, electronics, etc. In game effects, 5D6 is rolled to create a Difficulty Value for the operator of the machine to roll against (if a total of 23 is roll, the DV to keep the machine running is 23). If he fails, the machine shuts down. If there is no operator, it will shut down.

Secondary: none

SFX: none

Time: 3.6

DV to Cast: 14

Only Affects Machines

"Stun" Only (Shuts down)

Disintegration

Primary: Disintegration

SFX: Anti-Reality

Energy: 28 MP

DV to Conceive: 18

Disintegration lvl 5

Activation lvl 2 (DV 9)

Feedback lvl 3

Eradicate your enemies before you with a blast of Anti-Reality itself! Upon casting this spell your target area is consumed in a flash of destructive energy that instantly turns all matter to dust (doing 15DCs, or 1 Kill, of damage) to everything within its effect radius. The area of effect is a Sphere (level 3) with a radius of 2 meters (diameter 4 meters, or 12 feet). Range is at Line of Sight. *This effect is all or nothing.* If the damage rolled against the object (or objects) does not equal or exceed its current SDP (or Hits), minus any armor, then absolutely nothing happens. An "Activation" roll of 3D6 verses 9 is also required.

Secondary: none

SFX: none

Time: 78.4

DV to Cast: 22

Range at Line of Sight

Area Effect (Sphere) lvl 3

Greater Effect lvl 2

Illusion (Lesser)

Primary: Create (specify)

SFX: Magic

Energy: 12 MP

DV to Conceive: 14

Create lvl 2

Must have seen it before

Greater Effect lvl 2

When you cast this spell, an illusionary object shall appear before you. To use this spell, you must have seen the object before. Once the illusion is thus formed, it will remain in existence for 5 minutes. This spell allows for the creation of an illusionary object of 20 SDP (and/or 40 kilograms) of material. It is possible to create larger objects with multiple castings. Cost is -5 MP, DV -4 less if you are making a duplicate of an object you can see before you.

Secondary: none

SFX: none

Time: 14.4

DV to Cast: 17

Duration, 5 minutes

Illusionary

Illusion (Greater)

Primary: Create (specify)

SFX: Magic

Energy: 24 MP

DV to Conceive: 18

Create lvl 5

Must have seen it before

Greater Effect lvl 2

When you cast this spell, an illusionary object or creature of your desire shall appear before you. To use this spell, you must have seen the object or creature before. Once the illusion is thus formed, it will remain in existence for 20 minutes. This spell allows for the creation of an illusionary object of 50 SDP (and/or 100 kilograms) of material. It is possible to create larger objects or creatures with multiple castings. Cost is -5 MP, DV -4 less if you are making a duplicate of an object or creature you can actually see before you.

Secondary: none

SFX: none

Time: 57.6

DV to Cast: 22

Duration, 20 minutes

Illusionary

Illusionary Spell

Primary: (the Spell)

SFX: Magic

Energy: Half Cost

DV to Conceive: x0.8

Illusionary

This is basically a "wrapper spell" used to turn any spell into an Illusionary spell. Using this thaumaturgical technique, it is possible to simulate the effects of any spell in an illusionary fashion by shaping the perceived fabric of reality (as long as the spell abides by the restrictions imposed by Illusionary Effect). The duration and all other aspects of the spell are the same, only they are illusionary. You may only use Illusionary Spell with spells having Attack, Defense, Sensory (*for affecting senses*), Physiology, and Creation Primary Effects. The Skill you must use is one of the appropriate to the Spell Category, which may not necessarily be Creation/Entropy (if the spell came from Sensory, use your Sensory spell skill).

Secondary: none

SFX: none

Time: (recalculated)

DV to Cast: x0.8

Mend

Primary: Restoration

SFX: Magic

Energy: 5 MP

DV to Conceive: 13

Restoration lvl 1

Casting this spell upon cloth, paper, carpet or other such simple, woven or knitted material will instantly repair all tears or holes, but it will not repair lost information, such as on a damaged book. It will only repair the material.

Secondary: none

SFX: none

Time: 2.5

DV to Cast: 16

Greater Effect lvl 3

Repair

Primary: Restoration
SFX: Magic
Energy: 16 MP
DV to Conceive: 20
Restoration lvl 5
Only Affects Objects
All parts must be available

Secondary: none
SFX: none
Time: 25.6
DV to Cast: 25
Greater Effect lvl 3
Fine Control

Upon casting this spell upon an item it will become fully repaired and functional (or at least repair 5D6 points of damage), so long as all parts (broken or not) are available. This repair is permanent.

Replicate (or Duplicate)

Primary: Create
SFX: Magic
Energy: 18 MP
DV to Conceive: 18
Create lvl 5
Object must be present
Similar materials must be present

Secondary: none
SFX: none
Time: 32.4
DV to Cast: 22
Duration, 5 minutes
Greater Effect lvl 2

When this spell is cast upon an object, an exact duplicate shall be created. A mass of material must be available for it to form from, comprised of the same elements as the object to be copied (that is, to replicate a sword you must have a bar of steel). It is possible to replicate an object of a mass up to 100 kilograms (or 50 SDP) or one cubic meter in size. You may replicate larger objects by adding Area Effect for +2 Cost, DV +1 per cubic meter. This spell will make a *precise* copy. A book will be copied, letter for letter. A floppy disk will be replicated, data and all; the same for videocassettes and optical disks, etc. Serial numbers and stamps will also be precisely copied.

Restore (Illusionary Repair)

Primary: Restoration
SFX: Magic
Energy: 8 MP
DV to Conceive: 14
Restoration lvl 5
80% must be intact
Greater Effect lvl 2
Must remain in caster's presence

Secondary: none
SFX: none
Time: 6.4
DV to Cast: 17
Continuous (1 MP / Phase)
Only Affects Objects
Illusionary

This will temporarily make a damaged object fully functional (it is illusionary). Cast on an object, it will function and appear undamaged as long as it remains in the caster's presence and it is feed 1 MP of energy every Phase (3 seconds). Otherwise it will breakdown again. The object must not be broken into many pieces, and at least 80% must be intact.

Shatter

Primary: Entropy
SFX: Magic
Energy: 4 MP
DV to Conceive: 10
Entropy lvl 2
Greater Effect lvl 2

Secondary: none
SFX: none
Time: 1.6
DV to Cast: 13
Only Affects Objects

Casting this spell upon an object will cause the object to be shattered, in whole or in part. Normally, this spell shall do 2 DC damage to any non-living object.

Cast upon armor, it will remove 1 points of its protective value for every 5 or 6 rolled with the dice.

Soil

Primary: Entropy
SFX: Magic
Energy: 1 MP
DV to Conceive: 10
Entropy lvl 1
Only Affects Dirt and Grime

Secondary: none
SFX: none
Time: 0.2
DV to Cast: 13
Greater Effect lvl 3

Casting this spell upon an object or person will instantly cause it to become dirty, smelly, and covered with dust! It causes no damage, and the dirt and dust can be easily removed by washing.

Weaken

Primary: Entropy
SFX: Magic
Energy: 1 MP
DV to Conceive: 10
Entropy lvl 1
Only Affects Objects

Secondary: none
SFX: none
Time: 0.2
DV to Cast: 13
Greater Effect lvl 3

Cast upon any object, the object shall be weakened and become vulnerable to further damage. Normally, this spell does 1 DC damage to any non-living form. cast upon armor, it shall remove 1 point of its protective value if a 5 or 6 is rolled.

X to Y (Lead to Gold, etc.)

Primary: Transmute (specify)
SFX: Magic
Energy: 12 MP
DV to Conceive: 12
Transmute
Greater Effect lvl 2
Only Affects simple items

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 15
Duration, 1 minute
Activation lvl 2 (DV 9)

The age old spell of turning lead into gold, but can be adapted to turn anything base substance into something else (earth to stone, glass to paper, etc.). It can only affect simple items, such as a bar of lead, a spoon, a stick, and not complex machines or living things. The effect will last for one minute before the item reverts to its previous state. It is not an illusion, the item has truly transmuted, but only for a minute. An "Activation" roll of 3D6 verses 9 is also required.

Elemental (Primal) Spells

ELEMENTAL SPELLS

There are four categories of Elemental spells: Air, Earth, Fire, and Water. Elemental Spells are listed a separate sub-categories to group the spells together in a logical fashion. A mage with an aptitude in Elemental (Primal) Spells gets the bonus for all of these sub-categories, and is often referred to as an "Elementalist" or "Shaman".

AIR SPELLS

These are spells considered with the elements of the air: weather, rain, wind, and air. Air Elementals (often called Sylphs) are in the Elemental Spell section, listed as Air Elementals.

Air Jet

Primary: Telekinesis	Secondary: none
SFX: Air / Wind	SFX: none
Energy: 8 MP	Time: 6.4
DV to Conceive: 14	DV to Cast: 18
Telekinesis (no level)	Does Knockback, lvl 8
Range, lvl 4 (16m)	Greater Effect, lvl 4
Activation lvl 2 (DV 9)	Affects knockback Only

This spell allows you to cast a jet of powerful air from your hands. This does no real damage, but if you hit your target, he will suffer from Knockback. Air Jet is technically a form of telekinesis, but has not real STR level. Instead, it has a knockback only effect which deals 8DC of damage *for knockback calculations only*. It has a range of 16 meters. Activation roll of 3D6 verses 9 is necessary to see if the spell casts.

Call the Winds

Primary: Change Enviro.	Secondary: none
SFX: Air / Wind	SFX: none
Energy: 8 MP	Time: 6.4
DV to Conceive: 16	DV to Cast: 20
Change Enviro lvl 2	Greater Effect lvl 4
Duration, 1 minute	Must call from N,S, E, or W

You may create a wind, and call it from any one cardinal direction. The breeze will remain for 5 minutes, and must be cast again to maintain (see *Wind Be At Our Back* for more powerful version).

Clean Air

Primary: Restoration	Secondary: none
SFX: Air	SFX: none
Energy: 3 MP	Time: 0.9
DV to Conceive: 13	DV to Cast: 16
Restoration lvl 1	Greater Effect lvl 3
Only Affects particles in air	Area Effect lvl 4 (32m)

You may clean the air of impurities. When cast, this spell destroys smoke, odors, pollen, and pollution within a radius is equal to about 16 meters. It only affects particles in the air and will not work against microbes or other life-forms.

Predict Weather

Primary: Know Properties	Secondary: none
SFX: Air	SFX: none
Energy: 3 MP	Time: 0.9
DV to Conceive: 13	DV to Cast: 16
Know Properties (meteorology)	Greater Effect lvl 2

When this spell is cast, you will know the current weather conditions, and in addition, with a successful roll in a meteorological skill (or some related skill), you may predict with high accuracy weather for the next few days.

Rain Dance

Primary: Change Enviro.	Secondary: none
SFX: Air	SFX: none
Energy: 12 MP	Time: 14.4
DV to Conceive: 16	DV to Cast: 20
Change Enviro lvl 9	Greater Effect lvl 4
Duration, 1 hour	Clouds must be present
Must not have rained for 7 days	Only Affects light rain
Spell caster must dance	Backlash, lvl 2 (End)
Activation lvl 2 (DV 9)	

When this spell is cast, you may called down a light rain which will last for about one hour, covering an area of half a kilometer in radius (one kilometer wide). This spell may only be cast if there are clouds in the sky (not necessarily storm clouds) and if it has not rained for 7 days or more. An activation roll of 3D6 verses 9 is necessary to see if the spell works or not. This spell is also fairly exhausting to the caster, draining 2D6 END from him when cast (level 2 Backlash). Please note that this is a rain dance, so dancing is part of the ritual.

Shape Air

Primary: Change Enviro.	Secondary: none
SFX: Air	SFX: none
Energy: 6 MP	Time: 3.6
DV to Conceive: 16	DV to Cast: 20
Change Enviro lvl 1	Greater Effect lvl 4
Duration, 1 minute	

You may alter the form of air, creating a light breeze, moving to your design. Most useful is your ability to force air away from your foe, creating around him a vacuumous bubble, thus asphyxiating him! The effect will last for 1 minute.

Summon Storm

Primary: Change Enviro.	Secondary: none
SFX: Air / Wind	SFX: none
Energy: 24 MP	Time: 57.6
DV to Conceive: 18	DV to Cast: 22
Change Enviro lvl 9	Greater Effect lvl 4
Duration, 1 hour	Clouds must be present
Only Affects wind and rain	Backlash, lvl 2 (End)
Activation lvl 2 (DV 9)	Feedback, lvl 4

When this spell is cast, you may called down a thunderstorm which will last for about an hour covering an area of half a kilometer in radius (one

kilometer wide). This spell may only be cast if there are clouds in the sky (not necessarily storm clouds). If the clouds are not storm clouds, they will quickly turn to such. An activation roll of 3D6 verses 9 is necessary to see if the spell works or not. This spell is also fairly exhausting to the caster, draining 2D6 END from him when cast (level 2 Backlash). If the spell fails the caster will take 4DC Stun damage.

Walking on Air

Primary: Surface Float	Secondary: none
SFX: Air	SFX: none
Energy: 15 MP	Time: 22.5
DV to Conceive: 18	DV to Cast: 22
Surface Float, lvl 3	Greater Effect lvl 3
Duration, 5 minutes	

Casting this spell allows you to 'walk on air'. The air beneath your feet becomes solid, and able to support your weight. You can walk up or down (as if on invisible stairs), or straight-ahead. It should be noted that even if you are even mildly acrophobia, you will probably be unable to make yourself climb invisible stairs far above the ground! The spell will last for up to 5 minutes.

Wind Be At Our Backs

Primary: Change Enviro.	Secondary: none
SFX: Air / Wind	SFX: none
Energy: 40 MP	Time: 160
DV to Conceive: 16	DV to Cast: 20
Change Enviro lvl 3	Greater Effect lvl 1
Duration, 1 day	Must call from N,S, E, or W
Activation lvl 2 (DV 9)	Backlash, lvl 2 (End)

Wind Be At Our Backs is a much more potent form of *Call the Winds*, and is most popular for casting upon the sails of a ship, or magical flying ship. This spell calls from one cardinal direction a wind of strong, but gentle, force, capable of propelling a sailing vessel at good speed (not amazing speed, but "a good day's sailing" speed), and will do so for a duration of 1 day. An activation roll of 3D6 verses 9 is necessary to see if the spell works or not. This spell is also fairly exhausting to the caster, draining 2D6 END from him when cast (level 2 Backlash).

EARTH SPELLS

These are spells concerned with creating, shaping, and controlling earth and stone. Earth Elementals (often called Gnomes) are listed in the Elemental Spell section. Crystal, Earth, Metal, Stone, and Steel Elementals can all be forms of Earth Elementals.

Earth to Stone

Primary: Transmute	Secondary: none
SFX: Stone	SFX: none
Energy: 12 MP	Time: 14.4
DV to Conceive: 16	DV to Cast: 20
Transmute (Earth to Stone)	Greater Effect lvl 1
Duration, 20 minute	Activation lvl 2 (DV 9)
Must physically touch target	Backlash, lvl 2 (End)

With this spell, you are able to turn earth, dirt, or clay into hard stone. You may turn earth of mass up to 100 kgs (multiple castings must be made for larger

masses). The material will remain as such for 20 minutes time. In order to successfully cast, you must be able to physically touch the material. This spell is also fairly exhausting to the caster, draining 2D6 END from him when cast. An activation roll of 3D6 verses 9 is necessary to see if the spell works or not.

Earth Sense (Find Treasure)

Primary: Detect	Secondary: Pin-point
SFX: Earth	SFX: Earth
Energy: 14 MP	Time: 19.6
DV to Conceive: 13	DV to Cast: 16
Detect (target)	Pin-point
Duration, 1 minute	Only Affects under earth
Range, lvl 10	Only Affects if not in grave
Focus Through (item)	Activation lvl 2 (DV 9)

Earth Sense is a common spell used for finding particular minerals or metal in the earth. It is very often found as "Find Treasure" spells in medieval grimoires in many different, and was extremely popular for obvious reasons. There are countless permutations of this spell; one for each particular target item (diamonds, gold, silver, coins, etc.), and each one is a different spell. Sensing for gold might help you find a buried treasure. Sensing for onyx could help you find this black gemstone. When cast, Earth Sense will allow you to detect the presence of the target item within a 1 kilometer radius, and will also Pin-point the direction, distance, and depth. This spell must be focused through some item, usually a rod or wand. An activation roll of 3D6 verses 9 is necessary to see if the spell works or not. It is only effective against items buried under the earth, and are *not* within graves or tombs.

Flesh to Stone

Primary: Transmute	Secondary: none
SFX: Stone	SFX: none
Energy: 12 MP	Time: 14.4
DV to Conceive: 16	DV to Cast: 20
Transmute (Flesh to Stone)	Feedback, lvl 4
Duration, 20 minute	Backlash, lvl 2 (End)

Casting this spell on a living target will instantly turn him into a stone statue! If the target is extremely large (an elephant or giant, for example), it will transmute up to 100kgs of its mass into such stone. This spell is also fairly exhausting to the caster, draining 2D6 END from him when cast (level 2 Backlash). If the spell fails, the caster will take 4DCs of Stun damage. The enchantment will last for 20 minutes, but can be broken by dispel magic, most often by the *Stone to Flesh* counterspell.

Hands of the Earth

Primary: Hold/Restrain	Secondary: none
SFX: Earth	SFX: none
Energy: 10 MP	Time: 10
DV to Conceive: 13	DV to Cast: 18
Restrain, lvl 4	Range at LOS
Duration, 1 Round	

When this spell is cast, two hands of earth or clay will reach up out of the ground and try to grab the target. If the spell was successful, the target will be restrained by a 4D6 hit point bond. To break out, he

may use his STR or any other attack, but must deliver enough damage to destroy the grappling hands of the earth. Even if he cannot break out, the hands will vanish after 1 Round (12 seconds).

Move Through Earth

Primary: Desolidification
SFX: Earth
Energy: 8 MP
DV to Conceive: 14
Desolidification
Greater Effect lvl 2
Duration, 1 Round

Secondary: none
SFX: none
Time: 6.4
DV to Cast: 17
Only Affects Earth
Cannot breath in Earth

This ability allows you to pass through solid earth as if they were water. You are not desolid to other things, such as bullets, people, explosions, magical attacks, and so forth, and thus, all attacks will still affect you. You must also hold your breath while passing through or remaining within the earth, least you drown (treat as if underwater). You may move at your walking speed, but the spell will only last for 1 Round. Should the spell expire while you are still trapped within earth, you will die (or take a great deal of damage, determined by the GM).

See Through Earth

Primary: See Through...
SFX: Magic
Energy: 14 MP
DV to Conceive: 14
See Through (Earth)
Activation lvl 1 (DV 8)

Secondary: none
SFX: none
Time: 19.6
DV to Cast: 18
Greater Effect lvl 2
Range lvl 3 (8 m)

You may see through earth, as if it were transparent. Thus, you can see through walls made of earth or clay, or even underground (assuming no large stones are in the way). You may look through such earth with a thickness equal to (or to a depth of) about 8 meters. An activation roll of 3D6 verses 8 is necessary to see if the spell works or not.

See Through Stone

Primary: See Through...
SFX: Magic
Energy: 14 MP
DV to Conceive: 14
See Through (Stone)
Activation lvl 1 (DV 8)

Secondary: none
SFX: none
Time: 19.6
DV to Cast: 18
Greater Effect lvl 2
Range lvl 3 (8 m)

You may see through stone, such as stone or rock walls, cave walls, and so forth, as if they were transparent. You may look through such stone with a thickness equal to (or to a depth of) about 8 meters. An activation roll of 3D6 verses 8 is necessary to see if the spell works or not.

Shape Earth

Primary: Change Enviro.
SFX: Earth
Energy: 12 MP
DV to Conceive: 16
Change Enviro lvl 3 (8m)
Duration, 20 minute

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 21
Greater Effect lvl 1
Only Affects Earth

With this spell you may alter the form of earth. You may create earthen mounds, walls, and so forth, to your liking, within a 8 meter radius. Multiple castings

must be made for large areas. This is especially useful for tunneling underground. The effect will last for 20 minutes.

Shape Stone

Primary: Change Enviro.
SFX: Stone
Energy: 12 MP
DV to Conceive: 16
Change Enviro lvl 3 (8m)
Duration, 20 minute

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 21
Greater Effect lvl 1
Only Affects Stone

With this spell you may alter the form of rock or stone. You may create stone mounds, walls, and even statues to your liking, within a 8 meter radius. Multiple castings must be made for large areas. This can be very useful for tunneling through walls. The effect will last for 20 minutes.

Stone to Earth

Primary: Transmute
SFX: Stone
Energy: 12 MP
DV to Conceive: 16
Transmute (Stone to Earth)
Duration, 20 minute
Must physically touch target

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 20
Greater Effect lvl 1
Activation lvl 2 (DV 9)
Backlash, lvl 2 (End)

With this spell, you are able to turn hard stone into much softer earth, dirt, or clay. You may turn earth of mass up to 100 kgs (multiple castings must be made for larger masses). The material will remain as such for 20 minutes time. In order to successfully cast, you must be able to physically touch the material. This spell is also fairly exhausting to the caster, draining 2D6 END from him when cast (level 2 Backlash). An activation roll of 3D6 verses 9 is necessary to see if the spell works or not.

Stone to Flesh

Primary: Dispel
SFX: Stone
Energy: 5 MP
DV to Conceive: 10
Dispel lvl 3 (Stone to Flesh)
Must physically touch target

Secondary: none
SFX: none
Time: 2.5
DV to Cast: 12
Greater Effect lvl 1

Stone to Flesh is a spell specifically tailored to reversing the effects of Flesh to Stone. It will turn anyone who has been so cursed back to normal. It will not turn normal stone to flesh, nor make ordinary stone statues living.

Tremor

Primary: Influence (Fear)
SFX: Earth
Energy: 14 MP
DV to Conceive: 14
Influence lvl 4
Area Effect lvl 7

Secondary: none
SFX: none
Time: 19.6
DV to Cast: 18
Greater Effect lvl 2
Feedback, lvl 4

You may command the earth to tremble, frightening simple minded foes. The tremor has no real game effect (it will not destroy anything or cause harm), but any within the area effect of 128 meter radius must resist the fear of the quake. If the roll to cast is a success (as per *Defending Against Magic*), then 4D6

must be rolled for Effect verses the target's RES score. If the roll is greater than his RES, the target is struck by overriding fear and can do nothing but run, scream, or try to hide. If the spell fails, the caster will take 4DCs of Stun damage.

FIRE SPELLS

These are spells for creating fire by magic. Anything on fire will take 3DC killing damage per phase, unless, of course, it is fire resistant. Fire Elementals (often called Salamanders) are in the Elemental Spell section, listed as Fire Elementals.

Douse Fire

Primary: Alteration	Secondary: none
SFX: Fire	SFX: none
Energy: 3 MP	Time: 0.9
DV to Conceive: 13	DV to Cast: 16
Alteration lvl 2	Only Affects burnable material
Range, lvl 5 (32 meters)	Greater Effect, lvl 4

Upon casting this spell upon any burning material, it will temporarily alter the fuel to a non-flammable state. This state will last only a short time, but the flames will be snuffed out and cannot return unless lit again. If the burning material is very great, roll 2D6 and compare it to the object's SDP. If the roll was greater the spell was a success. For small thing such as campfires, candles, and torches, this should not matter. This spell has a range of 32 meters.

Explosive Fireball

Primary: Lethal Attack	Secondary: none
SFX: Fire	SFX: none
Energy: 12 MP	Time: 14.4
DV to Conceive: 14	DV to Cast: 17
Lethal Attack lvl 5	Greater Effect lvl 3
Range at lvl 4 (16m)	Explosive Effect
Feedback, lvl 5	

Explosive fireball is much like the standard fireball, however, it is much more powerful. Exploding fireball does 5DC Lethal damage and has an Explosive effect as well. One meter from the impact point, everything will take 4DC damage. Out to 5 meters from the target, everything will take 1DC of damage. This attack has a range of 16 meters. If the spell fails, the caster himself will take 5DC Stun damage from the scalding fumble. This attack will do knockback as normal.

Fire Resistance

Primary: Invulnerability	Secondary: none
SFX: Fire	SFX: none
Energy: 6 MP	Time: 3.6
DV to Conceive: 16	DV to Cast: 20
Invulnerability (Fire)	Greater Effect lvl 2
Activation lvl 2 (DV 9)	Backlash, lvl 2 (End)
Duration, 5 Minutes	

Upon casting this spell upon an object or person will make him (or the object) invulnerable to fire. This spell will last for 5 minutes, during which time no fire may burn upon him, and he cannot take damage

from fire-based attacks. An activation roll of 3D6 verses 9 is necessary to see if the spell works or not. This spell is also fairly exhausting to the caster, draining 2D6 END from him when cast (level 2 Backlash).

Fireball

Primary: Lethal Attack	Secondary: none
SFX: Fire	SFX: none
Energy: 6 MP	Time: 3.6
DV to Conceive: 13	DV to Cast: 16
Lethal Attack lvl 2	No Knockback
Range at lvl 4 (16m)	Greater Effect lvl 3

This is the classical attack spell of all magicians, and is quite common. When cast, a small ball of fiery energy will materialize and fly through the air toward your intended target. The fireball does 2DC Lethal damage and has a range of 16 meters, but can do no knockback damage.

Fireblast

Primary: Lethal Attack	Secondary: none
SFX: Fire	SFX: none
Energy: 8 MP	Time: 6.4
DV to Conceive: 14	DV to Cast: 17
Lethal Attack lvl 4	No Knockback
Range at lvl 4 (16m)	Greater Effect lvl 3
Feedback, lvl 3	

More powerful than fireball, fireblast can cause significant damage to a target, and may even set him ablaze. When cast, a river of fire will erupt from your hands, like a flamethrower. Fireblast does 4D6 Lethal damage and has a range of 16 meters. However, if the spell fails, the caster himself will take 3DC Stun damage from the scalding fumble. Fireblast does no Knockback.

Ignis Flammus

Primary: Lethal Attack	Secondary: none
SFX: Fire	SFX: none
Energy: 4 MP	Time: 1.6
DV to Conceive: 14	DV to Cast: 17
Lethal Attack lvl 1 (1 DC)	Greater Effect lvl 1
Only Affects burnable material	Duration, 5 minutes

Ignis Flammus is the basic spell of all fire-mages. This spell may be cast upon any kindling or fuel and it will spontaneously erupt into fire! You may not ignite materials that are normally unburnable (such as wet wood or metal). The fire will burn for at least 5 minutes, but since this is a fire based SFX it will continue to burn naturally if properly maintained (adding more fuel, tending the fire, etc.). This spell only works at Melee range.

Incinerate

Primary: Disintegration
SFX: Fire
Energy: 16 MP
DV to Conceive: 24
Disintegration lvl 5
Backlash, lvl 2 (End)
Feedback, lvl 5

Secondary: none
SFX: none
Time: 25.6
DV to Cast: 17
Range, lvl 5 (32 meters)
Greater Effect, lvl 3

Casting this spell upon an object or person consumes it in a great maelstrom of magical fire. It has the potential to inflict 15DCs of damage, but will only do so if the damage rolled exceeds the target's Hit Points or SDP (and it will not bypass armor or other defenses). If the spell failed to do so, then it has no effect (other than its appearance) and does no real damage. It has a range of 32 meters. This spell is also fairly exhausting to the caster, draining 2D6 END from him when cast (level 2 Backlash). If the spell fails, the caster himself will take 5DC Stun damage from the scalding fumble.

Inferno (Hellfire)

Primary: Lethal Attack
SFX: Fire
Energy: 26 MP
DV to Conceive: 16
Lethal Attack lvl 6
Range at LOS
Area Effect, lvl 4
Duration, 1 Round

Secondary: none
SFX: none
Time: 67.6
DV to Cast: 20
No Knockback
Greater Effect lvl 1
Feedback, lvl 5
Backlash, lvl 2 (End)

This spell (also called Hellfire) creates a terrible inferno of incendiary flames. You may cast the inferno on any area within visual range, but be careful you are not within the inferno's range. The inferno will cover a radius of 16 meters, or 32 meters across. Any object within the inferno will take 6DC Lethal damage per Phase for 1 Round. After the spell expires, the flames may continue to burn for 3DC damage on any flammable (assuming anything remained). If the spell fails, the caster himself will take 5DC Stun damage from the scalding fumble. This spell is also fairly exhausting to the caster, draining 2D6 END from him when cast (level 2 Backlash).

Magical Fire

Primary: Lethal Attack
SFX: Fire
Energy: 8 MP
DV to Conceive: 16
Lethal Attack lvl 3 (3 DC)
Duration, 1 Round

Secondary: none
SFX: none
Time: 6.4
DV to Cast: 20
Greater Effect lvl 3
No Knockback

You may create a fire of magical force upon an object, or in the very air itself (though the fire shall not remain hovering unless levitated). A magical flame will burn both flammable and inflammable objects, doing 3DCs of damage every Phase, and will burn for at least 1 Round. If the object is flammable it may continue to burn longer until all the fuel is spent. This spell only works at Melee range.

WATER SPELLS

These are spells concerned with creating, shaping, and controlling water. Water Elementals (often call Undines) are listed in the Elemental Spell section.

Breathe Water

Primary: Life Support
SFX: Water
Energy: 6 MP
DV to Conceive: 17
Life Support (under water)
Duration, 1 hour
Activation lvl 2 (DV 9)

Secondary: none
SFX: none
Time: 3.6
DV to Cast: 21
Must still "breathe"
Focus Through Rod

This often-used spell allows a mage to breathe underwater, as if the water itself were fresh air. This causes no lasting effects once out of water, and the lungs function normally. The caster must still be able to breath in and out to take in the water, which is then magically converted to air for his lungs. An activation roll of 3D6 verses 9 is necessary to see if the spell works or not. This spell must also be focused through something, like a rod or other such item. The spell will last for 1 hour.

Clean Water

Primary: Restoration
SFX: Water
Energy: 3 MP
DV to Conceive: 13
Restoration lvl 1
Only Affects particles in water

Secondary: none
SFX: none
Time: 0.9
DV to Cast: 16
Greater Effect lvl 3
Area Effect lvl 4 (32m)

This spell cleans and purifies even the most poisoned and muddied water so that it is as crystal clear and fresh as the sweetest mountain spring. This spell will affect the equivalent of up to 2.3 *cubic meters* of water (which is actually quiet a bit).

Create Fog

Primary: Change Enviro.
SFX: Water
Energy: 15 MP
DV to Conceive: 15
Change Enviro., lvl 5
Duration, 5 minutes
Water source nearby

Secondary: none
SFX: none
Time: 22.5
DV to Cast: 19
Greater Effect lvl 4
Activation lvl 2 (DV 9)
Focus Through Rod

Casting this spell creates an area of dense fog which is difficult to see through (Perception roll vs. Competent Difficulty). The area affected is a 32 meters radius, or an area about 60 to 70 meters across. This effect will remain for 5 minutes. An activation roll of 3D6 verses 9 is necessary to see if the spell works or not. Furthermore, there must be some water-source nearby (GM's judgment) from which the fog is brought forth. This spell must also be focused through something, like a rod or other such item. The spell will last for 1 hour.

Create Water

Primary: Create

Secondary: none

SFX: Water

SFX: none

Energy: 30 MP

Time: 90

DV to Conceive: 12

DV to Cast: 15

Create lvl 1 (water)

Activation lvl 2 (DV 9)

Duration, 1 week

Backlash, lvl 3 (End)

Feedback, lvl 5

Lesser Effect, lvl 1

Casting this spell will spontaneously create up to 5 liters water inside of a container or containers (if not contained, it will spill on the ground). This spell will create 5 liters of pure water that will last for no more than a week. An activation roll of 3D6 verses 9 is necessary to see if the spell works or not. This spell is also fairly exhausting to the caster, draining 3D6 END from him when cast (level 3 Backlash). On the other hand, should the spell fail to cast, the caster will be physically siphoned of water by the spell's inversion, and suffer 5DC of Stun damage from dehydration.

Find Water

Primary: Detect

Secondary: Pin-point

SFX: Magical

SFX: Magical

Energy: 10 MP

Time: 10

DV to Conceive: 14

DV to Cast: 18

Detect (Water)

Pin-point

Duration, 5 Minutes

Focus Through Rod

Only Affects natural water

Casting this spell allows you to sense the nearest location where water can be found. If it is successful, you will get a feeling or hint as to where the target is. The effects of this spell will last for five minutes. However, this being a spell aligned to water elementals, it can only detect natural water sources (so man-made sources, like canteens and fountains will not be detected). This spell must also be focused through something, like a rod or other such item.

Taint Water

Primary: Entropy

Secondary: none

SFX: Water

SFX: none

Energy: 7 MP

Time: 4.9

DV to Conceive: 13

DV to Cast: 19

Entropy lvl 2

Greater Effect lvl 4

Area Effect lvl 1

Casting this spell taints a container of water, making it poisonous and filthy to drink. The water also looks exceedingly unpleasant, murky brown or green, and tastes revolting. This spell will affect the equivalent of up to 1 *cubic meters* of water. Should someone actually drink this water, he will take 1 DC Lethal damage and get sick.

Walk on Water

Primary: Surface Float

Secondary: none

SFX: Water

SFX: none

Energy: 9 MP

Time: 8.1

DV to Conceive: 18

DV to Cast: 22

Surface Float, lvl 2

Greater Effect lvl 3

Duration, 5 minutes

A common (and simple) enchantment employed by miracle makers everywhere, this spell allows you to

walk upon water as if it were solid ground. This spell will last up to 5 minutes time.

Water Jet

Primary: Stun Attack

Secondary: none

SFX: Fire

SFX: none

Energy: 10 MP

Time: 10

DV to Conceive: 16

DV to Cast: 20

Stun Attack lvl 8

Side Effect, lvl 1

Range at lvl 5 (32m)

Greater Effect lvl 4

This spell allows the caster to throw forth a powerful jet of water, capable of knocking down foes and even breaking bones! When cast, a rushing stream of water will inflict 8DC of Stun damage to the target (and drenching him with water). The watery side effect can indeed put out fires, but more often it will be a bother, soaking everything (including things which you might not want to get soaked).

Water Shield

Primary: Force Field

Secondary: none

SFX: Magic

SFX: none

Energy: 5 MP

Time: 2.5

DV to Conceive: 15

DV to Cast: 19

Force Field lvl 5, 10KD

Duration, 1 Round

Side Effect, lvl 2

Feedback, lvl 2

Casting this spell, a swirling vortex of water will surround the caster. So powerful is this vortex that physical projectiles, strikes, and attacks will have difficulty getting through, providing 10KD of defense. Even magical and energy attacks are effected. However, because of the watery maelstrom, the caster (or whoever is within the protective field) will suffer a -2 to Perception, as a side effect. The shield will remain for 1 Round.

ELEMENTAL SUMMONING

Elementals (also called Golems, Nature Spirits, etc.) are magical beings, usually comprised or representative of the primary elements (Earth, Air, Fire, or Water). The most common elementals are earth (gnomes or golems), but air, fire, and water elementals may also be created. An elemental is formed from certain basic materials and elements (such as fire or stone), and gains life from the essence and 'spirit' of those elemental forces within.

Elementals are found in nature as living effigies of their respective elements. Minor elementals (nature spirits, fairies, etc.) are plentiful, and usually reside within the element materials themselves. That is, a fire elemental might reside in a raging forest fire. These creatures can be called, as per the Summon Elemental spells. Some can be hostile, others friendly, while still others are just neutral. Nevertheless, it is always a good idea to have a Control spell handy to use, just in case.

Greater elements also exist. An adventurous party might stumble across a pondering Earth Golem in the woods, or spy a rippling Water Undine in the

waters of a lake. These highly independent elementals are living, thinking individuals with their own names, vast powers, and are practically immortal. They usually guard a forest, treasure, or hidden village, and should be treated with respect (or caution). They *can* be summoned and controlled (contest of Wills), but if you lose this contest, you had better just run for your life.

For the stats on various types of elementals, see *Types of Elementals*.

Elemental Alignments

As mentioned, elementals can have different alignments when summoned. Some are naturally hostile (Fire elementals), others are naturally friendly (undines and other water fairies). But you can sometimes summon an angry undine or happy salamander. It should be up to the GM to determine *your* alignment to the elemental, and then decide how the elemental reacts to *you*. That is to say, if you do things (consciously or unconsciously) to affront an elemental (or nature itself), such as throw litter in a lake, or let a campfire burn out unwatched (instead of putting it out respectfully), the elemental may be hostile. On the other hand, if you take care and caution, and respect nature, they are *much* more likely to be friendly (or at the least, neutral) and all the more helpful and compliant.

Sway Elemental (Type)

Primary: Influence	Secondary: none
SFX: Telepathic	SFX: none
Energy: 4 MP	Time: 1.6
DV to Conceive: 12	DV to Cast: 15
Influence lvl 4	Only Affects Elemental (1 of 4)
Duration 5 Rounds	

This spell exists for each of the four Elementals (Fire, Water, Air, or all Earth elementals), and is a separate spell for each. Unlike Command spells, "sway" simply helps to influence the Elemental to align itself to you in a positive manner (and is not invasive or offensive like Command or Enslave are). If the roll to cast this spell is a success (as per *Defending Against Magic*), then 4D6 must be rolled for Effect versus the Elemental's RES score (usually between 9 to 16). If the roll is greater than its RES, the caster may implant a positive influence upon it. If hostile, the elemental will become neutral, and if neutral it will become friendly if it was already friendly, it will become even more ready to assist and obey your command. But remember, even being "friendly" does not mean it will automatically obey you (especially if the command is dangerous or against its nature), and it might just leave. The Duration is 5 Rounds (1 minute), but generally speaking, the elemental will remain aligned for as long as it is present, unless you do something to harm or offend it.

Command Elemental (Type)

Primary: Mind Control	Secondary: none
SFX: Telepathic	SFX: none
Energy: 8 MP	Time: 6.4
DV to Conceive: 14	DV to Cast: 18
Mind Control lvl 3	Only Affects Elementals (1 of 4)
Duration 5 Rounds	Greater Effect lvl 2

This spell exists for each of the four Elementals (Fire, Water, Air, or all Earth elementals), and is a separate spell for each. Command Elemental is forceful control over the elemental, imposing the caster's will over top of its own, forcing it to abide to his command. The Elemental must be in Line of Sight when the spell is invoked, and if the roll to cast is a success (as per *Defending Against Magic*), then 3D6 must be rolled for Effect versus the Elemental's RES score (usually between 9 to 16). If the roll is greater than its RES, the caster may issue verbal commands to the Elemental, which it must obey. The caster's control will remain for the Duration of 5 Rounds (1 minute). Every Phase the Elemental may make another 3D6 vs. RES to break out. If the spell fails, the Elemental will often turn its aggression against you (most of the time it will just leave, however). In fact, its alignment will probably shift straight to hostile. Be certain to command the Elemental to depart just before the duration expires (failure to do this could be deadly), or be prepared to invoke the Command spell again.

Enslave Elemental (Type)

Primary: Mind Control	Secondary: none
SFX: Spiritual	SFX: none
Energy: 16 MP	Time: 25.6
DV to Conceive: 15	DV to Cast: 19
Mind Control lvl 6	Only Affects Elementals (1 of 4)
Duration 5 Rounds	Feedback lvl 4
Greater Effect lvl 1	

This spell exists for each of the four Elementals (Fire, Water, Air, or all Earth elementals), and is a separate spell for each. Enslave Elemental is an even greater form of Command, which is almost assured to keep the Elemental under your control. The Elemental must be in Line of Sight when the spell is invoked, and if the roll to cast is a success (as per *Defending Against Magic*), then 6D6 must be rolled for Effect versus the Elemental's RES score (usually between 9 to 16). However, the GM can rule that control is assured since this spell is so powerful. If the roll is greater than its RES, the caster may issue verbal commands to the Elemental, which it must obey. The caster's control will remain for the Duration of 5 Rounds (1 minute). Every Phase the Elemental may make another 6D6 vs. RES to break out (unless the GM deems otherwise). If the spell fails, the Elemental *will* turn its aggression against you (this spell is extremely invasive). This aggression accounts for the level 4 Feedback effect.

You must Enslave an Elemental in order to permanently Bind it to a magic item or familiar.

Dispel Elemental (Type)

Primary: Mind Control
SFX: Spiritual
Energy: 8 MP
DV to Conceive: 13
Mind Control lvl 5
Can Only Order Departure

Secondary: none
SFX: none
Time: 6.4
DV to Cast: 15
Only Affects Elementals (1 of 4)
Greater Effect lvl 2

This spell exists for each of the four Elementals (Fire, Water, Air, or all Earth elementals), and is a separate spell for each. This spell will attempt to force an Elemental spirit to depart. When issued, 5D6 must be rolled for Effect versus the Elemental's RES score (usually between 9 to 16). If the roll is greater than its RES, the Elemental must obey the Banishment and depart. This is often used to get ride of Elementals under the control of others (hostile elementals encountered in a forest, for example). Remember, if you have Command over an Elemental, you may issue a banishing command at any point you desire.

Summon Fairy Spirit (Type)

Primary: Summon
SFX: Spiritual
Energy: 6 MP
DV to Conceive: 16
Summon lvl 1, Minor Spirit
Duration, 1 Round

Secondary: none
SFX: none
Time: 3.6
DV to Cast: 20
Only Affects Elementals (1 of 4)
Greater Effect lvl 4

This spell exists for each of the four Elementals (Fire, Water, Air, or any Earth elemental), and is a separate spell for each. "Fairy Spirits" are minor elementals, but they are the most common and easiest to summon. These spirits are small, and typically take on the appearance of a very small "fairy-like" being (for water and air elementals). In the case of earth elementals, they are small gnomes, and salamanders may appear like fire-fairies or willow-wisps. The elemental will remain for a duration of one Round (12 seconds), then is free to leave (or it may stay with you, as it chooses).

For the stats on various types of elementals, see *Types of Elementals*. Modify these stats as listed below for this particular type of elemental.

Base Characteristics Modifiers

+1 REF, +1 DEX, -3 STR, -3 BODY, +2 MOVE (increase due to greater mobility)

Armor: halved

Summon Fairy Hosts (Type)

Primary: Summon
SFX: Spiritual
Energy: 9 MP
DV to Conceive: 16
Summon lvl 1, Minor Spirit
Duration, 1 Round
Autofire, lvl 4

Secondary: none
SFX: none
Time: 8.1
DV to Cast: 20
Only Affects Elementals (1 of 4)
Greater Effect lvl 3
Feedback, lvl 2

This spell is the same as above (Summon Fairy), but summons four of these little elementals in one casting! All four will have the same alignment, but you must cast individual Sway or Command spells if their alignment is not in your favor (hope that it is). If the spell fails, you take 2DC Stun damage from

nature's retribution.

Summon Elemental Spirit (Type)

Primary: Summon
SFX: Spiritual
Energy: 9 MP
DV to Conceive: 16
Summon lvl 2, Major Spirit
Duration, 1 Round
Feedback, lvl 2

Secondary: none
SFX: none
Time: 8.1
DV to Cast: 20
Only Affects Elementals (1 of 4)
Greater Effect lvl 3

This spell exists for each of the four Elementals (Fire, Water, Air, or any Earth elemental), and is a separate spell for each. Elemental Spirits are the average sort of elemental -- though larger and more powerful than fairies, these are less common and require greater effort to invoke. They are also more willful and unpredictable. These elementals are very similar in appearance to their fairy counterparts, but are approximately the size of a human (possibly, just a bit shorter). If the spell fails, you take 2DC Stun damage from nature's retribution.

For the stats on various types of elementals, see *Types of Elementals*. The stats are unmodified for this class of elementals (they are the baseline).

Summon Greater Elemental (Type)

Primary: Summon
SFX: Spiritual
Energy: 14 MP
DV to Conceive: 17
Summon lvl 3, High Spirit
Duration, 1 Round
Feedback, lvl 3

Secondary: none
SFX: none
Time: 19.6
DV to Cast: 21
Only Affects Elementals (1 of 4)
Greater Effect lvl 3

This spell exists for each of the four Elementals (Fire, Water, Air, or any Earth elemental), and is a separate spell for each. Greater Elementals are powerful spiritual beings, often called "Princes" or "Lords" by some elementalists. They are even more willful than lower elementals, but fortunately, they are more noble and less likely to destroy their summoner at a whim. The heavy elemental weighs a ton and stands four meters tall (1 story). If the spell fails, you take 3DC Stun damage from nature's retribution.

For the stats on various types of elementals, see *Types of Elementals*. Modify these stats as listed below for this particular type of elemental.

Base Characteristics Modifiers

+1 WILL, -1 REF, -1 DEX, +3 CON, +3 STR, +6 BODY, +1 MOVE (increase due to size)

Armor: x5 KD

Summon Colossal Elemental (Type)

Primary: Summon
SFX: Spiritual
Energy: 18 MP
DV to Conceive: 17
Summon lvl 4, Greater Spirit
Duration, 1 Round
Feedback, lvl 4

Secondary: none
SFX: none
Time: 32.4
DV to Cast: 21
Only Affects Elementals (1 of 4)
Greater Effect lvl 2

This spell exists for each of the four Elementals (Fire, Water, Air, or any Earth elemental), and is a separate spell for each. Even more gigantic than the Greater

Elementals, these elemental beings are truly Colossal. The heavy elemental weighs 10 tons and stands 12 meters tall (3 stories). Colossal Elementals are often called "Kings" or "Queens" by some elementalists. Often, the summoner may actually ride on this elemental's shoulder (or perhaps can control it from inside...). If the spell fails, you take 4DC Stun damage from nature's retribution.

For the stats on various types of elementals, see *Types of Elementals*. Modify these stats as listed below for this particular type of elemental.

Base Characteristics Modifiers

+1 WILL, -1 REF, -1 DEX, +10 CON, +10 STR, +20 BODY, +2 MOVE (increase due to size)

Armor: x25 KD

TYPES OF ELEMENTALS

(There are different versions of all Elemental Spells, one version for each type).

Air Elemental

An air elemental (called a Fairy or Sylph) is a beautiful, delicate spirit, with gossamer wings and shimmering aura. They are spirits of air, and are thus made of airy matter, making them completely invulnerable to physical attacks. However, they still take full damage from energy attacks.

Base Characteristics

3 INT, 5 WILL, 4 PRE, 3 TECH, 5 REF
6 DEX, 5 CON, 5 STR, 5 BODY, 6 MOVE

Armor: none

Fire Elemental

The fire elemental (or Salamander) is one of the most viscous of all elementals. Its appearance is that of a human form, yet completely ablaze! It has the unfortunate side effect of catching anything it touches on fire, doing normal burning damage. Contrary to popular belief, the fire elemental does not throw fireballs, unless endowed with knowledge of that spell. The fire elemental is completely invulnerable to normal attacks, but takes half damage from energy. It will take 6 DC hits of damage when in water (or hit with fire retardant spray), and cannot live for more than ten minutes without some form of fuel. It will die in an un-oxygenated environment.

Base Characteristics

2 INT, 6 WILL, 4 PRE, 3 TECH, 6 REF
4 DEX, 5 CON, 5 STR, 5 BODY, 5 MOVE

Armor: none

Water Elemental

The water elemental (Undine or water fairy) is comprised solely of liquid water. It looks like a human form made of gelatin-like water, and is usually

a transparent aqua blue. It is completely invulnerable to physical attacks, but takes full damage from energy. The water elemental can be evaporated by heat, so any thermal-damage related attack does *double* damage (fire, lasers, thermonuclear explosions, and the like).

Base Characteristics

4 INT, 6 WILL, 4 PRE, 4 TECH, 6 REF
4 DEX, 5 CON, 5 STR, 5 BODY, 6 MOVE

Armor: none

Earth Elemental (Earth Elemental)

Probably the most common elemental, the earth elemental (Gnome or Golem), is forged from the clay and dirt of the ground itself. It's an all around average, with a strong body and comparable abilities.

Base Characteristics

3 INT, 5 WILL, 4 PRE, 3 TECH, 5 REF
5 DEX, 6 CON, 7 STR, 7 BODY, 5 MOVE

Armor: none

Stone Golem (Earth Elemental)

The next step up from the earth elemental, the stone golem is simply made of harder materials. It's fairly slow, but it's an equal trade off for its greatly improved strength. It is summoned as if an Earth elemental.

Base Characteristics

3 INT, 5 WILL, 4 PRE, 3 TECH, 4 REF
5 DEX, 7 CON, 8 STR, 8 BODY, 3 MOVE

Armor: none

Steel Golem (Earth Elemental)

This is an earth elemental forged of sheets of metal, steel, or even scrap junk. The metal will crumple together to form a roughly humanoid shape. Though it is sluggish, the steel golem is extremely powerful and tough to kill. It is summoned as if an Earth elemental.

Base Characteristics

3 INT, 4 WILL, 4 PRE, 3 TECH, 5 REF
4 DEX, 6 CON, 8 STR, 8 BODY, 3 MOVE

Armor: 10 KD

Crystal Golem (Earth Elemental)

A crystal elemental is comprised of strong crystalline rock, mainly quartz, but may also include valuable jewels (rubies, emeralds, and diamonds). Not only is its armor nearly impenetrable, its body is nearly unbreakable! It is summoned as if an Earth elemental.

Base Characteristics

3 INT, 4 WILL, 6 PRE, 3 TECH, 4 REF
5 DEX, 5 CON, 6 STR, 10 BODY, 4 MOVE

Armor: 20 KD

Knowledge (Wisdom) Spells

KNOWLEDGE SPELLS

Mages use spells to grant them knowledge and insight. Knowledge spells cannot give wisdom or answer questions, but they do act as a medium through which a wizard may learn and see with *other* eyes.

Cipher

Primary: Cipher	Secondary: none
SFX: Magical	SFX: none
Energy: 50 MP	Time: 250
DV to Conceive: 18	DV to Cast: 23
Cipher level 5 (DV 20)	Duration, 1 year
Activation, level 3	Feedback, level 5
Lesser Effect, level 1	Focus Through Wand
Only Affects Print Text	Backlash lvl 1

Casting this spell on a page of text will magically re-order the written characters into a random jumble. It may only be deciphered by the caster (not necessarily the one who invoked it!) at the utterance of the cipher code word (no spell or skill roll is needed to decipher it). This only works on printed text. If the task roll to cast this spell failed, the text is scrambled to ruin, and can only be recovered with the Decipher spell. This spell *does* work on electronic medium, that is, you can magically cipher any data file (one casting per megabyte of data). This Cipher has a DV of 20 to Decipher it, that is to say. Note that an ordinary cryptographer *can* decipher even a magically ciphered script, given a successful task roll and several weeks of work. It requires an activation roll of 3D6 verses 10 to successfully cast this spell. This spell must also be focused through something, like a wand. There is a minor backlash, which causes the caster to be "incapacitated" for one hour after invocation, during which time he sits mumbling numerations and number sequences, but is otherwise unharmed. However, if the spell fails to cast, he takes 5DC Stun damage.

Cipher Essence

Primary: Cipher	Secondary: none
SFX: Magical	SFX: none
Energy: 60 MP	Time: 360
DV to Conceive: 18	DV to Cast: 22
Cipher level 5 (DV 20)	Duration, 1 Week
Activation, level 2	Feedback, level 4
Only Affects "Essence"	Side Effect lvl 3

This works much like Cipher, but acts on a beings living essence, instead. Casting this spell on yourself will make it impossible for anyone to 'see' into your soul, negating Aura Sense and similar spells. It will also scramble your True Name, so that Know Name will return garbled words. This spell is most often used by demons wishing to protect their True Name.

The task roll to defeat Cipher Essence is 20. If you are trying to pull the True Name or use Aura Sense on someone using Cipher Essence, you must succeed with Decipher Essence (vs. 20) first. The effects of Cipher Essence will last for one week. It requires an activation roll of 3D6 verses 9 to successfully cast this spell. If the spell fails to cast, he takes 4DC Stun damage. There is a Side Effect to this spell, where by the cast feels an annoying "buzz" or itch in his mind for the spell's duration (the game effect is strictly for role-playing).

You may also cast Cipher Essence on individual magic items or bound spells to make it more difficult to detect exactly what spells they are. To identify a ciphered spell, the mage must cast Decipher Essence (vs. the DV of the Cipher) and then cast Identify Magic.

Decipher

Primary: Decipher	Secondary: none
SFX: Magical	SFX: none
Energy: 12 MP	Time: 14.4
DV to Conceive: 16	DV to Cast: 20
Decipher level 2 (roll +2)	Duration, 1 Hour
Activation, level 1	Focus Through Wand
Only Affects Print Text	

You must cast Decipher on any Ciphered text you are trying to read (for instance, a ciphered document). To Decipher something Ciphered, roll to cast the spell as normal (verses the *DV to Cast*). If successful, compare your success plus the Level (+2 in this case) of Decipher to the DV of the Cipher itself. If your score is greater than or equal to the Cipher DV the target is deciphered. For example, if you use a Level 2 Decipher (like this one) against a Level 5 Cipher (DV 20), and your roll is 19, then your over all score is 21 which beats the Cipher. It requires an activation roll of 3D6 verses 8 to successfully cast this spell. This spell must also be focused through something, like a wand. Once Deciphered, the text will remain such for one hour, then revert to its ciphered stated (Hint: you can Transcribe Page during this time to obtain a copy which will never revert back!).

Decipher Essence

Primary: Decipher	Secondary: none
SFX: Magical	SFX: none
Energy: 6 MP	Time: 14.4
DV to Conceive: 15	DV to Cast: 19
Decipher level 1 (roll +1)	Duration, 1 Hour
Activation, level 2	Only Affects "Essence"

A type of Decipher, specific for defeating a Cipher Essence. It requires an activation roll of 3D6 verses 9 to successfully cast this spell. The GM should determine the DV to Decipher the Essence

depending on its DV (20 if the sample Cipher Essence listed across the page was the one used). Its effect will last for one hour.

Direction Sense

Primary: Adjust Talent

SFX: Magical

Energy: 10 MP

DV to Conceive: 18

AdjustTalent(Direction Sense)

Activation, level 2

Feedback, level 4

Secondary: none

SFX: none

Time: 10

DV to Cast: 23

Duration, 6 hours

Greater Effect, level 2

This spell grants Direction Sense Talent for six hours. When cast you will instantly know your absolute location on Earth, and know the direction of true north (not magnetic north). If the spell fails to cast, the caster becomes utterly lost for 4 hours. It requires an activation roll of 3D6 verses 9 to successfully cast the spell.

Far-Seeking

Primary: Detect

SFX: Magical

Energy: 30 MP

DV to Conceive: 18

Detect (target)

Activation, level 3

Secondary: Pin-point

SFX: Magical

Time: 90

DV to Cast: 22

Pin-point

Duration, 1 Hour

Focus Through Wand

To cast this spell, you must picture that which you are seeking (water, a certain treasure, a particular person), and make the roll to cast the spell. The target (water, treasure, etc.) must be specified when the spell is created. If it is successful, you will get a feeling or hint as to where the target is. The effects of this spell will last for one hour. Note that this should not be used to solve key points of the game. If it is, the GM can always make the hints as ambiguous as he chooses. This spell requires an activation roll of 3D6 verses 10 to successfully cast this spell. This spell must also be focused through something, like a wand.

Find Weakness

Primary: Find Weakness

SFX: Magical

Energy: 8 MP

DV to Conceive: 13

Find Weakness lvl 3

Greater Effect, lvl 2

Secondary: none

SFX: none

Time: 6.4

DV to Cast: 16

Duration, 1 Round

This spell acts somewhat like a skill; it is the ability to strike at the weak points of a target's defenses. A successful Find Weakness check against the Target's Magical DV will automatically cut the target's defenses in half *for attacks placed by you*. If you miss a Find Weakness check on a target, you may not use Find Weakness on him again for the rest of the battle. Find Weakness is normally purchased for a single kind of attack (it must be specified when this spell is created). When you cast the spell, roll Stat + Magic Skill (Knowledge) + 3 (for Level 3) + 3D6, verses the target's Magical Defense Value. If you succeed, the effects granted by Find Weakness (halving the target's defenses) will expire after 1 Round.

Inscribe

Primary: Inscribe

SFX: Magical

Energy: 500 MP

DV to Conceive: 23

Inscribe lvl 3

Activation, level 3

Lesser Effect, level 1

Secondary: none

SFX: none

Time: (ignore)

DV to Cast: 29

Duration, permanent

Feedback, level 3

Focus Through Wand

Inscribe is a more advanced form of Transcribe, able to *permanently* write one page of text (or images) into any physical medium or object (metal, flesh, plastic, rock, someone's forehead, etc.). The text to be inscribed can be anything you desire, but you must have it in your memory, or see it before you (in a book, picture, tablet, or whatever). This spell will inscribe up to one full page per casting, permanently. If the spell fails to cast, the caster takes 3DC Stun. It requires an activation roll of 3D6 verses 10 to successfully cast this spell. This spell must also be focused through something, like a wand. This should be treated as a full-blown enchantment, so Time is ignored (see Enchantment rules for creating massive spells).

Know History

Primary: Know Property

SFX: Magical

Energy: 11 MP

DV to Conceive: 11

Know History, lvl 8

Secondary: none

SFX: none

Time: 12.1

DV to Cast: 14

Casting this spell on an object will give an impression, image, or feeling of that object's past. You can "feel" back on the objects history for up to 81 years (at level 8).

Know Name

(This spell is under two categories, both Summoning as well as Knowledge. Its description and effect are listed under Summoning spells.)

Know Time

Primary: Know Property

SFX: Temporal

Energy: 3 MP

DV to Conceive: 8

Know Property (Time)

Secondary: none

SFX: none

Time: 0.9

DV to Cast: 10

Affects Only Time

When cast, you may know with absolute precision the time of day, respective to your location on Earth. This is absolute time that is a percentage of the day remaining *until* midnight ("A third of today remains").

Sense Properties

Primary: Know Property

SFX: Magical

Energy: 5 MP

DV to Conceive: 10

Know Property (Time)

Secondary: none

SFX: none

Time: 2.5

DV to Cast: 12

Casting this spell upon any object, person, or animal will reveal the following information: mass, volume, density, dimensions, velocity, age, temperature, texture, and any organic properties (i.e., if it's alive or not).

Transcribe Book

Primary: Transcribe
SFX: Magical
Energy: 150 MP
DV to Conceive: 10
Transcribe lvl 10
Activation, level 3
Lesser Effect, level 1
Must be cast at night

Secondary: none
SFX: none
Time: 2250
DV to Cast: 23
Duration, 1 year
Feedback, level 5
Focus Through Wand
And under a full moon.

Similar to Transcribe Page, but Transcribes an entire book instead. If the spell fails to cast, the caster takes 5DC Stun. It requires an activation roll of 3D6 verses 10 to successfully cast this spell. This spell must also be focused through something, like a wand. To further alleviate the cost of this spell, it is restricted such that it can only be cast at night, under a full moon.

Transcribe Page

Primary: Transcribe
SFX: Magical
Energy: 50 MP
DV to Conceive: 18
Transcribe lvl 3
Activation, level 3
Lesser Effect, level 1

Secondary: none
SFX: none
Time: 250
DV to Cast: 22
Duration, 1 year
Feedback, level 3
Focus Through Wand

This allows for text to be burned into any normal writing medium (paper, wood, stone, etc). For objects, which cannot *usually* be written on (water, flesh, air, fire, metals, etc.), Inscribe must be used (see Inscribe spell). The text to be transcribed can be anything you desire, but you must have it in your memory, or see it before you (in a book, picture, tablet, or whatever). This spell will transcribe one full page per casting, and it will last for a year. If the spell fails to cast, the caster takes 3DC Stun. It requires an activation roll of 3D6 verses 10 to successfully cast this spell. This spell must also be focused through something, like a wand.

Translate Language

Primary: Decipher
SFX: Magical
Energy: 6 MP
DV to Conceive: 15
Decipher level 1 (roll +1)
Activation, level 2

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 19
Duration, 1 Hour
Only Affects Written Lang.

Same as above, but for translating a written foreign language and comprehending it as if it was your native language. It requires an activation roll of 3D6 verses 9 to successfully cast this spell. The GM should determine the DV to Decipher the language depending on how foreign it is (between 16 to 20), but for simplicity, any successful roll in this should be high enough to comprehend a written language. Its effect will last for one hour.

Understand Tongues

Primary: Decipher
SFX: Magical
Energy: 6 MP
DV to Conceive: 15
Decipher level 1 (roll +1)
Activation, level 2

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 19
Duration, 1 Hour
Only Affects Spoken Lang.

A type of Decipher, specific for hearing a spoken foreign language and comprehending it as if it was your native language. It requires an activation roll of 3D6 verses 9 to successfully cast this spell. The GM should determine the DV to Decipher the language depending on how foreign it is (between 16 to 20), but for simplicity, any successful roll in this should be high enough to comprehend a spoken language. Its effect will last for one hour.

Mental (Psychic) Spells

MENTAL SPELLS

These are spells that are cast to affect the minds of others. Such spells can range from harmless mental communication, to intrusive mind reading, to more malicious and terrible forms of mind control. The usage of hostile mental spells requires a contest against another character (for instance, when trying to control someone's mind or read their thoughts). All Mental Effects must be of either Telepathic, Magic, or Spiritual. *By default, all Mental Effects have a line of sight (LOS) range.* This can be extended, as normal.

To use Mental Effects:

1. The attacker decides on the appropriate effect desired from the Power. Example: "I want to Control his mind to follow me into the trap."
2. The attacker casts the spell as normal to make the attack.
3. The Defender rolls to Defend as per *Defending Against Magic*. If successful, the attacker rolls the DC of the Effect to determine the Effect Number.
4. Subtract the target's Mental Defense (if any) from the Effect Number.
5. If the attack did damage, then any damage which penetrated his Mental Defense he will take as Stun. Otherwise, compare the target's RES to the Effect Number (minus the target's MD) on the most appropriate effect chart below.

Mental Attacks do no collateral or rollover damage. If the attacker's effect number exceeds the value needed for the desired effect level on the chart, the defender may attempt to make a Legendary (Difficulty value of 20) Will roll. If this roll is successful, the target only loses his next action, but is not otherwise affected by the attack. If the roll is missed, the target takes full effect.

Deep Scan

Primary: Mind Reading	Secondary: none
SFX: Telepathic	SFX: none
Energy: 24 MP	Time: 57.6
DV to Conceive: 18	DV to Cast: 22
Mind Reading lvl 10	Backlash lvl 3
Bypass Defenses	Feedback, lvl 3
Fine Control	Must physically contact target
Lesser Effect, lvl 2	

Also called *Mind Reaper*, this is one of the more powerful spells in the mentalist's arsenal. Deep Scan is a telepathic mind probe capable of ripping even the most hidden secrets from a subjects subconscious memories. Deep Scan requires physical contact with the subject, can will work through light clothing (not

armor), though usually he hands are placed on the head itself. The *Fine Control* modifier allows for this search, enabling the caster to specify one thing to Search on, or he may use Deep Scan simply as a more powerful version of Scan Surface Thought. Having been honed and perfected by the greatest Mindmasters in history, Deep Scan is capably of completely bypassing all Mental Defenses of the victim! Mind Probe can be exhausting to cast, and drains 3D6 END from the caster. Furthermore, if he fails to cast the spell, he himself will take 3DC of mental Stun damage. When cast, the target must make a mental defense roll, however, his MD *will not* be subtracted from the Effect number (rolled from 10D6). Compare his RES to the Effect Total to determine how much information can be obtained.

Result	Effect
> than RES	Read surface thoughts
10 > than RES	Read deep, hidden thoughts
20 > than RES	Read into the target's memory
30 > than RES	Read into the target's subconscious

Emotion Sense

Primary: Empathy	Secondary: none
SFX: Telepathic	SFX: none
Energy: 3 MP	Time: 0.9
DV to Conceive: 17	DV to Cast: 15
Empathy lvl 5	Greater Effect lvl 3

This spell can be cast to pick up the emotions of those nearby. The target does not necessarily have to be physically present, but he must be in line of sight. For instance, if you see someone on TV or are talking to them on the telephone, you can still try to sense their emotions. When cast, the target must make a mental defense roll, and subtract his MD from the Effect number (rolled from 5D6), as normal. Compare his RES to the Effect Total to determine how much information can be passed.

Result	What You Sense
> than RES	Positive, negative, or neutral feelings
10 > than RES	Basic emotion
20 > than RES	Complex emotions
30 > than RES	As above, and you can sense lies.

Erase Memory

Primary: Mind Control	Secondary: none
SFX: Telepathic	SFX: none
Energy: 9 MP	Time: 4.9
DV to Conceive: 15	DV to Cast: 19
Mind Wipe lvl 5	Feedback, lvl 3
Greater Effect lvl 4	

Erase Memory allows a mentalists to selectively remove a certain memory from a subject's mind. If this memory is know to the mentalist (for example, an event which just occurred), he can simply perform

this spell. Otherwise, he may have to scan the subject's mind to find the memory first. In either case, the target must make a mental defense roll, and subtract his MD from the Effect number (rolled from 5D6). Compare the target's RES to the Effect Total to determine how good the erasure was. If the spell fails, the mentalist takes 3D6 Stun damage.

Result	Effect
> than RES	Memory deleted but will return in 1d6 months.
10 > than RES	Memory deleted but may be restored by hypnotism or therapy.
20 > than RES	Memory deleted, permanently
30 > than RES	As above, and memory may be altered as well!

Far-Sending

Primary: Telepathy
SFX: Telepathic
Energy: 5 MP
DV to Conceive: 11
 Telepathy lvl 5
 Greater Effect lvl 2

Secondary: none
SFX: none
Time: 2.5
DV to Cast: 14
 My only send short phrase
 Associative Effect

This is the same as Telepathic Send, however, this spell is used to send messages to a single target who is out of visual range. To cast this spell, you must picture your target in detail and know his name or have something belong to them (Associative Effect). But you may only send them a short 3 second (1 Phase) message, no matter how great the success over RES.

Hypnotic Suggestion

Primary: Influence
SFX: Telepathic
Energy: 20 MP
DV to Conceive: 18
 Influence lvl 8
 Only Affects semiconscious
 Focus Through (pendulum)

Secondary: none
SFX: none
Time: 40
DV to Cast: 23
 Backlash lvl 3
 Duration, 1 Day
 Lesser Effect, lvl 1

Hypnotic Suggestion is the simplest for of mind control, where by a single motivating suggestion can be implanted in the target's mind, usually emotionally base (Fear, Joy, Run, Sleep, etc.). This requires that the subject be sleeping or in a trace (and one who is getting sleepy... getting veeery sleepy....). The spell must also be focused through a pendulum like device in motion (usually a watch on a chain). Hypnosis can take its toil on the mentalist, and will cause him to lose 3D6 END after casting. When cast, the target must make a mental defense roll, and subtract his MD from the Effect number (rolled from 8D6), as normal. Compare the target's RES to the Effect Total to determine the level of control. If the spell succeeds, the target feels the influence and must act appropriately. The spell will last for one full day or until the victim makes a successful Will roll to break out (vs. the original Effect Total).

Mental Blast

Primary: Stun Attack
SFX: Telepathic
Energy: 5 MP
DV to Conceive: 13
 Stun lvl 5
 Range at lvl 5 (32m)

Secondary: none
SFX: none
Time: 2.5
DV to Cast: 16
 Greater Effect lvl 3
 Stun Only

Greater than Stun Bolt, but very similar in effect. Stun Blast does 5D6 Stun damage (Stun only), and has a Range of 32 meters.

Mental Illusion

Primary: (the Spell)
SFX: Telepathic
Energy: Half Cost
DV to Conceive: x0.8
 Illusionary (other spell)

Secondary: none
SFX: none
Time: (recalculated)
DV to Cast: x0.8

This is basically a "wrapper spell" used to turn any spell into an Illusionary spell. Using age-old mentalist's tricks of mind over mind, it is possible to simulate the effects of most any spell in an illusionary fashion by projecting an illusion directly into a person's mind (as long as the spell abides by the restrictions imposed by Illusionary Effect). The duration and all other aspects of the spell are the same, only they are illusionary. You may only use Illusionary Spell with spells having Attack, Defense, Sensory (*for affecting senses*), Physiology, and Creation Primary Effects. The Skill you must use is one of the appropriate to the Spell Category, which may not necessarily be Mental (in fact, it cannot be Mental, since no other mental spells can be Illusionary!). If the spell came from Sensory, use your Sensory spell skill to cast.

Mental Possession

Primary: Mind Control
SFX: Telepathic
Energy: 40 MP
DV to Conceive: 18
 Mind Control lvl 10
 Backlash lvl 4
 Caster's body goes to sleep

Secondary: none
SFX: none
Time: 160
DV to Cast: 22
 Feedback, lvl 5
 Duration, 20 minutes

This is another form of mind control, though far more powerful. To do this, the target must be within visual range. (a version using Associative Effect, for +2 Difficulty, could effect a know target anywhere, subject to Associative Effect rules). When the Mentalist gains control over the victim, his own body goes "to sleep" and he cannot control it, but he will have has full control over his target (subject to penalties depending on the table below). When in full contact, the victim can make a Will roll to break out (vs. the original Effect Total). Whether the victim's mind is truly unconscious, or if can see what his body is doing, is a game effect left up to the GM. Possession can be exhausting to cast, and drains 4D6 END from the caster (which takes effect on the caster on after the spell expires). Furthermore, if he fails to cast the spell, the mentalist will take 5DC of mental Stun damage from the disorienting jolt his

own consciousness will receive. The target must make a mental defense roll, and subtract his MD from the Effect number (rolled from 5D6), as normal. Compare the target's RES to the Effect Total to determine the level of control. The spell will last for 20 minutes (per casting) or until the victim makes a successful Will roll to break out. Use the same chart as shown under the Mind Control spell.

Mental Stun

Primary: Stun Attack
SFX: Telepathic
Energy: 3 MP
DV to Conceive: 11
 Stun lvl 3
 Range at lvl 5 (32m)

Secondary: none
SFX: none
Time: .9
DV to Cast: 14
 Greater Effect lvl 3
 Stun Only

A simple spell that shocks the target with a jolt of telepathic energy. The damage is not permanent, though is quite painful, and can render a target unconscious if powerful enough. However, this spell is merely telepathic in nature, and does no physical damage (thus, there is no knockback or stun roll over). Stun Bolt does 3D6 Stun damage and has a Range of 32 meters.

Mesmerize

Primary: Influence
SFX: Telepathic
Energy: 6 MP
DV to Conceive: 18
 Influence lvl 5
 Focus Through (special item)

Secondary: none
SFX: none
Time: 3.6
DV to Cast: 22
 Feedback, lvl 3
 Duration, 1 Hour

Mesmerize is a lesser version of fully Hypnotic Suggestion. It is easier and quicker to cast, but lesser powerful (also, it does not require that the target be semi-conscious). Mesmerize can implant a single motivating suggestion in the target's mind, usually emotionally base (Fear, Joy, Run, Sleep, etc.). When cast, the target must make a mental defense roll, and subtract his MD from the Effect number (rolled from 5D6), as normal. Compare the target's RES to the Effect Total to determine the level of control. If the spell succeeds, the target feels the influence and must act appropriately. The spell will last for one full *hour* or until the victim makes a successful Will roll to break out (vs. the original Effect Total). If the caster failed to cast the spell, then he will take 3DC of mental Stun damage. This spell must be focused through a special item, usually a prism, mirror, crystal, or some such (this must be specified by the GM).

Mind Control

Primary: Mind Control
SFX: Telepathic
Energy: 12 MP
DV to Conceive: 15
 Mind Control lvl 5
 Backlash lvl 3
 Greater Effect lvl 2

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 19
 Feedback, lvl 3
 Duration, 5 minutes

This spell allows a wizard to grab a mental hold on a victim and command his actions. To do this, the target must be within visual range (a version using

Associative Effect, for +2 Difficulty, could effect a know target anywhere, subject to Associative Effect rules). If the Mentalist gains control over the victim, he can control his body and action as if they were his own, but at the restrictions presented in the table below. Mind Control can be exhausting to cast, and drains 3D6 END from the caster. Furthermore, if he fails to cast the spell, he himself will take 3DC of mental Stun damage. When cast, the target must make a mental defense roll, and subtract his MD from the Effect number (rolled from 5D6), as normal. Compare the target's RES to the Effect Total to determine the level of control. The spell will last for 5 minutes (per casting) or until the victim makes a successful Will roll to break out (vs. the original Effect Total).

Result	Effect
> than RES	Partial control, actions at -4
10 > than RES	Partial control, but actions at only -2
20 > than RES	Full control (if desired), or Partial at only -1 to all actions.
30 > than RES	Full control (if desired), or Partial at no penalty to actions.

Mind Link

Primary: Telepathic Link
SFX: Telepathic
Energy: 6 MP
DV to Conceive: 14
 Telepathic Link lvl 4
 Duration, 1 minute

Secondary: none
SFX: none
Time: 3.6
DV to Cast: 18
 Greater Effect lvl 5
 Backlash lvl 3

This variation of telepathy sets up a two-way mental link allowing instant mental communication. Both ends of the link *must* be willing in order for a Mind Link, but you still must make a Resistance check (see the table in Telepathic Send), and this version has an Effect level of 4. The link will remain for the Duration of 1 minute. Mental Link is somewhat tiring, and drains 3D6 END from the caster.

Mind Probe

Primary: Mind Reading
SFX: Telepathic
Energy: 8 MP
DV to Conceive: 15
 Mind Reading lvl 5
 "Armor" Piercing
 Fine Control

Secondary: none
SFX: none
Time: 6.4
DV to Cast: 19
 Greater Effect lvl 2
 Backlash lvl 3
 Must be within melee range

Mind Probe is much like Scan Surface Thought, but is more advanced. It does require much closer proximity to the target, effectively melee range. This spell will pierce into the mind of a subject, and shift through his mind searching for a particular item. The *Fine Control* modifier allows for this search, enabling the caster to specify one thing to Search on, or he may use Mind Probe simply as a more powerful version of Scan Surface Thoughts. Furthermore, Mind Probe is Armor Piercing, meaning that any MD (Mental Defense) the target may have, counts for *half*. Mind Probe is fairly tiring, and drains 3D6 END from the caster. When cast, the target must make a

mental defense roll, and subtract his MD from the Effect number (rolled from 5D6), as normal. Compare his RES to the Effect Total to determine how much information can be obtained. Use the same chart as show for Scan Surface Thought.

Mind Shield

Primary: Telepathy
SFX: Telepathic
Energy: 6 MP
DV to Conceive: 17
 Mental Defense lvl 5
 Duration, 1 hour

Secondary: none
SFX: none
Time: 3.6
DV to Cast: 21
 Backlash lvl 3

Mind Shield creates a telepathic defense to block or resist mental powers. A character with Mental Defense can resist some of the effects from Telepathic based Attack, (Mental) Illusions, Mind Control, Mind Scan, and so on. Mind Shield grants +5 Mental Defense to the caster (or subject of the spell), which is subtracted from any telepathic damage or telepathic based effect. It has a duration of 1 hour. Mind Shield drains 3D6 END from the caster, but these points are taken out during the course of the spell duration (if he rolled 12 END, then he must exert 1 END every 5 minutes or so).

Mind Wipe

Primary: Mind Control
SFX: Telepathic
Energy: 15 MP
DV to Conceive: 17
 Mind Wipe lvl 5
 + Total Wipe

Secondary: none
SFX: none
Time: 22.5
DV to Cast: 21
 Feedback, lvl 3
 Greater Effect lvl 2

Mind Wipe is a much more brutal form of Erase Memory. Instead of selectively removing a certain memory, Mind Wipe completely erases the subject's memory, effectively cursing him with amnesia. The target must make a mental defense roll, and subtract his MD from the Effect number (rolled from 5D6). Compare the target's RES to the Effect Total to determine how good the erasure was. If the spell fails, the mentalist takes 3D6 Stun damage.

Result	Effect
> than RES	Memory deleted but will return in 1d6 months.
10 > than RES	Memory deleted but may be restored by hypnotism or therapy.
20 > than RES	Memory deleted, permanently
30 > than RES	As above, and memory may be altered as well!

Scan Surface Thought

Primary: Mind Reading
SFX: Telepathic
Energy: 5 MP
DV to Conceive: 14
 Mind Reading lvl 4

Secondary: none
SFX: none
Time: 2.5
DV to Cast: 17
 Greater Effect lvl 3
 Backlash lvl 1

This spell can be cast to pick up the thoughts of a nearby target (within LOS). This spell does not work on subjects at a distant range (for example, on TV). Surface thoughts are relatively easy to read; deeper thoughts or the subconscious take quite a bit more

effort to reach. Normally, a person has just one broadcast thought, typically what is on his mind at that instance. This is good for quick interrogations, just as a question and the desired though will pop out of their mind. Scan is somewhat tiring, and drains 1D6 END from the caster. When cast, the target must make a mental defense roll, and subtract his MD from the Effect number (rolled from 4D6), as normal. Compare his RES to the Effect Total to determine how much information can be obtained.

Result	Effect
> than RES	Read surface thoughts
10 > than RES	Read deep, hidden thoughts
20 > than RES	Read into the target's memory
30 > than RES	Read into the target's subconscious

Telepathic Send

Primary: Telepathy
SFX: Telepathic
Energy: 3 MP
DV to Conceive: 12
 Telepathy lvl 3

Secondary: none
SFX: none
Time: 0.9
DV to Cast: 15
 Greater Effect lvl 4

This is simply the ability to mentally communicate with one or more people telepathically. Range is limited to line of sight. A mental reply can only be sent if the sender knows this spell as well. With this spell, you can send any thought to your target -- Images, sounds, smells, ideas, or even emotions. However, sending emotions does not effect the target's emotions directly. When cast, the target must make a mental defense roll, and subtract his MD from the Effect number (rolled from 3D6), as normal. Compare his RES to the Effect Total to determine how much information can be passed.

Result	Effect
> than RES	May send a short phrase or impression
10 > than RES	Can send a paragraph or vivid impression
20 > than RES	May communicate a complex plan or monolog

Telepathic Broadcast

Primary: Telepathy
SFX: Telepathic
Energy: 8 MP
DV to Conceive: 14
 Telepathy lvl 3
 + Broadcast

Secondary: none
SFX: none
Time: 6.4
DV to Cast: 18
 Greater Effect lvl 4

Telepathic Broadcast is the same as Telepathic Send, however, it allows the caster to send his message to all within his LOS (or a select number). When cast, the targets must make a mental defense roll, and subtract their MD from the Effect number (rolled from 3D6), as normal. Compare there RES to the Effect Total to determine how much information can be passed.

Result	Effect
> than RES	May send a short phrase or impression
10 > than RES	Can send a paragraph or vivid impression
20 > than RES	May communicate a complex plan or monolog

Movement (Portation) Spells

With assistance from: Frederic M. Graves

MOVEMENT SPELLS

These are spells that involve the energies of kinetic motion and spatial displacement. For the most part, movement spells are used to levitate, float, accelerate, and teleport. There are three types of standard movement for characters: a Walk (a normal leisurely pace), a Run (or Combat Movement), and a Sprint (or Non-Combat Movement). The former involves ducking, weaving, and watching out for enemy attacks. It is normally equal to two times your current MOVE Characteristic (in meters). A character has no penalties to his DEX or REF when Running. A character may also move as fast as he can, in a Sprint (aka Non Combat Movement). This has the advantage of increasing the character's running speed, but halving his DEX +Skill levels as well as reducing his REF to 0 at the same time. Your basic Sprinting speed is calculated when you create your character, and is normally 3 times your current MOVE (in meters).

A character can also increase his non-combat speed by buying Non-Combat Movement Multiples (NCMs). Each NCM costs 5 MP and doubles the non-combat speed of a specific type of movement. That is to say, with a MOVE of 8 you would have a Sprint (Non-Combat Move) of 24 (or three times his MOVE).

Accelerate Blow

Primary: Lethal Attack	Secondary: none
SFX: Kinetic	SFX: none
Energy: 2 MP	Time: 0.4
DV to Conceive: 11	DV to Cast: 14
Lethal Attack, lvl 2 (+2 DC)	Projectile must hit target
Greater Effect, lvl 4	Must accompany melee strike

This spell allows the caster to accelerate his own melee strike (or the melee strike of an ally) such that the blow comes with greater force. It can be used with any melee or hand-to-hand attack (punch, kick, sword strike, etc.). It will add +2DC *Lethal damage* to the strike's base damage, and can only be used in conjunction with a melee attack.

Accelerate Projectile

Primary: Lethal Attack	Secondary: none
SFX: Kinetic	SFX: none
Energy: 5 MP	Time: 2.5
DV to Conceive: 14	DV to Cast: 18
Lethal Attack, lvl 1 (+1 DC)	Range at LOS
Greater Effect, lvl 5	Projectile must hit target
Must accompany a projectile attack	

This spell allows the caster to push a projectile with even greater, magical force. Such a projectile could

be an arrow in flight, a bullet, or thrown stone. It will add +1DC to the projectile's base damage. This spell can only be used in conjunction with a projectile attack, and the projectile must be the intended target.

Chariot of the Gods (Flying Carpet)

Primary: Teleportation	Secondary: none
SFX: Magic	SFX: none
Energy: 20 MP	Time: 40
DV to Conceive: 14	DV to Cast: 18
Teleportation lvl 20 (+50 kgs)	Greater Effect lvl 3
Feedback, lvl 5	Subject remains visible
Travel takes 1 min / 100 miles	Focus Through (Seat)

Chariot of the Gods (or Flying Carpet) is a powerful conjuration, often found in grimoires and magical tomes in some form or another. Such spells promise to whisk the caster away to some exotic, far away land, and back again at his desire. Though most of these are of course fabulous ramblings (as are most Medieval spell books), some, just some, may well be what they claim. *Chariot of the Gods* is one such spell. To cast, a chariot, carpet, throne, or some other item in which you can sit much be available (the spell is focused through this item), if a carpet is used, this spell is most often known as a Flying Carpet. In any event, if the spell is successfully cast, the caster (or whoever is sitting on the item) will be zipped off into the sky with terrific speed (do not be concerned with momentum or physics, this is magic). He will reach his destination in minutes, traveling about 100 miles every minute. He can still be seen, usually as a burry streak shooting across the sky like a distant comet. *Chariot of the Gods* has a range of 10,000 miles (practically global), and allows the subject to carry an additional 50kgs (which could be a light weight passenger of under 110lbs). If the caster fails, he will take 5DC of Stun damage.

Combat Teleportation

Primary: Teleportation	Secondary: none
SFX: Magic	SFX: none
Energy: 3 MP	Time: 0.9
DV to Conceive: 14	DV to Cast: 18
Teleportation (zero level)	Only Affects Caster
Conditional (Random Jump)	Greater Effect lvl 4

This is the simplest form of teleportation -- a basic spatial displacement spell commonly used in combat (it is also know as "Flickering"). Flickering allows you to make a Defensive Maneuver to Evade an attack by teleporting out of harm's way. If you already have the spell prepared, you may invoke it to dodge, rather than make a defense roll (it is basically an Active Dodge). Simply roll greater than the higher of the DV to cast (18) or of the attacker's AV (the guy trying to hit you). If you succeed at casting you will jump to a random *physically safe* spot within a 10

meter radius ("physically safe", meaning that you won't be teleported into a wall or over a cliff, but you could still be teleported in front of a speeding train). The jump is random, and thus up to the GM or a random die roll (perhaps 1D6 for the hex direction and 1D10 for the distance). If you failed to roll above the attacker's AV, you got hit anyway (he hit you before you managed to teleport). This spell is very effective for escaping an area effect explosions and even falling (unless the GM rules that momentum is conserved). This particular version only allows for the caster himself to use the spell (and he can only use it on himself).

Deflection

Primary: Deflection
SFX: Kinetic
Energy: 5 MP
DV to Conceive: 12
 Deflection lvl 3 (+6 KD)
 Greater Effect, lvl 1

Secondary: none
SFX: none
Time: 2.5
DV to Cast: 15
 Only Affects Kinetics

Deflection allows for an incoming ranged attack to be deflected away. The block is made by making a task resolution (the number rolled casting the spell) vs. the attacker's AV. Deflection can deflect arrows, stones, and even bullets, but only of attacks of 3DC or less. It only protects from physical attacks; magical, energy, and other such attacks still have full effect.

Flight

Primary: Flight
SFX: Magic
Energy: 21 MP
DV to Conceive: 16
 Flight, lvl 3
 Backlash, lvl 3 (End)
 Activation, lvl 2 (DV 9)

Secondary: Levitation
SFX: none
Time: 44.1
DV to Cast: 20
 Levitation
 Duration, 5 minutes
 Feedback, lvl 5

Casting this spell allows you (or any one else) the ability to fly by magic. You can fly quite gracefully, and make incredible aerial maneuvers (hovering, looping, spinning around, etc.) using Acrobatics. Your max MOVE (in the air) is 15 (or, basically, 30 MPH). This spell also includes Levitation ability, so you can hover in place (see Levitation for more details). The spell will last for 5 minutes. Be sure to be on (or near) the ground when the spell expires. An Activation roll (roll of 3D6) verses 9 is necessary to see if the spell responds or not. This spell fairly exhausting to the caster, draining 3D6 END from him when cast (level 3 Backlash). If the caster fails, he will take 5DC of Stun damage.

Grace of Speed

Primary: Running
SFX: Kinetic
Energy: 6 MP
DV to Conceive: 14
 Running lvl 4
 Duration, 20 minutes

Secondary: none
SFX: none
Time: 3.6
DV to Cast: 18
 Activation, lvl 2 (DV 9)
 Greater Effect, lvl 1

Upon casting this spell, you (or any single person or object) will have its over all Move increased by a certain amount, allowing a character to run faster than normal. It does NOT add directly to the

character's MOVE characteristic. Instead, the Grace of Speed increases the character's figured RUN stat by +20 and SPRINT by +30. It will last for 20 minutes. An Activation roll of 3D6 verses 9 is necessary to see if the spell responds or not.

Hindrance

Primary: Adjust Char.
SFX: Magic
Energy: 12 MP
DV to Conceive: 17
 Adjust Char. Speed, lvl 3
 Greater Effect lvl 3

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 21
 Duration 1 minutes

This spell is effectively an Inverted Quickness spell, though not as long lasting. When cast, you, or any one person or object, will have its over all speed decreased by a certain amount. Hindrance gives 3D6 of Effect; each dice which rolls 5 or better reduces the target's Speed by 1 (-1 to Speed). (GM note: if you are not using the Speed characteristic, you may give a -2 penalty to Initiative per die of 5 or better). The effect will last for 1 minute (5 Rounds).

Insubstantiality (God Mode)

Primary: Desolidification
SFX: Magic
Energy: 22 MP
DV to Conceive: 18
 Desolidification
 Duration, 1 Minute

Secondary: none
SFX: none
Time: 48.4
DV to Cast: 22
 Greater Effect lvl 1

Insubstantiality (called "God Mode" by some people) is similar to Phase Through Matter (sometimes called "Clipping") in that the caster becomes desolid to normal matter. However, this spell is far more powerful. With this spell, you can make your self become a mist of magical forces, thus becoming completely insubstantial. Nothing material can harm you, but you can't affect anything material either (though you can use magic spell or psionic energy). You may speak and move at you normal rate, but you cannot interact with matter (you cannot lift, carry, or physically attack). However, when you become insubstantial, all your carried items will become insubstantial with you, so that when you return to normal they will be ready to use and on you're person. You may cast this spell upon your self or another person (or object). While you are insubstantial, you can not take damage from any physical kinetic attack (bullets, missiles, explosions, etc.) or from environmental conditions (radiation, vacuum, heat, cold, etc.). However, mental and telepathic attacks still have full effect. Furthermore, you must pick one group of attacks that will still affect you ("magical attacks" is very commonly used). You will remain insubstantial for up to 1 minute.

Kinetic Armour

Primary: Armor
SFX: Kinetic
Energy: 6 MP
DV to Conceive: 12
Armor lvl 3 (+6 KD)
Only Affects Kinetics

Secondary: none
SFX: none
Time: 3.6
DV to Cast: 15
Duration 5 minutes

This spell creates around the caster or subject an invisible field of counter-kinetic energy. Any physical object or projectile which strikes him will lose a great deal of its kinetic force before affecting him. Thus, this spell provides an effective +6KD of armor protection. It only protects from physical attacks; magical, energy, and other such attacks still have full effect. It will last for 5 minutes.

Levitation

Primary: Levitation
SFX: Gravity
Energy: 12 MP
DV to Conceive: 15
Levitation
Greater Effect lvl 3

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 19
Duration 5 minutes
Activation, lvl 2 (DV 9)

When cast on yourself, the effects of gravity will be negated (you are effectively weightless, but not massless). You may also cast this on any other person or object you desire (approximately human size). The spell will last for 5 minutes. Be sure to be on (or near) the ground when the spell expires. An Activation roll (roll of 3D6) verses 9 is necessary to see if the spell responds or not.

Phase Through Matter (Clipping)

Primary: Desolidification
SFX: Magic
Energy: 8 MP
DV to Conceive: 14
Desolidification
Greater Effect lvl 2
Duration, 1 Round

Secondary: none
SFX: none
Time: 6.4
DV to Cast: 17
Only Affects Obstacles
Cannot breath in obstacle

This ability (called "Clipping" by some people) allows you to pass through solid matter obstacles as if they were water. This spell changes your molecular vibrations such that you can move through normal obstacles (walls, doors, furniture), but you are not desolid to other things, like bullets, people, explosions, magical attacks, and so forth (thus, all attacks will still affect him). You must also hold your breath while passing through or remaining within solid matter, least you drown (treat as if underwater). You may move at your walking speed, but the spell will only last for 1 Round. Should the spell expire while you are still within matter, you will die (or take a great deal of damage, determined by the GM).

Planer Teleportation

Primary: Dimensional Travel
SFX: Magic
Energy: 20 MP
DV to Conceive: 18
Dimensional Travel, +5kgs
Must have some knowledge..
Greater Effect lvl 2

Secondary: none
SFX: none
Time: 40
DV to Cast: 22
Backlash, lvl 2 (End)
Fine Control

Casting this spell allows you to teleport yourself (or others) to a different plane of reality, that is, to another dimension. If no other dimensions exist, this spell is pointless. If they do exist, then it is quite possible the only way to get there is to jump through the corners of time and space. There should probably be some special requirements, possibly an exotic magic item, to allow this spell to work.

Planer Teleportation can lead to alternate Earth, or other worlds entirely (a fantasy worlds, for instance) where things work very differently. You might even jump into a world where magic does not exist (which would be terribly unpleasant), but then psionics or superpowers might exist. And if psionics and supertechnology exists, perhaps there would be another way to teleport back...

The game mechanics of this spell are up to the GM. Typically, there are three types of alternate dimensions. The first is simply an alternate reality of your world. The second is a completely new and fantastical world. The third class of planar dimensions are those which are totally alien, surrealistic dimensions where everything, even physics, are different...

This spell allows for yourself (or your target) to be teleported, along with up to 50kg of equipment (or possibly one other person, under 50kgs). Fine Control allows you to land at a pre-determine point on that world (either integral to the spell itself, or one that is known to the caster). There is one condition that you must have at least some knowledge of the dimension you are traveling to. This spell is also fairly exhausting, and will drain 2D6 END from the caster when cast (level 2 Backlash).

Psychokinesis

Primary: Telekinesis
SFX: Kinetic
Energy: 15 MP
DV to Conceive: 13
Telekinesis, lvl 6
Activation, lvl 2 (DV 9)
Backlash, lvl 2 (End)
Continuous

Secondary: none
SFX: none
Time: 6.4
DV to Cast: 22
Range at LOS
Greater Effect, lvl 4
Fine Control

Psychokinesis is just like Telekinesis, only a bit more potent. Upon casting this spell, you may mentally move, and control the motion of, any object or person (even yourself), at an effective STR of 6. This spell has Fine Control enhancement, so that you can manipulate small items (such as a pen or key) or perform special actions, like control a sword. Range is at LOS. Activation roll of 3D6 verses 9 is necessary to see if the spell responds or not. This spell fairly

exhausting to the caster, draining 2D6 END from him when cast (level 2 Backlash). The effect will last so long as the caster continues to supply 1 MP (alternatively, 10 END) per Phase to maintain the spell.

Quickness

Primary: Adjust Char. SFX: Magic Energy: 12 MP DV to Conceive: 16 Adjust Char. Speed, lvl 3 Greater Effect lvl 3	Secondary: none SFX: none Time: 14.4 DV to Cast: 20 Duration 5 minutes Activation, lvl 2 (DV 9)
---	--

With this spell the caster slightly accelerates the rate at which the target interacts with his surroundings seemingly speeding them up. Upon casting this spell, you (or any single person) will have his Speed increased by a certain amount. Quickness gives 3D6 of Effect; each dice which rolls 5 or better grants +1 to Speed. (GM note: if you are not using the Speed characteristic, you may give a +2 bonus to Initiative or a +1 to Action per die of 5 or better). The effect will last for 5 minutes. An Activation roll (roll of 3D6) verses 9 is necessary to see if the spell responds or not.

Splendorous Motion

Primary: Teleportation SFX: Magic Energy: 24 MP DV to Conceive: 18 Teleportation lvl 20 (+20 kgs) Feedback, lvl 3	Secondary: none SFX: none Time: 57.6 DV to Cast: 23 Greater Effect lvl 3 Backlash, lvl 2 (End)
--	---

Splendorous Motion is a most powerful teleportation spell, displacing your location to any point on earth (range is basically 10,000 kms). You may teleport yourself plus addition items no greater than 20kgs. As restricted by the teleportation effect, you must have seen (or been to) the location you are teleporting to before. An Activation roll (roll of 3D6) verses 9 is necessary to see if the spell responds or not. This spell fairly exhausting to the caster, draining 2D6 END from him when cast (level 2 Backlash). If the caster fails, he will take 3DC of Stun damage from being disoriented.

Stop Motion

Primary: Hold/Restrain SFX: Kinetic Energy: 8 MP DV to Conceive: 13 Restrained, lvl 8 Only Affects objects in motion	Secondary: none SFX: none Time: 6.4 DV to Cast: 16 Range at LOS Greater Effect, lvl 4
---	--

Casting this spell on any person or object which is in motion (a moving car, a falling body, etc), will cause it to slow down, or even stop. This spell creates an anti-Newtonian barrier that exerts an opposing force against any objects already in motion (8D6 of Effect). 8D6 Effect is rolled to create the DV to resist the barrier (i.e, 8D6 may total a DV of 28). The GM should judge what the opposing target should roll. If it is a charging berserker, he might roll STR + 3D6 to

resist. If it is a speeding car the GM might have to assign an effective STR (based on its mass and speed) to make the roll. If the target fails to overcome the DV, its motion is stopped. If it succeeds, it is not even slowed down. The effect is instantaneous, so there is no Duration.

Swim

Primary: Swimming SFX: Kinetic Energy: 8 MP DV to Conceive: 16 Swimming lvl 4 Duration, 20 minutes	Secondary: none SFX: none Time: 6.4 DV to Cast: 20 Activation, lvl 2 (DV 9) Greater Effect, lvl 2
---	--

Casting this spell upon yourself (or any other person), will increase his movement through water by +4 MOVE, in water only. Furthermore, it allows for full control of one's self in water, so no swimming roll is need to swim, and you cannot sink, even if knocked unconscious (but you may still be held underwater). It will last for 20 minutes. An Activation roll of 3D6 verses 9 is necessary to see if the spell responds or not.

Telekinesis

Primary: Telekinesis SFX: Kinetic Energy: 12 MP DV to Conceive: 15 Telekinesis, lvl 3 Duration, 1 Round	Secondary: none SFX: none Time: 14.4 DV to Cast: 19 Range, lvl 3 (8 meters) Greater Effect, lvl 4
--	--

Telekinesis is the ability to move objects at a distance. Upon casting this spell, you may mentally move, and control the motion of, any object or person (even yourself), at an effective STR of 3 (for striking, moving objects, etc). Telekinesis will last for 1 Round after casting. It has a range of 8 meters.

Teleportation

Primary: Teleportation SFX: Magic Energy: 15 MP DV to Conceive: 17 Teleportation lvl 10 (+20 kgs) Must have object from locatn.	Secondary: none SFX: none Time: 22.5 DV to Cast: 21 Greater Effect lvl 5 Activation, lvl 2 (DV 9)
--	--

This is the ability to teleport yourself, others, or objects from point A to point B, instantly. The maximum range of this spell is just 10 kms (for greater distances, see *Splendorous Motion*). You may teleport yourself plus addition items no greater than 20kgs. As restricted by the teleportation effect, you must have seen (or been to) the location you are teleporting to before. In addition, however, this spell requires that you have something in hand from that location (dirt, an object that was their, etc.). It is, of course, possible to just teleport part of the way to your location, then jump again, but this uses more power, and so should only be done when you are simply incapable of casting more powerful teleportation spells. An Activation roll (roll of 3D6) verses 9 is necessary to see if the spell works.

Nature (Shamanic) Spells

Contributed By: Stephan Aspridis

NATURE SPELLS

These are spells concerned with all aspects of the natural world, plants, animals, and the environment. Nature magic is most often found in primitive cultures, but there is no reason for it not to be practiced in a more 'civilized' magical culture.

Animal Empathy

Primary: Empathy
SFX: Telepathic
Energy: 4 MP
DV to Conceive: 9
Empathy lvl 3, 3D6 of effect
Duration, 1 minute

Secondary: none
SFX: none
Time: 1.6
DV to Cast: 11
Affects Only Animals

Casting this spells gives you Animal Empathy for one minute. If you already have Animal Empathy, the effects are simply much greater (GM's discretion). When cast, 3D6 must be rolled for Effect verses the animals RES score (usually between 9 to 16). If the roll is greater than its RES, the animal gains a positive attitude towards the caster.

Banquet of Solomon

Primary: Transmute
SFX: Magic
Energy: 180 MP
DV to Conceive: 25
Transmute
Duration, 1 day

Secondary: none
SFX: none
Time: 3240
DV to Cast: 31
Activation lvl 3

Casting this spell magically creates a banquet of delicious food, fit for a king. It produces a magnificent and most spectacular feast, turning rocks, clay, sticks and all forms of inanimate things into the most delicate and perfect foods imagined. This spell is not an illusion, and it lasts long enough for the food to be digested (a day). Eating from such a banquet is quite a feast indeed! However, you must make an "Activation" roll of 3D6 verses 10 to successfully cast the spell. It does take quiet some time to prepare the ritual.

Banquet of Illusions

Primary: Transmute
SFX: Magic
Energy: 130 MP
DV to Conceive: 21
Transmute
Duration, 6 hours
Area Effect lvl 10

Secondary: none
SFX: none
Time: 1690
DV to Cast: 26
Illusionary
Side Effect lvl 6

The Banquet of Illusions seems even more splendid and luxurious than even the famed Banquet of Solomon. Everything with a radius of ten meters (or a hall or room 30 meters long), is instantly transformed

into a banquet of unsurpassed marvel, complete with a great table, and chairs to seat nearly a hundred. Spirit servants, silent and obedient, serve the table and guests (though they do nothing else). However, this spell is only an illusion, and will utterly vanish within 6 hours. All who have filled themselves from this feast (unless they have obtained nourishment elsewhere) will be suddenly struck with immense hunger inflicting 3DCs of Stun.

Call Animal

Primary: Influence
SFX: Telepathic
Energy: 4 MP
DV to Conceive: 12
Influence lvl 2
Duration, 1 minute

Secondary: none
SFX: none
Time: 1.6
DV to Cast: 15
Affects Only Animals

Casting this spell will attract the nearest animal of a certain specified type, or a particular individual animal (such as a pet or ride). The animal will come and stay for at least a minute; however, its reaction may vary. It will act as any beast would, fleeing or attacking when in a human presence, or if docile and tame it may stay. Calm Animal or Control Animal should be used once the animal has arrived to insure its obedience, and that it will remain.

Calm Animal

Primary: Empathy
SFX: Telepathic
Energy: 10 MP
DV to Conceive: 14
Empathy lvl 6, 6D6 of effect
Duration, 1 minute

Secondary: none
SFX: none
Time: 10
DV to Cast: 17
Affects Only Animals

A greater form of Animal Empathy, Calm Animal allows you to instantly sooth any enraged beast. This only calms the animals instinctually inclination to attack. This spell may not work if the beast was provoked, antagonized, or itself attacked! It is powerful enough to assume it works if cast successfully.

Clean Environment

Primary: Restoration
SFX: Magic
Energy: 24 MP
DV to Conceive: 21
Restoration lvl 7
Duration, 1 minute
Greater Effect lvl 2

Secondary: none
SFX: none
Time: 57.6
DV to Cast: 26
Does not repair actual damage
Cannot be used on matr. In use

Once this spell is cast, all trash, pollution, or toxic substances that are harming the local environment are instantly destroyed. This does not repair damage already caused, but the environment can heal itself after these destructive substances are removed. Pollutants will be broken down to harmless elements,

trash will be dissolved, and toxic chemicals will break down. Radiation and any radioactive waste material (such as uranium) will become harmless and non-radioactive. This spell cannot be used on active materials in use. That is, it cannot destroy plastic unless it is plastic *trash*, nor can it be used to negate a nuclear bomb, though it can purify the radiation effects after a nuclear explosion. The GM may have to decide what is trash and what is not.

Conceal Path

Primary: Restoration	Secondary: none
SFX: Life	SFX: none
Energy: 13 MP	Time: 16.9
DV to Conceive: 16	DV to Cast: 22
Restoration lvl 1	Activation lvl 2 (DV 9)
Area Effect lvl 6	Greater Effect lvl 5

After having walked some distance through forest, desert, grasslands, or any other sort of lands which might leave footprints or a trail, the caster may invoke this spell to cover all traces that he walked through the area, back a distance of 120 meters (area effect level 6 converted to a 1 meter wide trail, 120m long). This has the effect of restoring broken twigs, covering foot prints, disturbances in the soil, and so forth. There will be no apparent track, trail, or path that can be followed.

Control Domestic Animal

Primary: Mind Control	Secondary: none
SFX: Life	SFX: none
Energy: 14 MP	Time: 19.6
DV to Conceive: 17	DV to Cast: 21
Mind Control lvl 4	Only Affects Domestic Animals
Duration, 1 minute	Greater Effect lvl 2

This spell is used to control an normally domestic animal. Domestic animals include dogs, cats, horses, pigs, and other such animals found in homes and farms. When cast upon such an animal, it will yield to your command. Although the animal does not naturally understand your language, it can understand simple commands for the duration of the spell. This spell will last for 1 minute.

Control Lesser Animal

Primary: Mind Control	Secondary: none
SFX: Life	SFX: none
Energy: 10 MP	Time: 10
DV to Conceive: 15	DV to Cast: 19
Mind Control lvl 3	Only Affects Lesser Animals
Duration, 1 minute	Greater Effect lvl 2

This spell is used to control a lesser animal of any type. Lesser animals include insects, small fish, birds, and rat-sized mammals. When cast upon such an animal, it will yield to your command. Although the animal does not naturally understand you language, for the duration of the spell, it can understand simple commands. This spell will last for 1 minute.

Control Wild Animal

Primary: Mind Control	Secondary: none
SFX: Life	SFX: none
Energy: 18 MP	Time: 32.4
DV to Conceive: 18	DV to Cast: 23
Mind Control lvl 3	Only Affects Wild Animals
Duration, 1 minute	Greater Effect lvl 2

This spell is used to control an wild or dangerous animal. Wild animals cover all beasts not controllable Control Domestic Animal, including lions, elephants, sharks, wolves, and such. It cannot be used on magical or monstrous beasts (such as dragons, griffins, unicorn, etc.). When cast upon such an animal, it will yield to your command. Although the animal does not naturally understand your language, it can understand simple commands for the duration of the spell. This spell will last for 1 minute.

Cure Food

Primary: Restoration	Secondary: none
SFX: Life	SFX: none
Energy: 4 MP	Time: 1.6
DV to Conceive: 10	DV to Cast: 13
Restoration lvl 1	Only Affects Food
Greater Effect lvl 2	

Cast on stale, rotting, or spoiled food will make it as fresh and wholesome as the day it was made. It cannot be used to keep food fresh for long periods of time, but it will restore them to a fresher state, reversing about a week of decay. It can be cast multiple times if the food was in really bad shape.

Grow Plant

Primary: Metamorph (Size)	Secondary: none
SFX: Life	SFX: none
Energy: 100 MP	Time: 1000
DV to Conceive: 14	DV to Cast: 18
Metamorph (size) lvl 2	Only Affects Plants
Lesser Effect, lvl 2	Side Effect lvl 9
Duration, Permanent	

Casting this spell allows you to accelerate the growth of any one plant. When cast, the plant will double in size. However, its life span is likewise be cut in half! Multiple castings will keep doubling it size (and halving its life). This spell is permanent.

Kill Plant

Primary: Lethal Attack	Secondary: none
SFX: Life	SFX: none
Energy: 14 MP	Time: 19.6
DV to Conceive: 17	DV to Cast: 21
Lethal Attack lvl 4	Only Affects Plants
Area Effect lvl 4	Greater Effect lvl 4

Casting this spell will instantly kill and wither all plants within a 4 meters radius. Large plants, like trees, must have this spell cast directly upon them. If damage needs to be determined, it will inflict 4DCs of Lethal damage.

Make Meal

Primary: Transformation

SFX: Biochemical

Energy: 6 MP

DV to Conceive: 18

Transformation, lvl 1

Duration, 1 hour

Activation lvl 2 (DV 9)

Secondary: none

SFX: none

Time: 3.6

DV to Cast: 22

Only Affects food stuff

Greater Effect lvl 2

Some people just seem to have a magical power to make a meal out of anything. Casting this spell upon any raw ingredients will magically create a fully cooked and prepared meal. It will not make a fancy meal, but it can cook meat, make a stew, or rise bread. Placing vegetables, meat, and water into a pot, and casting the spell upon it can made a most tasty stew. It should be eaten soon, for if not it will revert to its base ingredients after an hour (once ingested, this does not matter).

Sense Animal

Primary: Detect Animal

SFX: Telepathic

Energy: 4 MP

DV to Conceive: 12

Detect Animal, lvl 1

Only Affects Animals

Secondary: none

SFX: none

Time: 1.6

DV to Cast: 25

Greater Effect lvl 2

Fine Control

Casting this spell allows you to know the direction and distance of the nearest animal of a certain specified type, or, a particular individual animal (such as a pet or ride). This can not be used to seek people or other fully intelligent people. Fine Control allows for the location of the beast to be known.

Sense Plant

Primary: Detect Animal

SFX: Telepathic

Energy: 4 MP

DV to Conceive: 12

Detect Plant, lvl 1

Only Affects Plants

Secondary: none

SFX: none

Time: 1.6

DV to Cast: 25

Greater Effect lvl 2

Fine Control

Casting this spell allows you to know the direction and distance of the nearest plant of a certain specified type. Fine Control allows for the location of the beast to be known. Very useful when seeking reagents, remedies, and herbs.

Shape Plant

Primary: Metamorph (Shape)

SFX: Life

Energy: 10 MP

DV to Conceive: 18

Metamorph (Shape), lvl 5

Duration, 1 minute

Greater Effect lvl 4

Secondary: none

SFX: none

Time: 10

DV to Cast: 23

Only Affects Plants

Activation lvl 3

Casting this spell allows you to shape and form any sort of plant or vegetation of mass equal to 50 kilograms. Used on dead plant material, such as wood, you may shape and form the wood like putty. Used on living plants, you may accelerate its apparent growth, create a tangled briar of thorns, or form large caverns inside a great tree for shelter. One casting allows you to perform the shaping for 1 minute.

Spoil Food

Primary: Entropy

SFX: Biochemical

Energy: 3 MP

DV to Conceive: 13

Entropy lvl 3

Greater Effect lvl 3

Secondary: none

SFX: none

Time: 0.9

DV to Cast: 16

Only Affects Food

Casting this spell on any sort of food will spoil it. The food will seem to be days, if not weeks old, filled with rot and worms, and be utterly unsafe to consume. Anyone who does eat the food will become sick for a day (and would be rather stupid to have eaten it). This is not a good spell to cast to "impress" your king during a feast at his castle.

Water to Wine

Primary: Transformation

SFX: Biochemical

Energy: 6 MP

DV to Conceive: 15

Transformation lvl 2

Duration, 1 hour

Secondary: none

SFX: none

Time: 3.6

DV to Cast: 19

Only Affects drinkable liquid

Activation lvl 2 (DV 9)

This spell allows the caster to turn ordinary water into wine (or any alcoholic beverage of his desire). He may change a number of up to 2 liters of water to wine. If cast on an alcoholic drink, it will *double* its potency (which could, in fact, be fatal). Since the duration is limited to 1 hour, effects of intoxication will vanish correspondingly! This makes any mystics who can turn water to wine all the rage at banquets and parties. For some reason, the inverse of this spell, Wine to Water, is much less popular. On the other hand, a similar spell, Poison to Water, can be very useful.

Necromancy (Spiritual) Spells

With assistance from: Chason Lapointe

NECROMANCY SPELLS

These are spells of death and decay. Few good mages condone such spells, and many outright shun all practitioners of this art (in some worlds, Necromancers have a Social Complication because of this). There are some necromantic spells, such as Turn Undead, which, though Necromantic in nature, are really considered 'anti-necromantic', and thus acceptable.

Armor of the Dead (Bone Armor)

Primary: Armor	Secondary: none
SFX: Stone (Bone)	SFX: none
Energy: 12 MP	Time: 14.4
DV to Conceive: 14	DV to Cast: 17
Armor lvl 5, +10 KD of Armor	Hardened
Duration, 1 minute	Hardened only against Necrolic
Greater Effect lvl 1	Side Effect (skin splotches)

When this spell is cast, bone oozes from the caster's pores and forms a hard carapace around him. The extent of the coverage is dependent on the level of the spell. Bone Armor creates a full carapace of bony armor plates across the body. It is Hardened only against Necrolic (Death Energy) attacks, and as a side effect, leaves the skin tender and splotchy for 5 minutes after the spell wears off. It has a Duration of 1 minute.

Black Wind of Death

Primary: Disintegration	Secondary: none
SFX: Necrolic	SFX: none
Energy: 144 MP	Time: 2073
DV to Conceive: 22	DV to Cast: 27
Disintegration lvl 2	Greater Effect lvl 2
Area of Effect lvl 8	Only Affects the Living
Explosive Effect	Displaced Range, lvl 3
No Knockback	Feedback lvl 2
	Scaled (x5)

The origins of this most abominable spell are lost in the nightmares of those few who have survived its dark caress. It is thought to have been created by master necromancer and diabolist of the most powerful sort, as a final, death-dealing blow against his enemies.

As legend has it, the Necromancer had terrorized a besieged kingdom for generations, and nearly ruled the surrounding lands with fear alone. One day the King of a neighboring country launched a holy war against the dark wizard. The siege lasted for years, but every time the good king many men, and the necromancer gained just as many "men". Through perseverance and dedication, the holy King was to be triumphant, but not without a price to be

paid. The Necromancer, sensing everything he had built was slowly being lost, had spent those remaining years researching the ultimate spell of darkness and death. On the day his castle was taken, he appeared on the ramparts, calling out to the lords of the Netherworld. The sky went black, the wind turned chill, and screams of tormenting death filled the air. No one survived that day, not even the Necromancer, for Hell exacts a terrible price for its greatest power...

The effects of this spell are devastating (it is effectively scaled to level x5). It does level 2 (at x5) Disintegration damage (or 18DCs of damage), as per Disintegration rules, in a circular area effect with a radius of 40 meters (nearly 80 meters wide), probably killing everything within that radius, instantly. Furthermore, it has an explosive effect, radiating out another 18 meters, inflicting disintegration damage to all things, but decreasing in power -1DC per meter out (so at 50 meters from the center, the target only takes 8DC of Disintegration damage). This spell can be projected up to 40 meters from the caster, a flaw which usually costs the caster his life. Furthermore, the caster will be stuck by 6DCs of Stun damage (level 2 Feedback at x5 scale). The Black Winds of Death only affect the living, and do nothing to inanimate objects or undead.

Creeping Death

Primary: Entropy	Secondary: none
SFX: Biochemical	SFX: none
Energy: 35 MP	Time: 122.5
DV to Conceive: 15	DV to Cast: 19
Entropy (Age) lvl 10	Range at LOS
Lesser Effect lvl 3	

May only be cast once upon the target

Casting this spell upon a hapless victim causes him to suddenly age. This spell does 10D6 Effect, and for every Effect die which rolls 5 or 6, the subject ages 1 year. It can be reversed by an age Restoration spell. This spell may only be cast on a particular person once a day.

Contact the Dead

Primary: Contact	Secondary: none
SFX: Necrolic	SFX: none
Energy: 10 MP	Time: 10
DV to Conceive: 16	DV to Cast: 20
Contact lvl 3, 3D6 of Effect	Greater Effect lvl 3
Conditional (in dim light)	Continuous

This is a basic sample spell used for contacting the dead (spirits in the Afterlife). Once contact is made, the Necromancer must concentrate to maintain contact with the spirit, spending 1 MP per Phase to do so, or 20MP for a full minute, in addition to the

cost required to cast. For this reason, this spell can be exhausting, but often the information obtained can be well worth it. Generally speaking, if this spell is successfully cast, the Necromancer may be allowed to ask one question per Phase, receiving his answer in 1D6 Phases (if the spirit actually has the answer, and how it answers, is up to the GM).

Control Undead

Primary: Mind Control	Secondary: none
SFX: Spiritual	SFX: none
Energy: 8 MP	Time: 6.4
DV to Conceive: 13	DV to Cast: 16
Mind Control lvl 3	Only Affects Undead
Duration 5 Rounds	Conditional (must have an icon)
Greater Effect lvl 2	Feedback lvl 2

Control Undead is forceful control over an undead creature, such as a zombie, skeleton, or vampire (maybe), imposing the caster's will over top of its own and forcing it to abide by his will. The creature must be in Line of Sight when the spell is invoked, and if the roll to cast is a success (as per *Defending Against Magic*), then 3D6 must be rolled for Effect verses the creature's RES score (usually between 3 to 9 for simple undead creatures). If the roll is greater than its RES, the caster may issue verbal commands to the creature, which it must obey. The caster's control will remain for the Duration of 5 Rounds (1 minute). Every Phase the creature may make another 3D6 vs. RES to break out (if the GM wishes it). The caster must have an icon of some sort (a pentagram, or other symbolic item) to cast this spell. If the spell fails, the creature will often turn its aggression against the caster. Be certain to command the creature to depart just before the duration expires (acting just as Turn Undead would), or be prepared to invoke the Command spell again!

This spell can also be made to control several Undead at once. For 16 MP (and a Time of 25.6), and a DV to cast of 19, this spell will control 3 Undead creatures at a time. But to control more, such as the veritable Armies of Darkness itself, would require many recasting.

Death Bolt

Primary: Lethal Attack	Secondary: none
SFX: Necrolic	SFX: none
Energy: 9 MP	Time: 8.1
DV to Conceive: 14	DV to Cast: 17
Lethal Attack lvl 2	Greater Effect lvl 2
Range at LOS	Only Affects the Living

When this dark spell is cast, a black bolt of terrible energy will erupt from the necromancer's hands and strike his target, burning away his life energy. This spell can only affect living creature, and does nothing to inanimate objects or undead creatures. When it strikes its target, it will inflict 2D6 Lethal Damage, and its range is Line of Sight.

Death's Chilling Shadow

Primary: Stun Attack	Secondary: none
SFX: Necrolic	SFX: none
Energy: 8 MP	Time: 6.4
DV to Conceive: 14	DV to Cast: 17
Stun Attack lvl 4	Illusionary Effect
Range at LOS	Only Affects the Living
Bypass Defenses	

Death's Chilling Shadow inflicts upon the target victim a sudden sweeping sensation of *death*. This is not death itself, but the dread and fear of it, and it is capable of stunning or incapacitating even the bravest of souls. It does no permanent damage (it is actually an Illusion), but it is powerful enough to knock someone out (cause them to faint). The target takes 4DC Stun damage, bypassing all defenses, to represent the effects of shock and utter terror, but any Stun damage done will instantly vanish the next Phase. Furthermore, since this is an illusion, the target may be able to see through it (as per normal rules for illusions).

Fingers of Decay

Primary: Entropy	Secondary: none
SFX: Biochemical	SFX: none
Energy: 3 MP	Time: 0.9
DV to Conceive: 13	DV to Cast: 16
Entropy lvl 1	Greater Effect lvl 2
Range None (Touch)	Bypass Defenses
Only Affects Organics	Feedback, lvl 5

Cast on dead material (plant, animal, etc.), the decaying process will be greatly accelerate. Food will spoil, wine will turn bad, a corpse will appear much older than it is... To cast this spell, the necromancer must touch his target. When he does, the material will instantly decay by one week. Cast on a living target, he will instantly take 1DC of Lethal, decaying damage. This spell bypasses defenses, so armor provides no protection. If the spell fails to cast, the necromancer takes 1DC of Lethal damage himself, in a putrid wound filled with maggots, somewhere on his body (such as his arm), which should be cleaned and mended quickly.

Ghost Form

Primary: Desolidification	Secondary: none
SFX: Necrolic	SFX: none
Energy: 14 MP	Time: 19.6
DV to Conceive: 14	DV to Cast: 18
Desolidification	Continuous

This spell lets the necromancer shifts his physical to that of an ethereal, spirit body. He is then able to walk through walls and ignore all attacks that hit him. However, he is still vulnerable to Spiritual (Necrolic or Holy) attacks, even when desolid. In addition, Mental (Telepathic) attacks will *always* affect him. It has a Continuous effect, so the necromancy must continue to feed the spell 1 MP per Phase to remain in Ghost Form.

Guard of the Dead (Bone Guard)

Primary: Armor
SFX: Stone (Bone)
Energy: 8 MP
DV to Conceive: 12
Armor lvl 3, +6 KD of Armor
Duration, 1 minute
Greater Effect lvl 1

Secondary: none
SFX: none
Time: 6.4
DV to Cast: 15
Hardened
Hardened Only against Necrolic
Side Effect (skin splotches)

When this spell is cast, bone oozes from the caster's pores and forms a hard carapace around him. The extent of the coverage is dependent on the level of the spell. Bone Guard creates chitinous strips and patches of bone across the body. bone strips/patches; High level: Full bone plate carapace. It is Hardened only against Necrolic (Death Energy) attacks, and as a side effect, leaves the skin tender and splotchy for 3 minutes after the spells wears off. It has a Duration of 1 minute.

Harm Undead

Primary: Lethal Attack
SFX: Spiritual
Energy: 12 MP
DV to Conceive: 15
Lethal Attack lvl 5
Range at LOS
Only Affects Undead

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 19
Greater Effect lvl 2
No Knockback
Feedback, lvl 2

Harm Undead is a magical energy bolt of potent spiritual energy which can inflict great harm to undead creatures such as skeletons and vampires (but has no effect on the living). Harm Undead, however, is so powerful that any failure to cast it may result in the caster himself taking 2DC of Stun damage. Harm Undead does 5D6 Lethal Damage to Undead, and its range is at Line of Sight.

Immortis Aeternus Maledictis

Primary: Resurrection
SFX: Necrolic
Energy: 2000 MP
DV to Conceive: 17
Regeneration lvl 6 (+Resurrect)
Backlash lvl 20
Feedback, lvl 10
Must cast in darkness
Only Affects the Recent Dead

Secondary: Transformation
SFX: Necrolic
Time: (ignored, special)
DV to Cast: 21
Transformation lvl 10
Lesser Effect lvl 6
Special dark rituals required
Duration, Permanent

Immortis Aeternus Maledictis -- the Eternal Curse of Immortality. Nothing better can be described this most potent spell. Long renowned to be the "Philosopher's Stone" of the Necromancer, this sinister spell can awaken the dead, grant the Everlasting powers of Undeath, and turn a necromantic wizard into a monstrous undead master of evil.

Immortis can be cast upon a recently dead corpse, no more than a day old, for the dying embers of the soul must still be present within. When this is done, he is Reincarnated and Transformed into a true Undead, his soul is now bound to the dead flesh of his corporeal vessel. Unlike zombies and lesser undead, this Undead is a true being, capable of thought and reason, and may remember his past life (and in all likelihood, will). His stats will remain pretty

much the same, though modified for any appropriate Undead "character class" the GM may have for his game world. He may gain certain undead advantages (or complications), but the GM must determine these for his game world. This particular spell must be cast in Darkness, and special dark rites are required (up to the GM). The time to cast is ignored, since it is a permanent enchantment and an effect of the time necessary to channel the energy and perform the ritual (days, perhaps weeks).

This spell inflicts a backlash of 20DCs of Stun damage (possibly survivable, but still dangerous). He will take 10DCs of Stun anyway, even if he fails (the Feedback). Therefore, this spell is most often used by the necromancer to turn himself into an Immortal Undead. When this is done, his body dies (the level 20 Backlash), but he is immediately Regenerate and Resurrected (and Transformed) into an undying creature of night. This occurs very quickly after the ritual (minutes, perhaps) so the limit of "Only Affects the Recently Dead" really does not matter.

In many ways, being undead is vastly superior to living mortality. Undead have no vital signs, but they do have a soul and their mind functions through the soul instead of the brain (which is now an atrophied organ, like all his organs). Because the body is dead, and being such, it will continue to rot and decay. As the body rots, it will take one hit point of damage *every day*. It is also impossible to heal naturally (magical healing can always heal an undead). Being undead could also incur massive Humanity lose (if Humanity is used in your campaign). This Humanity lose should be set by the GM, but a typical value might be 7D6 (this is the level 7 Side Effect).

On the other hand, being undead carries some powerful advantages as well. Undead do not age or grow old, but in the case of undead they look rather dead anyway. They cannot catch disease, nor can they drown or die from poison. They do not need to eat, drink, breathe, or even sleep! They *do* lose Endurance as normal (and gain it back as normal), but do not tire from simple day-to-day activities. Undead can sleep if they wish, but as a general rule they all suffer from insomnia.

Undead take damage, but can never be killed. They are, after all, already dead. Magical attacks that assault the soul *can* kill them. Swords, bullets, fire, explosions, etc. (i.e. physical damage) cannot kill them, but it can wound them or even destroy them to the point of being "dead". When the hit points on a body are reduced to zero, the undead is seriously injured, but not destroyed. Only when its hit points have been reduced to below -10 will it be "destroyed" (rendered incapable of doing anything). However, even if an undead is nothing more than a pile of burnt ash, it may still be regenerated, as the

soul is still present within the ash.

Further more, undead do not feel pain. This makes them immune to the effects of Stun damage! They still *take* Stun damage, and are affected by Stun rollover, knockback, and other such effects, but they cannot be knocked unconscious.

It is impossible to reverse the effects of being undead. The soul is anchored forever within the body and can only be removed by destroying that soul by magical means.

Morbus Medicor

Primary: Healing
SFX: Necrolic

Energy: 3 MP

DV to Conceive: 13

Healing lvl 10

Range None (Touch)

Secondary: none

SFX: none

Time: 0.9

DV to Cast: 16

Greater Effect lvl 5

Side Effect, lvl 5 (see below)

The "Morbid Healing" is one of the more curious spells in the Necromancer's sinister black bag. Curious because it seems, at first, be contradictory to the Necromancer's worship of death, pain, and decay. But a closer inspection shows *Morbus Medicor* to be as nearly ghastly as the horrid Remortification itself. *Morbus Medicor* is a level 10 Healing spell with a nasty Side Effect (which effects the subject, not the caster, unless the caster himself is the subject). When cast, the subject gains back 10 Hit Points and 10D6 Stun (or more simply, 5D6 x 2 Stun). However, he also loses 5D6 Humanity (if Humanity is being used, if not, then role-play it), the effect of which has a variable length, depending on the scope of things. This spell basically conjures anti-life energy to regenerate damaged flesh and mend wounds, causing the subject to *darken* with each casting. His world becomes morose, his dreams filled with nightmares, and his days clouded in anguish. Necromancers use this spell often, for they have already become inhuman monsters, making them all the more terrible adversaries.

Reanimation

Primary: Transformation
SFX: Necrolic

Energy: 14 MP

DV to Conceive: 19

Transformation lvl 10

Range None (Touch)

Must cast in darkness

Secondary: none

SFX: none

Time: 19.6

DV to Cast: 18

Greater Effect lvl 2

Only Affects the Dead

Side Effect lvl 4

This spell must be cast on a dead body, which may be of any creature, though most often human (or humanoid), and it must be cast in darkness (usually in a crypt, tomb, or at night). This is a basic Transformation spell (level 10 Effect), which Transforms a dead corpse into an Undead creature. For it to have effect on a body, 10D6 must be rolled for Effect (as per Transformation rules). Sum the total and divide by 5, and if this is greater than the body's CON (usually 3 to 4), it transforms into a reanimated zombie. This Transformation is permanent, but is reversed if the zombie every comes in contact with

direct sunlight. While this is being cast, a cold, chilling wind will sweep around the immediate area, howling such as to alert all who are nearby to the dark spell being cast.

Recently dead bodies reanimated as zombies, where as older, more decayed corpse become ghoulish half-skeletons, or even a classical "skeleton zombie". The zombie will continue to decay and rot away, causing one hit point of damage per day. Only magical (or psionic) healing can heal a zombie. Zombies take damage as normal, but cannot be killed (they are already dead, after all). However, they can be damaged to the point of no longer being able to function. When the Zombie's hit points have been reduced to below -10 the necromantic enchantment will be broken and the zombie will be utterly destroyed. It is possible to heal and regenerate a zombie, even if it has been reduced to ashes, but most necromancers don't bother. It will also be destroyed if it every comes into contact with direct sunlight.

When a zombie is created, it will have no direction or guidance, and will wander about like a wild animal (often attacking its creator, who is usually the closest person nearby). Control Zombie spells are therefore essential for any necromancer planning to raise the dead.

The GM can use the same stats given the Summon Zombie and Summon Skeleton for these undead, or make up his own, as appropriate.

Reanimation, Mass

Primary: Transformation

SFX: Necrolic

Energy: 28 MP

DV to Conceive: 19

Transformation lvl 10

Area Effect lvl 10

Must cast in darkness

Secondary: none

SFX: none

Time: 78.4

DV to Cast: 18

Feedback level 6

Only Affects the Dead

Side Effect lvl 4

Mass Reanimation is exactly the same as Reanimation, but is cast as a great area effect spell, covering a radius of 10 meters (or 20 meter diameter). All bodies within this area effect are reanimated, so this is usually cast in a catacomb tunnel or on a body-strewn battlefield. In addition, however, if the necromancer should fall to cast this spell, he will take 6D6 Stun damage.

Remortification

Primary: Regeneration

SFX: Necrolic

Energy: 10 MP

DV to Conceive: 15

Regeneration lvl 4 (+Resurrect)

Range None (Touch)

Must cast in darkness

Secondary: none

SFX: none

Time: 10

DV to Cast: 19

Illusionary

Only Affects the Recent Dead

Requires blood rite

Though not the most destructive necromantic spell, Remortification is without a doubt one of the more *disturbing*. When asked what Remortification was, one necromancer replied in his hushed, rasping voice: "The Dreaming Dead..." Contrary to

appearances, Remortification is neither Resurrection nor is it a form of Reanimation. Instead of "awakening" the dead, this most horrific spell rekindles the forgotten dream of Life buried deep within the corpse's worm-ridden brain. This spell is technically an illusion, but only to the corpse himself. So long as its ill-begotten soul believes it is alive, it will remain "remortified", but if it ever realized otherwise, it will collapse and return to Death, an it is impossible for it to be remortified again. This particular spell must be cast in darkness (usually in a crypt or tomb, or at night), and on a recently dead body (no more than a week old). It also requires a small blood rite -- blood must be applied to the corpse (and the blood of any animal will do). It is unlikely the remortified creature will last for more than an hour, and it will never last more than a day. When remortified, the corpse will regain Hit Points equal to its REC within five minutes (divide it out to see how many Hit Point "regenerate" on a per minute, or per Round basis), but this healing is only illusionary.

Summon Skeleton Warrior

Primary: Summon	Secondary: none
SFX: Necrolic	SFX: none
Energy: 12 MP	Time: 14.4
DV to Conceive: 17	DV to Cast: 21
Summon lvl 2	Only Affects Skeletons
Duration, 5 minutes	Greater Effect lvl 3
Must have a bone available	Must be cast out of sunlight
Activation lvl 3 (DV 10)	

This summons a spirit of the netherworld to inhabit and animate a skeletal body. When cast, a hideous skeleton will rise up out of the ground, armed and armored for battle. The skeleton will remain for 5 minutes, and is neutral to his summoner (he can be controlled with Control Undead), but will attack anyone else (and even his summoner if provoked), unless Controlled. For 24 MP (and a Time of 57.6), and a DV to cast of 25, this spell will summon 3 Skeleton Warriors. For this spell to be successfully cast, the caster must have a bone (not necessarily a full skeleton) available, and it must be cast out side of sunlight (underground, at night, on a dark day, etc.). When cast, you must also make an "Activation" roll of 3D6 verses 10 to see if it activates.

Below are the stats of a typical Skeleton Warrior. This may vary.

Chars: INT 1, WILL 2, PRE 1, TECH 3, REF 5, DEX 5, CON 5, STR 5, BODY 4, MOVE 3
AV: 10 + 3D6 **DV:** 8 + 3D6
Weight: 35 kgs
Armor: 10KD (Breastplate, Helmet)
Hit Points: 20
Attack: Sword - 4DC

Summon Zombie

Primary: Summon	Secondary: none
SFX: Necrolic	SFX: none
Energy: 9 MP	Time: 8.1
DV to Conceive: 11	DV to Cast: 14
Summon lvl 1	Only Affects Corpses
Duration, 5 minutes	Greater Effect lvl 2
Must have some rotting flesh	Must be cast out of sunlight
Activation lvl 2 (DV 9)	

This summons a spirit of the netherworld to inhabit and animate a rotting body of cadaverous flesh. For this spell to be successfully cast, the caster must have a piece of rotting meat (not necessarily an entire corpse, but it must be that of a human), which he must throw to the ground. The decaying flesh will magically transform into a corpse, but this will only work out side of sunlight (underground, at night, on a dark day, etc.). The zombie will be unarmed, with only bits of torn clothing covering his putrid flesh. The zombie will remain for 5 minutes, and is neutral to his summoner (he can be controlled with Control Undead), but will attack anyone else (and even his summoner if provoked), unless Controlled. For 18 MP (and a Time of 32.4), and a DV to cast of 17, this spell will summon 3 Zombies. When cast, you must also make an "Activation" roll of 3D6 verses 9 to see if it activates.

Below are the stats of a typical Zombie. This may vary.

Chars: INT 1, WILL 1, PRE 1, TECH 3, REF 4, DEX 4, CON 8, STR 6, BODY 4, MOVE 3
AV: 8 + 3D6 **DV:** 6 + 3D6
Weight: 40 kgs
Armor: none
Hit Points: 20
Attack: Punch - 6DC Stun, Bite - 3DC

Touch of Death

Primary: Lethal Attack	Secondary: none
SFX: Spiritual	SFX: none
Energy: 16 MP	Time: 25.6
DV to Conceive: 24	DV to Cast: 30
Lethal Attack lvl 5	Greater Effect lvl 3
Range at LOS	Bypass Defenses
Only Affects the Living	Feedback, lvl 5

The necromancer reaches to the netherworld and forces the powers of death to reach out and touch the target, inflicting him with great agony and harm. Touch of Death *bypasses all defenses* and inflicts 5DCs of Lethal damage. However, there is no apparent physical damage since this spell effects the life-force only. This spell cannot harm non-living objects. Furthermore, zombies and other undead are completely immune. Any failure to cast it may result in the caster himself taking 5DC of Stun damage. This spell is very difficult to cast, due to the complex rituals, so be careful.

Turn Undead

Primary: Mind Control

SFX: Spiritual

Energy: 8 MP

DV to Conceive: 13

Mind Control lvl 5

Can Only Order Departure

Greater Effect lvl 2

Secondary: none

SFX: none

Time: 6.4

DV to Cast: 15

Only Affects Undead

Conditional (must have an icon)

"Turn Undead" is a classical banishment spell to get ride of undead creatures (ghouls, skeletons, vampires, etc.) and is often know by holy priests. When cast, this spell issues an overriding and singular command to force the undead creature to flee or run away. When issued, 5D6 must be rolled for Effect verses the creature's RES score (usually between 3 to 9 for simple undead creatures). If the roll is greater than its RES, the creature must obey and depart. The caster must have some icon (a cross, pentagram, holy artifact, etc.) to cast this spell; what exactly it is depends on the game world.

Vanquish Undead

Primary: Disintegration

SFX: Spiritual

Energy: 22 MP

DV to Conceive: 15

Disintegration lvl 4

Displaced Range 16 meters

Secondary: none

SFX: none

Time: 48.4

DV to Cast: 19

Only Affects Undead

A powerful spell for use against Undead creatures (such as skeletons, zombies, and even vampires). Necromancers and priest alike should know this spell (SFX is Holy Power for priests). It acts as *Level 4 Disintegration*, potentially doing 12DC damage (as per Disintegration rules), but only affects Undead. It can be cast to a range of 16 meters.

Withering Touch

Primary: Entropy

SFX: Biochemical

Energy: 20 MP

DV to Conceive: 19

Entropy lvl 3

Range None (Touch)

Only Affects Organics

Secondary: Regeneration

SFX: Necrolic

Time: 40

DV to Cast: 24

Regeneration (Inverse) lvl 1

Bypass Defenses

Feedback, lvl 10

Withering Touch is a dreadful spell of destructive necromantic energy, similar to Fingers of Decay, but much more devastating To cast this spell, the necromancer must touch his target and invoke the spell. Instantly, the target will take 3DC of Lethal, decaying damage, and his limb will wither, shrivel, and atrophy. An Inverse form of Regeneration (Degeneration) causes the limb to degenerate. That limb is *permanently* useless, but it can be healed by magic (some psionics, superpowers, and high technology might also be able to heal it), but it cannot heal naturally. This spell bypasses defenses, so armor provides no protection. If the spell fails to cast, the necromancer takes 2DC of Lethal damage himself, in a putrid wound filled with maggots, somewhere on his body (such as his arm), which should be cleaned and mended quickly.

Physiology (Healing) Spells

PHYSIOLOGY SPELLS

These are spells concerned with the physiological aspects of biology. In more arcane terms -- healing. Physiology spells go beyond healing in some cases, enabling adjustments or alterations to biology, such as the case with unaging, and other such spells.

Awaken

Primary: Restoration	Secondary: none
SFX: Life	SFX: none
Energy: 1 MP	Time: 0.1
DV to Conceive: 11	DV to Cast: 14
Restoration lvl 1 (Awake!)	Greater Effect lvl 3
Range lvl 2, 4 meters	Only Affects the sleeping
Only Affects natural sleep	

This simple spell will rouse any one target out of the deepest slumber. It uses a special version of level 1 Restoration that awakens a person from sleep (restoring his previous state of wakefulness), and giving back 1D6 points of END. This will not work to wake those cast into sleep by magic or knocked unconscious due to injury, and will not work on those who are currently awake (it will only give 1D6 END to a sleeping person). It has a range of 4 meters.

Bind Wounds

Primary: Healing	Secondary: none
SFX: Bioenergy	SFX: none
Energy: 2 MP	Time: 0.4
DV to Conceive: 11	DV to Cast: 14
Healing lvl 1	Greater Effect lvl 3
Range lvl 1, 2 meters	

Bind Wounds is the basic healing spell. Cast on a wound, it is instantly cleaned and magically cauterized, so as to stop bleeding and prevent infection. In effect, sterilize will stop a subject from bleeding and heal 1D6 Stun damage and 1 Hit of damage. It has a range of 2 meters. This can be Inverted to cause harm (doing 1 Hits and 1D6 Stun) to a target (see Open Wounds).

Cure

Primary: Immunity	Secondary: none
SFX: Life	SFX: none
Energy: 4 MP	Time: 1.6
DV to Conceive: 14	DV to Cast: 18
Immunity (diseasing agent)	Lesser Effect lvl 1
Duration, 20 minutes	Only affects if infected
Activation lvl 2 (DV 9)	

This spell is used to destroy a specific diseasing agent (bacteria, virus, cancer, or microbes) within the body of a subject. It cannot effect genetic disorders or mental diseases. When cast, the diseasing agent is removed and can cause no further damage. The Duration is sufficient for the body to flush it out. It is

only effective on someone who is already infected. You must make an "Activation" roll of 3D6 verses 9 to see if the spell actually has effect.

Harm

Primary: (Un)Healing	Secondary: none
SFX: Bioenergy	SFX: none
Energy: 8 MP	Time: 6.4
DV to Conceive: 12	DV to Cast: 18
Healing lvl 5 (inverted)	Greater Effect lvl 3
Range lvl 3, 6 meters	

Harm is the inversion of Lesser Healing. When cast, it will do 5 Hits and 5D6 Stun to a target. Greater Healing may also be inverted similarly.

Healing, Greater

Primary: Healing	Secondary: none
SFX: Bioenergy	SFX: none
Energy: 12 MP	Time: 14.4
DV to Conceive: 12	DV to Cast: 18
Healing lvl 10	Greater Effect lvl 1
Range lvl 3, 6 meters	May only affect once per day

Greater Healing invokes magical energies to bind and repair damaged tissue, accelerating the healing process. Greater Healing instantly recovers 10D6 of Stun damage and 10 Hits of damage to a subject. The effects are permanently. This spell may only be cast once per day *on a specific subject*. This can be Inverted to cause harm (doing 10 Hits and 10D6 Stun) to a target.

Healing, Lesser

Primary: Healing	Secondary: none
SFX: Bioenergy	SFX: none
Energy: 8 MP	Time: 6.4
DV to Conceive: 12	DV to Cast: 18
Healing lvl 5	Greater Effect lvl 3
Range lvl 3, 6 meters	

Lesser healing invokes magical energies to bind and repair damaged tissue, accelerating the healing process. In effect, Lesser Healing instantly recovers 5D6 of Stun damage 5 Hits of damage to a subject. The effects are permanently. It has a range of 6 meters. This can be Inverted to cause harm (doing 5 Hits and 5D6 Stun) to a target (see Harm).

Negate Pain

Primary: Adjustment	Secondary: none
SFX: Life	SFX: none
Energy: 6 MP	Time: 3.6
DV to Conceive: 15	DV to Cast: 19
Adjust High Pain Threshold	Greater Effect lvl 3
Range lvl 1, 2 meters	Duration, 5 minutes
Target must be wounded	Focus through wand

Casting this spell upon yourself (or another) allows all pain to be temporarily alleviated. In effect, the subject receives High Pain Threshold (if he already has this, double the effects). This spell will last for 5 minutes.

Multiple castings are only cumulative on the duration, not the effect. The spell can be cast out to a range of 2 meters. The target must already be wounded for this spell to have effect, and it must be cast through a wand (or similar medallion or icon).

Negate Poison

Primary: Immunity	Secondary: none
SFX: Life	SFX: none
Energy: 4 MP	Time: 1.6
DV to Conceive: 14	DV to Cast: 18
Immunity (Type of Poison)	Lesser Effect lvl 1
Duration, 20 minutes	Only affects if poisoned
Activation lvl 2 (DV 9)	

This spell is used to negate the effects of a specified poison (or class of poisons) within the body of a subject. When cast, all traces of that poison or toxin are instantly removed and can cause no further damage. This can include alcohol and snake bites. The type of poison must be specified when casting. The Duration is sufficient for the body to flush it out. It is only effective on someone already poisoned. You must make an "Activation" roll of 3D6 verses 9 to see if the spell actually has effect.

Open Wounds

Primary: (Un)Healing	Secondary: none
SFX: Bioenergy	SFX: none
Energy: 2 MP	Time: 0.4
DV to Conceive: 11	DV to Cast: 14
Healing lvl 1 (inverted)	Greater Effect lvl 3
Range lvl 1, 2 meters	

When cast, this spell will reopen old wounds or cause slight lacerations and spontaneous bruising in a target victim. It is usually not fatal, but is painful, and can kill if cast many times. When cast, it will do 1 Hit and 1D6 Stun to a target. This is basically an inversion of Bind Wounds.

Regeneration

Primary: Regeneration	Secondary: none
SFX: Life	SFX: none
Energy: 50 MP	Time: 250
DV to Conceive: 17	DV to Cast: 21
Regeneration, lvl 3 (+limbs)	Side Effect lvl 6
Duration, 6 Hours	Backlash, lvl 5 (End)
Focus through (wand or icon)	Greater Effect lvl 2

Regeneration is a very powerful healing spell. Not only can it heal a massive amount of damage, but it can also restore and regenerate lost limbs as well. When cast upon a subject, he will regenerate Hit points at a rate equal to his REC, but every Hour, rather than day. You may wish to compute how many points you gain in lesser time intervals (such as per 10 minutes). This will continue for up to 6 hours, or until he is fully healed. Missing limbs or organs will be completely regenerate at the end of this 6 hours time. However, while Regenerating, the subject is tried and somewhat disoriented. In effect, this causes the Side Effect (which only effects the subject) reducing his AV and DV values by -3 each (6 total, for level 6 effect). This spell must be focused

through a specific item (wand, icon, etc.) which is appropriate for the magic system being used. This spell is also very exhausting to the caster, draining 5D6 END from him when cast (level 5 Backlash).

Rejuvenation

Primary: Restore	Secondary: none
SFX: Bioengery	SFX: none
Energy: 49 MP	Time: 240.1
DV to Conceive: 16	DV to Cast: 20
Restore Age lvl 10	Range at LOS
Lesser Effect level 4	

Similar to unaging, but actually reverse the effects of aging. When cast on a subject, this spell does 10D6 Effect, and for every Effect die which rolls 5 or 6, the subject grows younger by 1 year.

Resurrection

Primary: Regeneration	Secondary: none
SFX: Life	SFX: none
Energy: 50 MP	Time: 250
DV to Conceive: 16	DV to Cast: 20
Regeneration, lvl 5 (+resurrect)	Backlash, lvl 5 (End)
Special Requirements	Lesser Effect lvl 5

This is the most powerful of all healing spells. Casting this on a dead body can bring it back to life, and restore the soul to its body, even after it has departed to the afterlife (or dispersed into oblivion). Resurrection spells are very different from gameworld to gameworld, so the GM is advised to structure the mechanics of Resurrection to fit the theological beliefs of his gameworld. For this reason, there must be special requirements to cast. In some fantasy settings, it maybe necessary to rescue the soul from the Netherworld. In other settings, the body may need only to be healed and prepared with special potions in a ritual using particular magic items, or must take place at a mystical local when the stars are right. Whatever the case, Resurrection spells should never be taken lightly, and could well be the theme of an entire campaign. It will also Regenerate hit points in the target equal to his REC within the first 5 minutes of the ritual (it will not restore lost limbs), and he can only be brought back if this takes his Hits above 0. For further healing (if he was killed in a very messy fashion), a Regeneration spell may be needed. This spell is also extremely exhausting to the caster, draining 5D6 END from him when cast (level 5 Backlash).

Revitalize

Primary: Healing	Secondary: none
SFX: Life	SFX: none
Energy: 2 MP	Time: 0.4
DV to Conceive: 10	DV to Cast: 13
Healing (END) lvl 1	Greater Effect lvl 3
Range lvl 1, 2 meters	

This spell, when cast on yourself or another, will allow the subject to instantly recovery 2D6 Endurance points. Revitalize is usually cast by touching the target, but it actually has a range of 2 meters.

Revive

Primary: Restoration

SFX: Life

Energy: 3 MP

DV to Conceive: 12

Restoration lvl 1 (Awake!)

Range lvl 2, 4 meters

Secondary: none

SFX: none

Time: 0.9

DV to Cast: 15

Greater Effect lvl 3

Only Affects the sleeping

Similar to Awaken, though more powerful. Revive can bring any one subject out of unconsciousness and break magically invoked sleep. It also gives 1D6 END, and will not work on those currently awake.

Tire

Primary: (Un)Healing

SFX: Bioenergy

Energy: 2 MP

DV to Conceive: 10

Healing (END) lvl 1 (inverted)

Range lvl 1, 2 meters

Secondary: none

SFX: none

Time: 0.4

DV to Cast: 13

Greater Effect lvl 3

Tire is the inversion of Revitalize, causing a target to lose Endurance points rather than gain them. He becomes suddenly fatigued and worn out, in effect losing 2D6 Endurance points. It has a range of 2 meters.

Unaging

Primary: Immunity

SFX: Bioenergy

Energy: 250 MP

DV to Conceive: 16

Immunity (Aging)

Duration, 1 Year

Secondary: none

SFX: none

Time: 6250

DV to Cast: 20

Backlash lvl 10 (Inverse Effect)

Lesser Effect level 5

This is the long sought holy grail -- the Philosopher's Stone of mages and alchemist itself. The spell of Unaging will halt, for a year, any aging which might occur. It may be cast again to continue or lengthen the effect, but any failure will Inverse the effect, causing the subject to actually age a year! The subject is still vulnerable to illness and death, and if he is already old and feeble, this will not reverse the effects of aging (see Rejuvenation for that).

SHAPE SHIFTING

Lycanthrope - the transformation of man into a wolf, has long been a corner-stone of mythology, magic, and legends. But more than just lycanthrope, the powers of shape shifting can extend to any sort of creature. In general terms, this is called *theriomorphism* - a rarely used word for the phenomenon, which means "beast changing" (more properly, the word *therioanthropomorphism* should be used, but this word is a bit long). Theriomorphism is a generic term used to describe the transformation of a man into a full beast of any sort (bear, boar, etc.). Lycanthrope, the most documented form, is a form of theriomorphism. The term "*panzoomorphism*" may be used to describe the ability to transform to *any* animal (or half-beast), rather than just a single beast.

About these Spells

There are four metamorphic spell effects for shape shifting -- one for Characteristics, Mass, Size, and Form. Combinations of these are required to create a full transformation effect. For these reason, some of these spells have four Effects, rather than just one or two Effects.

Permanent Abilities?

Theriomorphic powers are often seen as permanent abilities instead of spells (the ability for a vampire to turn into some sort of monster). Usually however, these are actually magical spells. The village shaman who turns himself into a raven, usually does by performing a long ritual and meditating, and so forth. But there are creatures which posses the ability to change form innately, or as a supernatural power. In these cases, simply use the rules in *Atomik Magick 2nd Edition* under *Permanent Magical Abilities*.

Curse of the Therioanthropomorphist

Often, shape-shifting is considered a curse, rather than a special powers (as the case with werewolves). (To make *therioanthropomorphism* a real curse, the GM could force the player to spell out this word every time he transforms... That's a joke). Curses such as these are effects of the game world, and thus override the normal OP cost associating with having it as a permanent ability (it will not give OP back as a Complication, though, either). To resolve this, the GM should balance the point cost of the Permanent Ability with actual Complications. If in a world where it is decided that being bitten by a werewolf infects the victim with the curse of lycanthrope, then the victim will gain the permanent ability of classical lycanthrope (36 OP), plus (-36 OP) worth of complication, which will usually manifest when the transformation occurs (this would usually be Extreme Berserk, and other similar Complications. It might also have a Triggred by Full Moon added.

Berserker

Primary: Metamorph

SFX: Bioenergy

Energy: 2 MP

DV to Conceive: 8

Metamorph (Char) lvl 6

Continuous

Secondary: none

SFX: none

Time: 0.4

DV to Cast: 10

*Berserk Complication

Uses HIT, Stun, or END

The Berserk (from a Norse word to describe warriors who wore bear skins) is a man who transforms himself into a fit of battle fury. It is the simplest, most common, and most realistic of a shape shifting powers. It is not uncommon for it to be found as an innate ability in warriors of barbaric cultures. Because of this, Berserker does not use MP energy, but Hits, Stun, or END instead (a different version could still use MP), and it is sustained continuously by expending more such points. It has with it the Berserker Complication (Extreme, Consistently),

treated as a Side Effect (not favorable to the subject), but only as long as it is sustained. Unfortunately, the berserker rage could last even after the spell wears off, but usually by then he is exhausted (or dead).

This is a very simple spell (1 MP, 10 DV to cast), and it has a big effect. When under this spell, the Berserk will have the following stat modifiers: -3 INT, -1 WILL, -2 PRE, +3 STR, +2 BOD, +1 MOVE, and all Derived Stats should be adjusted. A mage could cast this spell on someone, or create an area effect version to cast it en mass (to Berserk his whole army), but this particular version has been designed such that it is invoked by the Berserk himself. It is assumed, by this, that he has it as a permanent ability (perhaps as a game effect, or special Talent). This version, therefore, does not use MP, but Hits, Stun, or END instead. When invoked, the Berserk must sacrifice 2 Hits, 6 Stun, or 20 END, but historically this is seen as the Berserk either cuts himself or bits his own tongue (for 2 Hits of damage), triggering the spell.

Once berserk, the Berserker *must* sustain the spell until he is exhausted, dead, or somehow calmed down (usually at the end of a victory). Each *Phase* he must expend 1 Hit, 3 Stun, or 10 END, but he may also make a Will + Concentration vs. 30 role to see if he snaps out of it.

Gargantua

Primary: Metamorph SFX: Bioenergy Energy: 24 MP DV to Conceive: 15 Metamorph (Size) lvl 3 Duration, 20 minutes Focus through (wand or icon)	Secondary: Metamorph SFX: Bioenergy Time: 57.6 DV to Cast: 19 Metamorph (Mass) lvl 2 Side Effect, lvl 8 Greater Effect lvl 2
---	--

Gargantua will increase the size of the subject by 150%, and double his mass. Thus, a 5'5 tall person, weighing 180 pounds, will become 13'6" tall, and 360 pounds. It will also give +10 Hits, +10 Stun, +2 SD, but -2 Move. The spell will last for 20 minutes. Be aware of the fact that your cloths will not grow with you (so keep a large toga handy). As a Side Effect (to the subject, only) he will take 4DC Stun damage from the sudden change, and another 4DC Stun damage when he shrinks back down (total for level 8 Side Effect). This spell must also be focused through a specific item (wand, icon, etc.) which is appropriate for the magic system being used.

Half-Beast (specify)

Primary: Metamorph SFX: Bioenergy Energy: 24 MP DV to Conceive: 17 Metamorph (Form) lvl 3 Duration, 1 hour Backlash, level 2	Secondary: Metamorph SFX: Bioenergy Time: 57.6 DV to Cast: 21 Metamorph (Char) lvl 4 Side Effect, lvl 6 Feedback, level 2
--	---

The transformation of a man into a half-beast is the next step in metamorphosis, after Monstrous appearance (see Monstrous). This spell allows the caster (or subject) to physically change forms into

that of a half-man, half-beast creature, having features of both (usually remaining upright, but covered with fur and with a beast's head, and so forth). This spell must be tailored to a specific animal (wolf, bear, bore, lion), and it cannot be changed (a shaman must have a different spell for each animal she wishes to change into). It also allows for the distribution of 4 CP from the character's Stats, as per level 4 Characteristic Metamorphosis (allowing a werebear half-beast to move 2 points from INT to STR and 2 points for PRE to BOD, for example). The spell has a duration of 1 hour. It has a level 6 Side Effect which causes the subject to lose 6D6 Humanity while the spell is in effect (you *must* role-play this). This spell does not allow a significant change in mass or size. This spell is also somewhat trying, draining 2D6 END from the caster (level 2 Backlash). Also, if the spell fails, it will cast 2D6 Stun damage to the caster.

Monstrous

Primary: Metamorph SFX: Bioenergy Energy: 12 MP DV to Conceive: 12 Metamorph (Form) lvl 1 Duration, 1 hour	Secondary: none SFX: none Time: 14.4 DV to Cast: 15 Side Effect, lvl 4
---	--

This is a simple metamorphosis, a quite a common one as well. The caster (or victim!) magically changes to an inhuman, animalistic, or monstrous appearance, though his overall form and facial features remain the same (he can still be recognized, though a Competent perception check might be needed.). For vampires this might be the growth of pointed ears, fangs, and contorted facial features. For wolf-men (i.e., creatures that look like the Wolfman from the black and white film of the same name), it would be the growth of body hair and fangs. This effect will last for 1 hour. It has a level 4 Side Effect which causes the subject to lose 4D6 Humanity while the spell is in effect (you *must* role-play this).

Tiny (or, the Incredible Shrinking Mage)

Primary: Metamorph SFX: Bioenergy Energy: 42 MP DV to Conceive: 20 Metamorph (Size) lvl 3 Duration, 20 minutes Focus through (wand or icon)	Secondary: Metamorph SFX: Bioenergy Time: 176.4 DV to Cast: 25 Metamorph (Mass) lvl 5 Side Effect, lvl 8 Greater Effect lvl 2
---	---

"Tiny" will shrink a subject by a factor of 8 (divide his size by 8), and will cut his mass by a factor of 16. Thus, a 5'5 tall person, weighing 180 pounds, will become 8 inches tall and 5.6 pounds. It will also give -20 Hits, -20 Stun, -6 SD (but never below a value of 1), and increase Move by +3. The spell will last for 20 minutes. Be aware of the fact that your cloths will not shrink with you. As a Side Effect (to the subject, only) he will take 4DC Stun damage from the sudden change, and another 4DC Stun damage when he

shrinks back down (total for level 8 Side Effect). This spell must also be focused through a specific item (wand, icon, etc.) which is appropriate for the magic system being used.

Theriomorphism (specify)

Primary: Metamorph	Secondary: Metamorph
3rd: Metamorph	4th: Metamorph
SFX: Bioenergy	SFX: none
Energy: 36 MP	Time: 129.6
DV to Conceive: 19	DV to Cast: 24
Metamorph (Form) lvl 4	Metamorph (Char) lvl 4
Metamorph (Mass) lvl 1	Metamorph (Size) lvl 1
Duration, 1 hour	Side Effect, lvl 10
Backlash, level 6	Feedback, level 6

Focus through (wand or icon)

This is a true transformation into a beast. It works much like the Half-Beast transformation, but is one level higher, and also allows for the metamorphosis of both mass as well as weight (up to +/- 50%). When this spell is cast, the subject will quickly shift into the form of that beast. This spell must be tailored to a specific animal (wolf, bear, bore, lion), and it cannot be changed (a shaman must have a different spell for each animal she wishes to change into). It also allows for the distribution of 4 CP from the character's Stats, as per level 4 Characteristic Metamorphosis (allowing a werebear to move 2 points from INT to STR and 2 points for PRE to BOD, for example). Don't forget to adjust Stats for any changes incurred by a +/- 50% increase (or degrees) of mass (see the Metamorph Mass effect). The spell has a duration of 1 hour. It has a level 10 Side Effect which causes the subject to lose 10D6 Humanity while the spell is in effect (you *must* role-play this). This spell does not allow a significant change in mass or size. This spell is also somewhat trying, draining 6D6 END from the caster (level 6 Backlash). Also, if the spell fails, it will cast 6D6 Stun damage to the caster. This spell must also be focused through a specific item (wand, icon, etc.) which is appropriate for the magic system being used.

Sensory (Wyrdsight) Spells

SENSORY SPELLS

These spells give a character the ability to sense things beyond the range of normal human senses. Any sense which is listed as Targeting can be used to make to-hit attack (and if not, the Pin-Point enhancement can be used). These spells are split into two sections, *Sensory and Perception* and *Anti-Sensory*.

SENSORY AND PERCEPTION

These are spells which enhance senses, or grant new sensory abilities. Such spells are those used to see in darkness, detect things at range, or see that which would otherwise be unseeable. This also includes spells used to aid in perception, such as the creation of light.

Aura Sense

Primary: See...	Secondary: none
SFX: Telepathy	SFX: none
Energy: 8 MP	Time: 6.4
DV to Conceive: 14	DV to Cast: 18
See (Aura)	Greater Effect, lvl 5
Range, lvl 5 (32 meters)	Activation, lvl 2 (DV 9)

Aura Sense allows you to see the psychic aura of any living being (sentient or not). Typically, this will only tell the subject's current emotional state. However, it will also reveal how much psychic potential he has, by the observable magnitude of the aura (bigger the aura, the more power). The Aura also gives insight to the subject's personality. It can tell if he is good-hearted or riddled with evil intent. Each race has a distinguishing type of aura (but you must have encountered that race before to know their aural signature). The aura of a demon is like looking into a bottomless pit. The aura of a god might be brighter than the sun... Effective range is 32 meters. An Activation roll (roll of 3D6) verses 9 is necessary to see if the spell responds or not. You will only be able to see the aura for 3 seconds (one Phase).

Clairvoyance

Primary: Clairsentience	Secondary: none
SFX: Telepathy	SFX: none
Energy: 9 MP	Time: 8.1
DV to Conceive: 14	DV to Cast: 17
Clairsentience (sight) lvl 5	Greater Effect, lvl 3
Backlash, lvl 1	Duration, 1 Round

Clairvoyance allows the sense of "sight" to work at a distance. It generally works as if the character were standing some distance away from his current position but "seeing" a remote place in his mind's eye. Clairvoyance will work at up to 320 meters from the target, but more powerful versions are know (see

Remote Viewing). It can move through solid objects, but its sight is limited by all normal constraints (darkness, walls, obstacles, the horizon, etc.). The effect can last for up to 12 seconds (1 Round). This spell can be slightly tiring to the caster, draining 1D6 END when cast (level 1 Backlash).

Detect Magic

Primary: Detect	Secondary: none
SFX: Telepathy	SFX: none
Energy: 4 MP	Time: 1.6
DV to Conceive: 13	DV to Cast: 16
Detect (Magic)	Greater Effect, lvl 5
Range, lvl 5 (32 meters)	Activation, lvl 2 (DV 9)

Detect Magic will indicate the presence of magic within the nearby area (within a 32 meters radius), given a successful Perception Check. Detect Magic will not give a precise direction or exact location of the magical source, but can give an over all impression (good, evil, amount of magic, and so forth). Effective range is 32 meters. An Activation roll (roll of 3D6) verses 9 is necessary to see if the spell responds or not. The spell is instant, and has no duration.

Direction Sense

Primary: Direction Sense	Secondary: none
SFX: Magic	SFX: none
Energy: 6 MP	Time: 3.6
DV to Conceive: 14	DV to Cast: 18
Direction Sense	Greater Effect, lvl 3
Duration, 1 minute	Activation, lvl 2 (DV 9)

This spell enables a character to instantly know which way is true (or magnetic) north, and where he is on the world in respect to his destination (assuming a destination's location is known). This spell has a duration of 1 minute. An Activation roll (roll of 3D6) verses 9 is necessary to see if the spell responds or not.

Dispel Illusion

Primary: Change Enviro.	Secondary: none
SFX: Magic	SFX: none
Energy: 14 MP	Time: 19.6
DV to Conceive: 15	DV to Cast: 19
Change Environment lvl 6	Greater Effect, lvl 3
Feedback lvl 3	Duration, 1 Minute
Affect Only Illusions	

Dispel Illusion, when cast, will negates *all* illusions within a radius of 64 meters, or a circle 128 meters diameter (nearly 400 feet across). For as long as the spell lasts (1 Minute), no illusion can exist, but when the duration expires those illusions can return (unless their own duration has expired).

Eagle's Eyes

Primary: Acute Perception

SFX: Magic

Energy: 8 MP

DV to Conceive: 14

Acute Perception (Vision)

Duration, 1 minute

This spell grants a heightened visual sense, allowing for things to be seen more clearly. Eagle's Eyes grants a +3 to all Visual perception checks, and will last for 1 minute.

Secondary: none

SFX: none

Time: 6.4

DV to Cast: 18

Greater Effect, lvl 2

Essential Light

Primary: Change Enviro.

SFX: Light

Energy: 12 MP

DV to Conceive: 15

Change Environment lvl 3

Blacklash, lvl 1

Focus Through (object)

Unlike the other light spells, essential light does not create a single light source. Rather, casting of this spell will call upon the magical forces to uniformly radiate a soft glowing light throughout a given area. Because the light is uniform, there are no shadows, as all spaces are lit. The radius of the area lit is equal about 16 meters, the light level beyond tapers off as normal. This spell can be slightly tiring to the caster, draining 1D6 END when cast (level 1 Backlash). The spell must also be focused through a specified object (usually a wand or staff). The light will last for 5 minutes.

Secondary: none

SFX: none

Time: 14.4

DV to Cast: 19

Greater Effect, lvl 3

Duration, 5 Minutes

Farsight

Primary: Direction Sense

SFX: Magic

Energy: 6 MP

DV to Conceive: 14

Farsight lvl 2

Duration, 1 minute

This spell allows a character to view objects at great distance, like a telescope (it is based on the visual sense). It will increase magnification by x20, and will last for up to 1 minute (though it can of course be aborted at any time). An Activation roll (roll of 3D6) verses 9 is necessary to see if the spell responds or not.

Secondary: none

SFX: none

Time: 3.6

DV to Cast: 18

Greater Effect, lvl 3

Activation, lvl 2 (DV 9)

Infrared Vision

Primary: Infrared Vision

SFX: Magic

Energy: 6 MP

DV to Conceive: 14

Infrared Vision

Duration, 1 minute

This spell enables a character to see in the infrared spectrum (enabling him to see heat patterns). The character has normal Perception checks at night, but can only perceive outlines of people and objects. Cold objects will be very dark while hot things may be blindingly bright. Infrared Vision is a targeting sense. An Activation roll (roll of 3D6) verses 9 is necessary to see if the spell responds or not.

Secondary: none

SFX: none

Time: 3.6

DV to Cast: 18

Greater Effect, lvl 3

Activation, lvl 2 (DV 9)

Light Beam

Primary: Change Enviro.

SFX: Light

Energy: 6 MP

DV to Conceive: 15

Change Environment lvl 3

Blacklash, lvl 1

Focus Through (object)

Casting this spell creates a radiant beam of light, similar to that of a flashlight. The focal point of this light beam is most often the end of a staff or other rod, but it may be anything (the tip of a finger, end of a gun, center of your forehead). The beam has a range of about 30 meters with an illumination radius of half a meter at 10 meters, 1 meter at 30 meters, and 1.5 meters at 30 meters. This spell can be slightly tiring to the caster, draining 1D6 END when cast (level 1 Backlash). The spell must also be focused through a specified object (usually a wand or staff). The light will last for just 1 minute.

Secondary: none

SFX: none

Time: 8.1

DV to Cast: 18

Greater Effect, lvl 4

Duration, 1 Minutes

Light Blade (Laser)

Primary: Lethal Attack

SFX: Light

Energy: 14 MP

DV to Conceive: 17

Lethal lvl 3

Range at LOS

Armor Piercing

Blacklash, lvl 2

Secondary: Blind (Sight)

SFX: Light

Time: 19.6

DV to Cast: 21

Blind (Sight) 1 Phase

Greater Effect lvl 2

Feedback lvl 2

No Knockback

Light Blade is very much like Light Beam, however, it has been condensed into a then super-charged beam of coherent energy (basically, a laser). When this spell is cast, a thin beam of light will slice out and strike a target, doing 3D6 Lethal damage (but does no knockback). This laser passes through armor with ease, *halving the armor's value* for penetration. As a secondary effect, the laser will also Blind the target's visual sight (for 1 Phase) if he is struck by the beam. This spell can be slightly tiring to the caster, draining 2D6 END when cast (level 2 Backlash). If the spell fails, the caster will take 2D6 Stun damage. Range is at Line of Sight.

Light Point

Primary: Change Enviro.

SFX: Light

Energy: 4 MP

DV to Conceive: 14

Change Environment lvl 1

Blacklash, lvl 1

Focus Through (object)

Secondary: none

SFX: none

Time: 1.6

DV to Cast: 18

Greater Effect, lvl 2

Duration, 20 Minutes

Single point of light

Casting this spell creates a single point of light, as bright as a few candles. It may be stationary, levitating in mid-air, or implanted on a wall or ceiling. The light point may be cast upon a movable object, such as a staff or stick, but will not otherwise move on its own. This spell can be slightly tiring to the caster, draining 1D6 END when cast (level 1 Backlash). The spell must also be focused through a specified object (usually a wand or staff). The light will last for 20 minutes.

Light Sphere

Primary: Change Enviro.

Secondary: none

SFX: Light

SFX: none

Energy: 9 MP

Time: 8.1

DV to Conceive: 15

DV to Cast: 19

Change Environment lvl 3

Greater Effect, lvl 3

Backlash, lvl 1

Duration, 5 Minutes

Focus Through (object)

Single point of light

Casting this spell creates a radiant ball of light, which generates enough light to brighten a room. It may be stationary, levitating in mid-air, or implanted on a wall or ceiling. The light sphere may also be cast on a movable object, such as a staff or stick. The light will last for 5 minutes time. As a special effect, this spell may also be cast so that many small light spheres are generated (effectively creating the same level of light), but appears as half a dozen multi-colored balls of light swirl around the caster (many over-dramatic mages do this simply for effect). This spell can be slightly tiring to the caster, draining 1D6 END when cast (level 1 Backlash). The spell must also be focused through a specified object (usually a wand or staff). The light will last for 5 minutes.

Remote Viewing

Primary: Clairsentience

Secondary: none

SFX: Telepathy

SFX: none

Energy: 15 MP

Time: 22.5

DV to Conceive: 15

DV to Cast: 19

Clairsentience (impress) lvl 20

Greater Effect, lvl 3

Backlash, lvl 2

Duration, 1 Round

Affects Only impressions

A few facts must be known.

Remote Viewing is very much light Clairvoyance (in fact, it is a form of Clairvoyance). However, it does not actually work on the visual sense itself. Instead, Remote Viewing grants an overall impression of a target area, such as vague shapes, color, an impressions of the surroundings. A few facts must be know of the target area, and typically seeing the target area on a map will suffice. The GM should then describe broken and disjointed facts and impressions of what the Viewer "feels" of that area. At level 20, Remote Viewing has a global range. The effect can last for up to 12 seconds (1 Round). This spell can be slightly tiring to the caster, draining 2D6 END when cast (level 2 Backlash).

See Through X

Primary: See Through...

Secondary: none

SFX: Magic

SFX: none

Energy: 16 MP

Time: 25.6

DV to Conceive: 17

DV to Cast: 21

See Through (specify)

Greater Effect lvl 2

Range lvl 4 (16 m)

The character can make normal Perception checks to see through the material specified. The sense is assumed to be sight, but could be specified as hearing, or another. Each See Through (X) spell is considered a separate spell. See Through Stone, See Though Metal, See Through Walls, are all

possible, but general categories, such as See Through Matter are not. Range is 16 meters and it will only last for 3 seconds (1 Phase).

See in Darkness

Primary: See in Darkness

Secondary: none

SFX: Light

SFX: none

Energy: 6 MP

Time: 3.6

DV to Conceive: 16

DV to Cast: 20

See in Darkness lvl 2

Greater Effect lvl 3

Duration, 1 Minute

Side Effect lvl 2

Casting this spell grants the ability to see clearly in darkness (even total darkness) as if it were daylight. This ability will last for 1 minute. As a Side Effect, however, your eyes will glow (color may depend on the type of magic).

See Invisible

Primary: See...

Secondary: none

SFX: Magic

SFX: none

Energy: 9 MP

Time: 8.1

DV to Conceive: 15

DV to Cast: 19

See (Invisible)

Greater Effect, lvl 5

Range, lvl 5 (32 meters)

Activation, lvl 2 (DV 9)

Duration, 1 Round

Backlash, lvl 1

Casting this spell makes it possible for you to see all things invisible. Darkness Cloak is *not* considered true invisibility, however. Whether this spell can see technological invisibility systems (holographic cloak, SneakSuits™, etc) is up to the GM. Effective range is 32 meters. An Activation roll (roll of 3D6) verses 9 is necessary to see if the spell responds or not. This ability will last for 12 seconds (1 Round). This spell can be slightly tiring to the caster, draining 1D6 END when cast (level 1 Backlash).

Spatial Awareness

Primary: Spatial Awareness

Secondary: none

SFX: Magic

SFX: none

Energy: 12 MP

Time: 14.4

DV to Conceive: 16

DV to Cast: 20

Spatial Awareness

Greater Effect, lvl 2

Duration, 1 minute

Activation, lvl 2 (DV 9)

This spell allows a character to sense his surroundings without having contact with them. A character with this sense can operate normally in total darkness or when blinded, but cannot sense fine details. Spatial Awareness is a targeting sense. This spell will last for 1 minute, but an Activation roll (roll of 3D6) verses 9 is necessary to see if the spell responds or not.

ANTI-SENSORY

These are spells used to thwart the sensing or detection of something. Such spells include the classical Invisibility spell, but more, such spells as those which create darkness, cast things in shadows, or directly "blinds" a particular sense from use.

Darken

Primary: Shadow
SFX: Darkness
Energy: 14 MP
DV to Conceive: 16
Shadow (Sight)
Area Effect, lvl 4
Duration, 1 minute
Dispelled by magical light

Secondary: none
SFX: none
Time: 19.6
DV to Cast: 20
Greater Effect, lvl 2
Explosion Effect
Activation, lvl 2 (DV 9)

This is the dark equivalent to Essential Light. Casting this spell will call upon the magical forces to uniformly 'black out' a give area. Total darkness is cast about an area 16 meters in diameter. Explosion Effect allows for this to extend another 16 meters out, however, the darkness effect tapers off to a "dusk" or "twilight" effect. From the outside, this area will look like a hazy mist of darkness that seems to swallow up light. The darkness effect will last for 1 minute. An Activation roll (roll of 3D6) verses 9 is necessary to see if the spell responds or not. See in *Darkness* will work under Darken and *Essential Light* can destroy this effect (or any similar spell).

Destroy Sight

Primary: Blind
SFX: Magic
Energy: 100 MP
DV to Conceive: 22
Blind (Sight)
Range, lvl 4
Affects Only unprotected eyes
Lesser Effect, lvl 2

Secondary: none
SFX: none
Time: 1000
DV to Cast: 27
Duration, Permanent
Activation, lvl 2 (DV 9)
Feedback, lvl 8

With this spell, a mage can blind any one target within 16 meters range. This spell, however, is Permanent! It destroys the retina and optic nerve of the eyes, which can only be restored magically. Anyone who had their eyes closed, or were wearing sunglasses (or other protection), will be unaffected. Activation roll (roll of 3D6) verses 9 is necessary to see if the spell responds or not. If the caster fails, he himself will be blinded for 4 days.

Flash

Primary: Blind
SFX: Light
Energy: 9 MP
DV to Conceive: 13
Blind (Sight)
Area Effect, lvl 3
Affects Only unprotected eyes

Secondary: none
SFX: none
Time: 8.1
DV to Cast: 16
Greater Effect lvl 3
Duration, 1 Round

Flash creates a blinding burst of light, capable of blinding most nearby targets. When cast *anyone* within 8 meters (and in LOS) will be blind for 1 full Round. During this time, they are at ½ DEX, ½ REF in Hand-to-Hand, and 0 REF in Ranged attacks, as per standard rules for blindness. If the target makes a Perception Roll against 20 he is only at -1 DEX and ½ REF. Anyone who had their eyes closed, or were wearing sunglasses (or other protection), will be unaffected. The caster himself will also be affected, unless he closes his eyes (or is otherwise protected).

Invisibility

Primary: Invisibility
SFX: Light
Energy: 20 MP
DV to Conceive: 19
Invisibility
Activation, lvl 2 (DV 9)

Secondary: none
SFX: none
Time: 40
DV to Cast: 24
Greater Effect lvl 3
Duration, 1 Minute

When this Invisibility spell is cast, it creates a magical energy field around the target (often the caster himself) which bends light around him so as to make him appear invisibility, for up to 1 minute. However, the effect is not perfect, and creates a distorted "fringe effect" which might be seen. By virtue of the magical energies, all that the subject is wearing and carrying becomes invisible as well.

An invisible character (with a fringe effect) can be spotted at a range of 2 meter or less. In combat, Invisibility often makes the character harder to hit. If an opponent cannot make a successful Perception check, then he is at 1/2 (REF + Levels) in hand-to-hand, and 0 (REF + Levels) at range vs. the character. If the opponent can make a non-targeting Perception Test, he is at 1/2 (REF + Levels) in both hand-to-hand and ranged combat. If the Invisible character is making a visible attack, the attackers only takes a -1 to his REF, even at Range.

Negate Light

Primary: Shadow
SFX: Darkness
Energy: 8 MP
DV to Conceive: 14
Shadow (Sight)
Range, lvl 4
Duration, 1 minute

Secondary: none
SFX: none
Time: 6.4
DV to Cast: 18
Greater Effect, lvl 2
Only Affects light sources

Casting this spell will negate the light of any one light source, within 16 meters, for 1 minute time. Note that this only negates the light from sight and does not extinguish it. Furthermore, any heat given off can still be felt or detected. It is up to the GM's judgment if a source can be totally negated or not, but it should be able to negate the equivalent light of 60 watt bulb, torch, or small camp fire.

Struck Blind

Primary: Blind
SFX: Magic
Energy: 6 MP
DV to Conceive: 12
Blind (Sight)
Range, lvl 4
Affects Only unprotected eyes

Secondary: none
SFX: none
Time: 3.6
DV to Cast: 15
Greater Effect lvl 3
Duration, 1 Round

With this spell, a mage can Strike Blind any one target within 16 meters range. He will be effectively blind for 1 full Round. During this time, he is at ½ DEX, ½ REF in Hand-to-Hand, and 0 REF in Ranged attacks, as per standard rules for blindness. If the target makes a Perception Roll against 20 he is only at -1 DEX and ½ REF. Anyone who had their eyes closed, or were wearing sunglasses (or other protection), will be unaffected.

Summoning (Conjuring) Spells

SUMMONING SPELLS

Summoning and necromancy are very similar and the line between the two is a gray one. In general terms, necromancy deals only with *death of flesh* and physical nature of death itself. Summoning concerns the existence of Life after Death, the Netherworld, and higher beings. Summoning spirits and demons has long been thought the cornerstone of black magic, and so these spells are quite common in the darker circles of magic. Contacting deities, on the other hand, is rarely mischievous, and many holy priests and clerics know the spells to contact their patron god. Of course, you can't summon a god, but there are spells to demand their attention... Use them sparingly.

Spells which Summon can be cast in one of two ways: specifically or randomly. To cast the spell specifically, you must know the name of the spirit/demon/entity/deity that is your target. Otherwise the spell is random, and any such being may respond to the summons. Call and Contact Deity spells *must* be specific.

Banish Demon (Exorcism)

Primary: Mind Control
SFX: Spiritual
Energy: 8 MP
DV to Conceive: 14
Mind Control lvl 6
Greater Effect lvl 3
Must Know True Name

Secondary: none
SFX: none
Time: 6.4
DV to Cast: 17
Only Affects Demons
Conditional (must have pentagram)
Can Only Order Departure

"Never call up that which you cannot put down." Such a quote should be well heeded by all demonolaters. Calling a demon that you have no control over is suicidal at best. To banish a demon the casters *must* know the demon's true name, which also has the effect of making it more vulnerable (all its defenses will be at half). Anyone magic user can banish a demon with this spell, as long as they know its True Name (priests and diabolists alike). Professional Demon Hunting is an extremely dangerous, though lucrative business (a word to demonolaters: to really make a deal with a demon, just give him the name and address of an renown demon hunter). This spell will utterly fail if you do not know the demon's True Name.

When the banishment is issued, 6D6 must be rolled for Effect verses *half* the demon's RES score (a demon's RES could be as low as 18 or as high as 30 or more). If the roll is greater than *half* its RES ($\frac{1}{2}$ RES because its True Name is know), the demon must obey the Banishment and depart. When a demon is banished he will return to his hell-realm and cannot return to the mortal world for "a year and a

day", even if summoned by name. This spell may seem "easy" (8 MP, 17 DV), but remember, most of the work is taken care of by knowing the True Name (and also this spell his highly specialized to the task).

Banish Spirit (License to Depart)

Primary: Mind Control
SFX: Spiritual
Energy: 8 MP
DV to Conceive: 13
Mind Control lvl 5
Can Only Order Departure
Greater Effect lvl 2

Secondary: none
SFX: none
Time: 6.4
DV to Cast: 15
Only Affects Spirits
Conditional (must have pentagram)

Call the "License to Depart" in many grimoires, the classical Banish Spirit spell issues an overriding and singular command to force the spirit to return to his Netherworld realm (remember that if you have Command over a spirit, you may issue a banishing command at any point regardless). When issued, 5D6 must be rolled for Effect verses the spirit's RES score (usually between 9 to 16). If the roll is greater than its RES, the spirit must obey the Banishment and depart. This is often used to get ride of spirits under the control of others (or rogue spirits who are haunting a house, for instance), since if you have a spirit under your control you can order it to depart at any time you desire. The caster must have a pentagram to cast this spell (either worn or standing within one).

Call Cosmic Entity

Primary: Summon
SFX: Cosmic Forces
Energy: 21 MP
DV to Conceive: 20
Summon lvl 4, Greater Entity
Duration, 5 minutes
Only Affects Cosmic Beings

Secondary: none
SFX: none
Time: 44.1
DV to Cast: 25
Backlash, lvl 2
Activation lvl 3 (DV 10)
Greater Effect lvl 4

It is not possible to summon a cosmic entity. There are, however, spells used specifically attract the attention (or demand the attention) of a cosmic entity. An entity which senses the invocation of these spell may respond *if it so chooses*. Many will respond either out of curiosity or a wish to destroy the pest that invoked the spell.

This spell can be cast to call down a specific cosmic entity by name or to call any cosmic entity at random. Either way, even if the spell is a success, the entity that heard the call can simply ignore it. Make an "Activation" roll of 3D6 verses 10 to see if it responds or not. If the being does respond (the Activation roll being higher than 10), it will usually arrive in a matter of hours (possibly less), depending on how far away it was. It will come to the exact place where the spell was cast, irrelevant of where the wizard has gone. If there is nothing of interest to

the entity, it will usually just leave. When the being appears you must compare *your* RES to a roll of 5 + 3D6, if this was higher than your RES you are struck by a Backlash of mental shock and terror, inflicting you with 2DC of Stun and troubling you with nightmares and restless sleep for weeks to come.

It should be emphasized that calling a cosmic entity at random is very dangerous. Even if the entity is benevolent, it may be as big as a planet, or even as great as a star. In fact, some entities are sentient stars. Calling such a being can be very bad news for your world...

In some settings, gods may actually be cosmic entities who guard or control your world. If this is the case, the only way to call a deity is with this spell, not the Deity spells.

Call Deity (Specific)

Primary: Summon	Secondary: none
SFX: Cosmic Forces	SFX: none
Energy: 24 MP	Time: 57.6
DV to Conceive: 18	DV to Cast: 22
Summon lvl 5, Deity	Backlash, lvl 2
Duration, 5 minutes	Activation lvl 3 (DV 10)
Only Affects a specific deity	Greater Effect lvl 2

Of course, no one can summon a deity, but you can request one to appear. This spell is more of a "Pager of the Gods" than anything else, telling the deity that someone has requested his presence. It is usually much easier to contact a god (as per Contact Deity) and ask him to appear. If you give him a good reason, the deity is far more likely to appear than if he were actually forced to. Make an "Activation" roll of 3D6 verses 10 to see if the god responds or not. If the god does respond (the Activation roll being higher than 10) it will manifest within a few minutes.

With this spell, however, the deity is pulled (or 'nagged' as they call it) to manifest at the place where the caster has called him to. To many gods, this pull is quite aggravating (though they can still ignore it) and some will appear just to punish the person who cast the offending spell.

Sometimes a god will not only give a high priest the spell to contact him, but the spell to call him as well. It is, for some reason, easier for a god to manifest in the mortal world if Called there by a mortal (otherwise it takes a great deal more effort for the god to manifest). Many religious rites are designed to call down a god for the purpose of pleasing his people. Many dark gods have complex blood-rites that require human sacrifices and other such atrocities to call them down.

When a god does appears, it is can be a frightful and terrifying thing, even in the case of good gods. You must compare *your* RES to a roll of 5 + 3D6, if this was higher than your RES you are struck by a Backlash of mental shock and terror, inflicting you with 2DC of Stun and troubling you with nightmares and restless sleep for weeks to come.

Call Extradimensional Entity

Primary: Dimensional Travel	Secondary: Summon
SFX: Cosmic Forces	SFX: none
Energy: 30 MP	Time: 90
DV to Conceive: 21	DV to Cast: 26
Dimensional Travel	Summon lvl 4
Activation lvl 4 (DV 11)	Feedback lvl 4
Only Affects Dimensional Entity	

It is not possible to summon an extradimensional entity. There are, however, spells used to open the threshold between dimensions and invite such an entity to enter and visit your world. An entity may only respond if it so choose. Other lesser entities may respond and enter through the portal out of curiosity, only to find themselves in an alternate dimension of reality! Make an "Activation" roll of 3D6 verses 11 to see if it responds or not. If the being does respond (the Activation roll being higher than 121, it will arrive in a matter of minutes, if not less. If the spell fails (the roll to Cast, not the Activation), you will be struck by 4DC of Stun as a result of extradimensional space-time backwash (or something like that).

Many extradimensional entities are simply monsters, or at least appear monstrous to the caster. Some are indeed evil or violent, though often they are indifferent. If they arrived by accident, such a creature may be terrified and react accordingly. There is often a major communications barrier as well, unless the being happens to be from a parallel world only slightly different than your own.

One common usage of this type of spell is the ability for a wise old mage to bring over a hero (or some potential hero) from an alternate world to help save his world in a time of crisis. Apparently, these mages are quite senile and eccentric, and often call a young boy of no apparent potential at all from an insignificant world that is terribly *lacking* in magic. Why *that* world in particular is the prime choice of extradimensional hero hunting wizards is beyond understanding, but it happens a lot, and this is just something we have to accept. But there is a story -- once long ago, a mad wizard made up the "Summon Valiant Hero" spell as a joke, a spell that was designed to summon a wimpy kid from a certain non-magical world called Dirt or something like that. Wizards have used this spell for ages since, under the erroneous impression that it will summon a great warrior. This just goes to show, be very careful with spells that sound too good to be true.

Contact Cosmic Entity

Primary: Contact	Secondary: Decipher
SFX: Cosmic Forces	SFX: Mental
Energy: 15 MP	Time: 22.5
DV to Conceive: 18	DV to Cast: 22
Contact lvl 4	Decipher lvl 3
Continuous	Backlash lvl 4 (see below)
Only Affects Cosmic Beings	

There are beings prowling the universe far greater than mortal man. They may seem as gods, but make

no mistake, they are not true deities. They are alien mentalities, though not so far removed as to be unfathomable, for they too are still part of this universe. They are great and ancient beings, wanderers between the stars and galaxies, and master of all things known and unknown.

Wizards have learned certain spells and rites need to contact these greater beings, some perhaps were given such spells by these beings in dreams or visions. When Contact Cosmic Entity is successfully cast you will come into mental contact with one of these greater beings. Because they are so alien and terribly powerful you must compare *your* RES to a roll of 5 + 3D6, if this was higher than your RES you are struck by a Backlash of mental shock, inflicting you with 4DC of Stun, and troubling you with nightmares and restless sleep for weeks to come.

If, however, you overcome the initial shock, you may attempt to communicate with the being. The Decipher component of this spell facilitates mental translation of the being's thoughts to something a mortal human can understand. The entity can answer questions, but will rarely have information regarding your own world (it probably does not even know your world exists). Sometimes a cosmic entity can tell you the rites for powerful spells (be warned, such spells are sometimes so powerful they may obliterate the caster himself). What other information a cosmic entity can provide is up to the GM.

Contact must be maintain by concentration and an expenditure of 1 MP per Phase (3 seconds). However, Contact is usually cut short after about half a minute, as the entity has better things to do that talk with insignificant insects. Generally, it takes 1 Phase to ask a question and 1D6 Phases to get an answer.

There are two ways to cast this spell. If you know the name of a cosmic entity (which is unlikely), you can cast this spell to contact that entity. Otherwise, when this spell is cast, it will contact any cosmic entity at random. Some cosmic entities are extremely malicious, whereas some are so tranquil and peaceful they may not respond at all (and you may also be overcome with an euphoric feeling of ultimate peace and tranquility).

In some settings, gods may actually be cosmic entities who guard or control your world. If this is the case, the only way to contact a deity is with this spell, not the Deity spells.

Contact Deity (Specific)

Primary: Contact	Secondary: none
SFX: Cosmic Forces	SFX: none
Energy: 9 MP	Time: 8.1
DV to Conceive: 11	DV to Cast: 14
Contact lvl 5	Continuous
Only Affects a specific deity	Must give praises to deity

In a gameworld where gods and goddess exit, there are many ways to contact and communicate with them. Deities, unlike other powerful entities, are directly concerned with the affairs of mortals. Many

gain their power from worshippers, or use mortals in their cosmic wars of Light against Dark. Some deities are indeed distant and aloof, but it is far easier for a mortal to get the attention of a god than one might expect, especially if that person is giving praise to the god in question. The one thing all gods have in common is a big ego. Even good gods are arrogant and jealous, and will often go out of their way to help their devoted followers.

The exact nature of a deity will vary between gameworlds. Some are alien or extradimensional entities, and if this is the case, those contact and calling spells should be used instead. Otherwise, the deity is assumed to be an all-powerful (or close to it) being who helped forge the creation of the world (or opposes its creation) and is an embodiment of some ideal (War, Love, Light, Destruction, Wisdom).

Deities can often hear the prayers of their followers without them having to use spells or magic. However, this ability is far removed from the god's true consciousness, and his servants (or a lesser aspect of himself) generally deal with prayers. A Contact Deity spell is required to actually communicate with the god itself. Contact Deity spells must be centered toward a particular god by name, you cannot randomly contact a deity. Often, each deity has his own independent Contact spell, so a different one must be used for each god you wish to contact. Many gods simple grant their priests the spell used to contact them as permanent abilities (if a god says you can try to contact him anytime, then you can do so).

When you contact a deity, you should have a particular question or request in mind. Depending on the god, his reaction can vary from patiently listening to you, to ignoring you, to flat out killing you. If you are a priest or a devout follower of the god, it is very likely the god will listen to your request. He may answer your question or grant your request, depending on how difficult or important it is, and what your real intentions may be (and a deity will know your true intention). If you have something to offer the god, he will be more likely to help you. It is not uncommon for the deity to request something from you in return. Destroying an evildoer, spreading his Word throughout the land, building a new shrine in his honor, finding a stolen holy relic and returning it to his temple, and so forth.

Evil gods are much more troublesome to contact. Most evil gods use their priests and followers for their own evil purposes, and will rarely grant a requests unless it suits them or furthers their dark cause. They may do so if they wish to maintain the image that they are helping and protecting their followers, but otherwise an evil god simple does as he pleases.

You must give praises to the deity while casting this spell, and expend 1MP per Phase to

maintain Contact. In generally, it takes 1 Phase to ask a question and 1D6 Phases to get an answer. Decipher is not needed since a god will know the language of the priest contacting him.

Contact Extradimensional Entity

Primary: Contact	Secondary: Decipher
SFX: Cosmic Forces	SFX: Mental
Energy: 15 MP	Time: 22.5
DV to Conceive: 18	DV to Cast: 22
Contact lvl 4	Decipher lvl 3
Continuous	Backlash lvl 4 (see below)

Only Affects Dimensional Entity

Beyond our universe of space and time, beyond the boundaries of our dimension lie, vast and uncharted realms of the Probable and Improbable. Spawned of the quantum nature of creation, from the crossings and junction of time continuums, lie infinite alternate and parallel universe, new dimensions, and higher realms of reality.

There are beings in these dimensions that can be contacted. When Contact Extradimensional Entity is cast, you may come into mental contact with one of these beings. Powerful extradimensional entities are extremely alien. Because of this you must compare *your* RES to a roll of 5 + 3D6, if this was higher than your RES you are struck by a Backlash of mental shock, inflicting you with 4DC of Stun, and troubling you with nightmares and restless sleep for weeks to come.

If you overcome the shock, you may attempt to communicate with the being. The Decipher component of this spell facilitates mental translation of the being's thoughts or language to something the caster can understand. It can answer questions, but will rarely have information regarding your world. What other information an extradimensional entity can provide is up to the GM. Contact must be maintained by concentration and an expenditure of 1 MP per Phase (3 seconds). In generally, it takes 1 Phase to ask a question and 1D6 Phases to get an answer.

It is also possible to contact a lesser extradimensional entity. Such beings are more akin to people, monsters, or aliens. The dimension could even be an alternate or parallel universe of your own, in which case the being in question *is* human, but simple from an alternate world. You may even try to contact your alternate self! The RES roll to avoid shock is only verses a straight 3D6.

There are several ways to cast this spell. If you know the actual name of an entity, you can cast this spell to contact that entity. Otherwise, when this spell is cast, it will contact any entity at random. You may also narrow your search, specifying the type of dimension or parallel world, the sort of entity you are attempting to contact, and so forth.

Command Demon (Bind Demon)

Primary: Mind Control	Secondary: none
SFX: Spiritual	SFX: none
Energy: 16 MP	Time: 25.6
DV to Conceive: 13	DV to Cast: 22
Mind Control lvl 5	Only Affects Demons
Duration 5 Rounds	Conditional (must have pentagram)
Greater Effect lvl 3	Must Know True Name

Summoning demons is playing with hellfire, and trying to controlling them is probably suicide. But, with luck, a demonolater may be able to pull it off. But remember, failure could result in an extraordinarily gruesome demise. First and for must, the demon's full True Name must be known, which has the effect of making it more vulnerable any way (all its defenses will be at half). At this point, Command Demon may be cast, imposing the caster's will over the demon's will. If the roll to cast is a success (as per *Defending Against Magic*), then 5D6 must be rolled for Effect verses *half* the demon's RES score (a demon's RES could be as low as 18 or as high as 30 or more). If the roll is greater than *half* its RES ($\frac{1}{2}$ RES because its True Name is know), the caster may issue verbal commands to the demon, which it must obey. The caster's control will remain for the Duration of 5 Rounds (1 minute). Every Phase the demon may make another 5D6 vs. $\frac{1}{2}$ RES to break out. The caster must have a pentagram to cast this spell (either worn or standing within one). If the spell fails, you can be assured the irate demon will rip the caster limb from limb. For this reason, be certain to command the demon to depart just before the duration expires (failure to do this could be deadly), or invoke Command again.

Command Spirit (Spirit Bond)

Primary: Mind Control	Secondary: none
SFX: Spiritual	SFX: none
Energy: 8 MP	Time: 6.4
DV to Conceive: 13	DV to Cast: 16
Mind Control lvl 3	Only Affects Spirits
Duration 5 Rounds	Conditional (must have pentagram)
Greater Effect lvl 2	Feedback lvl 2

Command Spirit is forceful control over a spirit, phantoms, or wraith, imposing the caster's will over top of its own, forcing it to abide by his will. The spirit must be in Line of Sight when the spell is invoked, and if the roll to cast is a success (as per *Defending Against Magic*), then 3D6 must be rolled for Effect verses the spirit's RES score (usually between 9 to 16). If the roll is greater than its RES, the caster may issue verbal commands to the spirit, which it must obey. The caster's control will remain for the Duration of 5 Rounds (1 minute). Every Phase the spirit may make another 3D6 vs. RES to break out. If the spell fails, the spirit will often turn its aggression against you. Be certain to command the spirit to depart just before the duration expires (failure to do this could be deadly), or be prepared to invoke the Command spell again. The caster must have a pentagram to cast this spell (either worn or standing within one).

Enslave Spirit (Chain Spirit)

Primary: Mind Control
SFX: Spiritual
Energy: 16 MP
DV to Conceive: 13
Mind Control lvl 5
Duration 5 Rounds
Greater Effect lvl 2

Secondary: none
SFX: none
Time: 25.6
DV to Cast: 20
Only Affects Spirits
Conditional (must have pentagram)
Feedback lvl 2

Enslave Spirit is an even greater form of Command Spirit, which is almost assured to keep the spirit under your control. The spirit must be in Line of Sight when the spell is invoked, and if the roll to cast is a success (as per *Defending Against Magic*), then 5D6 must be rolled for Effect versus the spirit's RES score (usually between 9 to 16), however, the GM can rule that control is assured since this spell is so powerful. If the roll is greater than its RES, the caster may issue verbal commands to the spirit, which it must obey. The caster's control will remain for the Duration of 5 Rounds (1 minute). Every Phase the spirit may make another 5D6 vs. RES to break out (unless the GM deems otherwise). If the spell fails, the spirit will probably turn its aggression against you. The caster must have a pentagram to cast this spell (either worn or standing within one).

You must Enslave a spirit in order to permanently Bind it to a magic item or familiar.

Know True Name

Primary: Know Name
SFX: Spiritual
Energy: 23 MP
DV to Conceive: 20
Know Name lvl 5
Only Affects Demons
Feedback lvl 4
Greater Effect lvl 1

Secondary: Decipher
SFX: Spiritual
Time: 52.9
DV to Cast: 26
Decipher lvl 5
Conditional (must see demon)
Conditional (must wear black)
Conditional (must have pentagram)

This is the core of all demonological spells (for summoning, but especially good for banishing). Knowing a demon's True Name gives one great power over it. This power comes from the ability to use the Banish Demon spell (see *Banish Demon*) which requires that you know its name. There may be other effects of knowing a demon's True Name, including black mail (although threatening to give his True Name to the Mages' Guild will probably just get you eaten), or knowing certain weakness. You can also research a demon's True Name without using this spell at all, and this is where the Demonology skill comes in handy. You can research the names of a demon using the Demonology skill (DV 20 to find a True Name of a demon, DV 30 to find the True Name of a specific demon you are after).

This spell in particular will grant up to 5 True Names per casting (demons have between 5 to 20 True Names depending on how powerful they are), so multiple castings may be needed. It will also automatically Decipher the names if they are Ciphred. However, you must be able to see the demon while casting this spell, and a *picture, image, or accurate drawing will suffice*. You must also be

wearing all (or 90%) black and a pentagram of some sort (or be standing in one) while casting the spell.

If you fail the roll you will not know it and may get a 'calling name' which is not a true name, but a name that the demon will still answer to. Most demons have a calling name and as well as a True Name. They often pretend their calling name is their True Name in order to keep their True Names concealed. This must be kept in mind because many grimoires which have demonologies actually list just the calling names. A calling name gives you no power over the demon, but lets you call it (picture calling names as a demon's alias, whereas their True Names are their secret identity).

Once you have a True Name, you can Summon the demon by name, Command the demon, or Banish the demon.

Knowing the Full True Name of a Demon will cut *all* of its defenses in half (Armor, DVs, Magical Defense, everything). This is a special effect apart from the normal game mechanics of this system.

Mortify

Primary: Influence (Fear)
SFX: Spiritual
Energy: 6 MP
DV to Conceive: 11
Influence lvl 3
Duration 1 Round

Secondary: none
SFX: none
Time: 3.6
DV to Cast: 14
Greater Effect lvl 1

Mortify "summons" the presence of a terrifying spirit to frighten away a specific target. The spirit is not actually summoned, however, only a shadow of its presence is manifest. Even so, this is terrible enough to send even the bravest warrior scampering in fright. The target must be in Line of Sight when the spell is invoked, and if the roll to cast is a success (as per *Defending Against Magic*), then 3D6 must be rolled for Effect versus the target's RES score. If the roll is greater than his RES, the target is struck by overriding fear for 1 Round, during which he can do nothing but run, scream, or try to hide. Every Phase he may make another 3D6 vs. RES check to see if he breaks out.

Phantasmagoria (Séance Spectacle)

Primary: Change Enviro.
SFX: Spiritual
Energy: 14 MP
DV to Conceive: 13
Change Environment (lvl 5)
Area Effect lvl 5 (32 meters)
Illusionary

Secondary: Influence (Fear)
SFX: Spiritual
Time: 19.6
DV to Cast: 16
Influence lvl 3
Duration 5 Round
Backlash lvl 3

The Phantasmagoria is a form of séance that attempts to invoke a terrific spectacle of supernatural lights, sounds, and apparitions. There are two forms, one being for entertainment purposes (which is an illusion), the other is a genuine evocation of spiritual energies that can have a terrifying effect (both are Illusionary, but in different ways). To create a Phantasmagoria the summoner or medium must hold a séance like ritual to conjure the spirits and spatial

environment of their realm. When this is done, the surrounding area for a 100 foot radius (32 meters), or 200 feet across, will be transformed into a dark gray, other-worldly environment, not unlike the dreary desolation of the Netherworld, complete with icy wind, distant moans, fog, and shrieks of terror. This gives the best effect in a closed room, but can be performed outdoors as well (generally at night). It will also act as Mortify (see the spell Mortify), terrifying all within its radius of effect for 5 Rounds (rather than 1 Round), *including* the caster himself if he fails the RES check (by the level 3 Backlash). After the duration expires, everything returns to normal. However, since this is an Illusory Effect, it may be possible to "see through it" by an unmodified Perception check, verses the Caster's success roll.

Phantasmic Bolt

Primary: Lethal Attack
SFX: Spiritual
Energy: 12 MP
DV to Conceive: 16
 Lethal Attack, lvl 2
 Range lvl 5, 32 meters
 Greater Effect lvl 3
 No Knockback

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 20
 Invisible Effect
 Continuous
 Activation lvl 2 (DV 9)

When you cast this spell, your target is repeatedly attacked by a series of invisible phantasmic missiles. Phantasmic Bolt does 2DC Lethal Damage per hit, and will remain active as long at it is continuously supplied with 1 MP per Phase. Thus, once cast, you may spend an Action (and 1MP) to command each strike upon your foe (making roll to hit with your base skill), as long as the spell is maintained. Because the spell effect is invisible, the target is at -4 to defend (unless he can See Invisible). It has an effective range of 32 meters. When the spell is cast, an Activation roll must be made using 3D6 against a DV 9 or it will not work.

Phantasmic Strike

Primary: Stun Attack
SFX: Spiritual
Energy: 8 MP
DV to Conceive: 15
 Stun Attack, lvl 3
 Range lvl 4, 16 meters
 Greater Effect lvl 3

Secondary: none
SFX: none
Time: 6.4
DV to Cast: 19
 Invisible Effect
 Continuous
 Activation lvl 2 (DV 9)

This spell calls upon an phantasmic force to strike down your enemy by your will. When you cast this spell, your target is attacked by bludgeon blows that follow your mental command. Phantasmic Strike does 3DC Stun damage per hit, and will remain active as long at it is continuously supplied with 1 MP per Phase. Thus, once cast, you may spend an Action (and 1MP) to command each strike upon your foe (making roll to hit with your base skill), as long as the spell is maintained. Because the spell effect is invisible, the target is at -4 to defend (unless he can See Invisible). It has an effective range of 16 meters. When the spell is cast, an Activation roll must be made using 3D6 against a DV 9 or it will not work.

Phantasmic Sword

Primary: Lethal Attack
SFX: Spiritual
Energy: 15
DV to Conceive: 20
 Lethal Attack, lvl 3
 Range lvl 3, 8 meters
 Greater Effect lvl 3
 No Knockback

Secondary: none
SFX: none
Time: 22.5
DV to Cast: 25
 Invisible Effect
 Continuous
 Activation lvl 2 (DV 9)
 Armor Piercing

When you cast this spell, your target is repeatedly attacked by an invisible phantasmic sword. Phantasmic Sword does 3DC Lethal Damage per hit, and will remain active as long at it is continuously supplied with 1 MP per Phase. Thus, once cast, you may spend an Action (and 1MP) to command each strike upon your foe (making roll to hit with your base skill), as long as the spell is maintained. Because the spell effect is invisible, the target is at -4 to defend (unless he can See Invisible). However, this spell also cuts through armor, *halving its value for penetration*. It has an effective range of 8 meters. When the spell is cast, an Activation roll must be made using 3D6 against a DV 9 or it will not work.

Phantasmic Warrior

Primary: Lethal Attack
SFX: Spiritual
Energy: 18 MP
DV to Conceive: 20
 Lethal Attack, lvl 3
 Range at LOS
 No Knockback
 Activation lvl 2 (DV 9)
 Feedback lvl 4

Secondary: none
SFX: none
Time: 32.4
DV to Cast: 25
 Invisible Effect
 Homing lvl 2 (AV 7)
 Duration, 1 Round
 Greater Effect lvl 4

When you cast this spell, your target is attacked by an invisible phantom force that acts as a ghostly warrior. Once cast, you need not worry about its actions and are free to carry on. The phantom will attack you target autonomously, and continue to do so for 1 Round (4 Actions for that Round). Each Action, it will strike automatically, with an effective AV of 7 + Die Roll, but cannot itself be struck since it is not real. The phantom will do 3DC Lethal Damage with each hit. It will follow and keep attacking the target wherever he may go. Because the spell effect is invisible, the target is at -4 to defend (unless he can See Invisible). When the spell is cast, an Activation roll must be made using 3D6 against a DV 9 or it will not work. If you fail, you will be struck by 4DCs of Stun!

Séance

Primary: Contact
SFX: Spiritual
Energy: 10 MP
DV to Conceive: 15
 Contact lvl 2
 Conditional (in dim light)
 Continuous

Secondary: none
SFX: none
Time: 10
DV to Cast: 19
 Invisible Effect
 Greater Effect lvl 3
 Focus Through Crystal Ball

The classical séance is a ritual, often involving a "medium" (the magician) and an audience. A séance is held to communicate with spirits of the dead, often to glean information which the spirits may possess (ask the identity of a murderer, for instance) or for

Higher Knowledge (such as that of a spiritual, occult, or other-worldly nature). Though the presence of a spirit may manifest, it remains unseen and invisible, and will either speak mentally through the medium or give signs to answer yes/no questions (knocking on a table, ringing a bell, and so forth). The séance ritual is typically focused through a crystal ball, or similar device, and the medium must concentrate to maintain contact with the spirit (spending 1 MP per Phase to do so, or 20MP for a full minute), in addition to the cost required to cast. For this reason, a séance can be exhausting to the medium, but often the information obtained can be well worth it. Generally speaking, if the séance is successful, the participants may be allowed to ask one question per Phase, receiving their answer in 1D6 Phases (if the spirit actually has the answer, and how it answers, is up to the GM).

Summon Demon

Primary: Summon

SFX: Spiritual

Energy: 16 MP

DV to Conceive: 20

Summon lvl 3, High Entity

Duration, 5 minutes

Conditional (in a Pentagram)

Secondary: none

SFX: none

Time: 25.6

DV to Cast: 25

Greater Effect lvl 5

Feedback, lvl 4

Side Effect (air gets hot)

It is universally accepted by all cultures (aside from cultures that are evil by nature) that summoning demons is the most evil form of all magic. After all, it was demonolatry that gave magic a bad name to start with. It is also considered extremely unwise to summon a demon. Most demons turn out to be more far powerful than their summoner, which is very bad for the demonolater.

The first question that must be considered is 'What are demons?'. Depending on the gameworld, demons may be powerful malicious spirits, servants of a dark god, fallen angels, beings of conscious dark magic, or something else entirely. Whatever the case, they are powerful, extremely intelligent, and absolutely evil. If demons are, for some reason, alien entities or deities, this spell will *not* summon them. Use the appropriate Contact and Call Entity and Deity spells for such beings.

A demon can be summoned one of two ways: randomly or by name. Only an idiot would summon a demon randomly, but some demonolaters are notoriously unwise. The demonolater should always have a very good offering or tempting deal to cut with a demon if he hopes to survive. A randomly summoned demon will do as it wishes, be it to simply leave, running amok, or just killing the demonolater. They will usually stick around long enough to hear their summoner's offer, after all, the pitiful mortal might just be useful to them.

Summoning a demon by name is safer (relatively speaking). Knowing a demon's True Name gives a demonolater great power over it (see *Know True Name* spell).

After you have summoned a demon, it is necessary to make a deal with it (few wizards have the power to successful use Command spells, but you can try). Human sacrifices, magic items, and favors often make good bargaining tools. Demons are not interested in material wealth. Most demons also deal in information and many demonolaters overlook this factor. The truth is, a demon can be easily bought by offering it some juicy information on its enemies or people in political power (which it can exploit).

Even if a demonolater gets a demon to accept a deal, the demon will probably have ulterior motives. Most demons actually *use the demonolater*, but let on that the demonolater is the one in control. On the other hand, a crafty and cunning demonolater can make a demon an offer he can't refuse. The threat of Banishment can often be enough to make a demon do your bidding... Just watch your back.

Summon Spirit, Lesser

Primary: Summon

SFX: Spiritual

Energy: 6 MP

DV to Conceive: 16

Summon lvl 1, Minor Spirits

Duration, 1 minute

Conditional (in a Pentagram)

Secondary: none

SFX: none

Time: 3.6

DV to Cast: 20

Greater Effect lvl 5

Feedback, lvl 3

Conditional (done at night)

This spell can summon back a spirit from the Land of the Dead (or from the Realm of the Living if the target is a wandering ghost). The spirit can do very little, and is merely a shadow of the subject's soul *projected* into the world of the living. It can answer simple questions, though is likely to have forgotten most of its previous life. There little point in calling a random spirit, so most are called by name (usually, in a fashion not unlike a classical séance). Depending on the nature of the afterlife, some spirits may be inaccessible. Those in a "heavenly realm" may be protected from summoning spells, and those in a hellish afterlife may already be destroyed. Therefore, the dynamics of this spell are best left up to the GM. This spell has two Conditionals which require that it be performed in a Pentagram circle and at night. The spirit will remain for a duration of one minute. If it fails, you take 3DCs of Stun damage from shock and a wave of chilling fear. Most Spirits have a RES of 9 for Controlling purposes.

Summon Spirit, Greater

Primary: Summon

SFX: Spiritual

Energy: 10 MP

DV to Conceive: 18

Summon lvl 2, Major Spirits

Duration, 1 minute

Conditional (in a Pentagram)

Secondary: none

SFX: none

Time: 10

DV to Cast: 22

Greater Effect lvl 5

Feedback, lvl 4

Conditional (done at night)

Greater Spirits, Phantoms, are the shattered remnants souls of individuals with a powerful life-force. Phantoms retain little or no memory of their past, and are usually hostile. They often have a few

spells inherently bound to their being, and may also demonstrate psychic powers as well.

Phantoms are usually summoned randomly (most don't even have names). When a general *Summon Greater Spirit* is cast, a Phantom will materialize from the Land of the Dead. As most new and inexperienced summoners quickly realize, Phantoms hold no loyalty to their summoner, though they can be controlled with Command spells, and some can be bargained with. This spell has two Conditionals which require that it be performed in a Pentagram circle and at night. The spirit will remain for duration of one minute. If the casting fails, you take 4DCs of Stun damage from shock and a wave of chilling fear. The Phantom will be free to leave after one minute (though it does not have to).

The exact characteristics, powers, and nature of the phantom should be developed by the GM to suit his gameworld. Most Phantoms have a RES of 15 or 18 for Commanding purposes.

Sway Spirit

Primary: Influence

Secondary: none

SFX: Spiritual

SFX: none

Energy: 4 MP

Time: 1.6

DV to Conceive: 10

DV to Cast: 12

Influence lvl 3

Only Affects Spirits

Duration 5 Rounds

Conditional (must have pentagram)

Sway Spirit is not a controlling spell, but one which can influence a spirit, phantoms, wraiths to act a certain way (it does not work on demons, deities, or other higher beings). The spirit must be in Line of Sight when the spell is invoked, and if the roll to cast is a success (as per *Defending Against Magic*), then 3D6 must be rolled for Effect versus the spirit's RES score (usually between 9 to 16). If the roll is greater than its RES, the caster may implant one emotional impulse (fear, hatred, rage, desire, etc.), which the spirit must respond to in some fashion for the Duration of 5 Rounds (1 minute). Every Phase the spirit may make another 3D6 vs. RES to break out. The caster must have a pentagram to cast this spell (either worn or standing within one).

Temporal (Chronomancy) Spells

Contributed By: Frederic M. Graves

CHRONOMANCY

Chronomancy is the manipulation of the time stream by means of magical force. Like all Spell Categories the exact metaphysics behind the magic is dependent upon the setting of the specific game. The nature of time is possibly as mysterious as the mysteries of nether worlds and the presence or lack of an afterlife. For this reason before presenting an assortment of Chronomancy spells, a model for time will be presented which, while no more accurate than any other theory, it minimizes the "paradox" problems inherent to time manipulation.

A Model for Time

Time has three distinct parts; past, present, and future. The past is set because it has been observed. The present *is* observed. And the future it is what *may* happen. Since the past has been observed it can not be changed. The future hasn't happened yet so it *could* be anything. A model for time might be a tree; the trunk is the past a single body which supports the branches which are possible futures. Now add another element to the tree -- the present. The present is a blade that hacks off the lower limbs of the tree making the trunk uniform. As the present or "now" happens the possibilities are removed as possibilities become certainties. This produces two basic laws of time travel:

1. The past cannot be changed.
2. Nothing about the future is certain.

Advance Aging

Primary: Entropy
SFX: Temporal
Energy: 30 MP
DV to Conceive: 24
Entropy (Age) lvl 10

Secondary: none
SFX: none
Time: 90
DV to Cast: 30
Range at LOS

When cast upon a target, the victim will suddenly age! This spell does 10D6 Effect, and for every Effect die which rolls 5 or 6, the subject ages 1 year. It is reversible by an age Restoration spell (see Restore Youth). It is resisted by CON.

Better Hit

Primary: Lethal Attack
SFX: Temporal
Energy: 15 MP
DV to Conceive: 14
Lethal Attack lvl 1
Bypass Defenses
Must follow a successful attack

Secondary: none
SFX: none
Time: 22.5
DV to Cast: 18
Range at LOS
No Knockback

Reaching out into possibilities that could have been the mage taps into a chance that the target was hurt

more severely by the last attack he suffered from. He then *imposes* that certainty. In appearance the wound now looks (and feels) worse than initially thought!

Better Tactics

Primary: Teleport
SFX: Temporal
Energy: 12 MP
DV to Conceive: 7
Teleport lvl 1 (10 meters)

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 12
Conditional (see below)

Realizing he has made an error of judgment, the mage reaches out for the recently eliminated possibilities and places himself in a better possibility. He can only relocate to places he *could* have reached if he'd made different decisions. such as running instead of walking or maybe stopping instead of trudging onward. (the GM should tell the player where they can "time-port" to and then allow the player to choose. Time-porting back to a spot recently time-ported from is impossible since that option had been eliminated from the time-stream).

Borrow Light

Primary: Change Enviro
SFX: Temporal
Energy: 10 MP
DV to Conceive: 18
Change Enviro. 3 meters
Conditional (see below)

Secondary: none
SFX: none
Time: 10
DV to Cast: 23
Duration, 1 minute
Greater Effect lvl 5

With this spell the caster illuminates a small area with light "borrowed" from a possible future (about as bright as a bonfire) for 1 minute. The condition is that the area must be normally lit at other times (even if it is not lit now). Thus, this spell is very helpful out of doors at night it is less effective while exploring deep caverns or abandoned dungeons since these areas aren't regularly illuminated.

Clarity of Patience

Primary: See Through...
SFX: Temporal
Energy: 19 MP
DV to Conceive: 13
See Through Barrier
Barrier must be removable

Secondary: none
SFX: none
Time: 36.1
DV to Cast: 16
Duration, 1 Round

This spell allows the target to see through any barriers covering an opening, as long as the opening has been or will be opened in the near future (a day or so). Basically the target looks through the opening at a time when the barrier is open or absent but, then shifts his sight back to the present on the other side of the barrier. If the barrier has always been in place and will probably never be opened in the near future, then the spell cannot see through it.

Deja Vu

Primary: Stun Attack
SFX: Temporal
Energy: 7 MP
DV to Conceive: 14
Stun Attack lvl 4
Only Stun
Bypass Defenses

Secondary: none
SFX: none
Time: 4.9
DV to Cast: 18
Range at LOS
No Knockback
Greater Effect lvl 1

A simple spell that causes the target to experience the same moment repeatedly while no time passes. People normally experience a mild version of this naturally; this spell just amplifies the experience to the point where it becomes disorienting. It only inflicts Stun damage with no collateral damage and no knockback, but it does bypass all armor (SD will protect). It does no real damage, but can Stun and can even render a victim unconscious (fainting).

Doomsday

Primary: Disintegration
SFX: Temporal
Energy: 17 MP
DV to Conceive: 15
Disintegration lvl 3 (9 DC)
Greater Effect lvl 2

Secondary: none
SFX: none
Time: 36.1
DV to Cast: 19
Displaced Range 4 meters

Eventually, everything must be destroyed. With this spell the caster simply tries to summon the *moment* of the target's demise (whatever that might be). If the target is not destroyed, then it is unaffected since the moment of destruction could not be summoned. This could be a very interesting spell, since the moment of death (or destruction) could be *anything* (up to the GM).

Fortunate Path

Primary: Adjust Talent
SFX: Temporal
Energy: 40 MP
DV to Conceive: 26
Adjust Luck
Greater Effect lvl 3

Secondary: none
SFX: none
Time: 160
DV to Cast: 32
Duration, 1 Day
Feedback, lvl 4

With this spell the caster uses his power over temporal energy to change how possibilities effect the target. When one or more possibilities are equal, the most beneficial possibility will be favored. This spell is expensive and very difficult because even though it is minor in appearance it is having a lasting effect on the very fabric of reality (it will last for 24 hours). If it fails to cast, you (the invoker of the spell) will actually lose all of your Luck (or simply be unlucky) for the 24 hour period (that's the Level 4 Feedback effect). GM Note: this spell grants 3 OP of the Luck Talent or adds (3D6 / 2) to the Luck Pool if it is Derived Characteristic instead. If neither form of Luck are being used, let small bits of chance go in the favor of the target, i.e., he can call a coin heads or tails just enough to be right *more often* than not without being suspicious. He may be dealt good hands at cards which may or may not be the best hands at the table, and/or he may get the last free sample if a salesperson is running low, etc.

Fountain of Age

Primary: Metamorph Shape
SFX: Temporal
Energy: 12 MP
DV to Conceive: 12
Metamorph Shape lvl 1
Conditional - Only Adult
Illusionary

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 15
Duration, 1 hour
Always same person

This is a chronomancer's disguise kit. The caster alters his (or a target's) image to be either younger or older. Due to restrictions of mass and size the caster can only choose from adult images (roughly age 18 to death), unless of course he is a child to begin with. This spell, however, is only an illusion.

Freeze Time

Primary: Restrain
SFX: Temporal
Energy: 32 MP
DV to Conceive: 21
Restrain lvl 1
Duration 1 Minute

Secondary: Blind
SFX: Temporal
Time: 102.4
DV to Cast: 26
Blind to Sight
Blind to Sound
Blind to passage of Time

With this spell, the mage dulls time around the target so it is not changed by the passage of time. The effect is very fragile (1D6 hits), and can easily be broken by the target's allies. However, the target does not know that he is restrained! He sees the moment he was frozen and can not hear what is happening around him. Most importantly, however, he is stripped of the ability to notice the passage of time itself, so he does not even notice the moment has changing until an ally breaks him free or the Duration (1 minute) elapses. Any damage (hit or stun) which breaks the Restrain (1D6 value) will free him, as will any Strength Feat (against the Restrain) to pull him out.

Glancing Blow

Primary: Healing
SFX: Temporal
Energy: 8 MP
DV to Conceive: 13
Healing lvl 4
Must follow an attack
Greater effect lvl 3

Secondary: none
SFX: none
Time: 12.1
DV to Cast: 16
Range at LOS
Cannot exceed damage of that attack

This spell is the opposite of Better Hit. Instead of reaching for the possibility of a more damaging hit the caster summons the possibility of a less damaging blow or if lucky a miss entirely. It must follow an attack soon after it happened, and the damage healed cannot exceed the damage inflicted by that particular attack. It will heal up to 4 Hits and 4D6 Stun

Halt Decent

Primary: Surface Walk (Air)
SFX: Temporal
Energy: 14 MP
DV to Conceive: 11
Surface Walk (Air) lvl 3
Trigger: uncontrolled fall

Secondary: none
SFX: none
Time: 15.6
DV to Cast: 14
Duration, 1 minute
Cannot move upwards

If the target falls unexpectedly, temporal energies slow and stop his decent allowing him to seemingly

walk on air. The target cannot move upwards, however, since he is still technically still falling.

Know History

Primary: Know History
SFX: Temporal
Energy: 7 MP
DV to Conceive: 8
Know History lvl 4

Secondary: none
SFX: none
Time: 4.9
DV to Cast: 10

With this spell the caster gets a glimpse of the last 8 years concerning the target object. This is not a detailed view, only a series of impressions.

Moment of Difference

Primary: Summon
SFX: Temporal
Energy: 30 MP
DV to Conceive: 14
Summon lvl 2
Alternate Self Only

Secondary: none
SFX: none
Time: 90
DV to Cast: 17
Duration 1 hour
Side Effect lvl 10 (below)

With this spell the caster expends a massive amount of energy at the crucial moment of the *now* to keep a possibility from being removed. That possibility is the version of himself that fails the casting of the spell. If cast successfully, a second version of the caster will seem to split off from the original. They will be identical in every way and will share all of their preceding memories. The successful mage has no power to control his duplicate. He must be rationalized with or controlled like any other person, but it should be remembered that the duplicate has all the same powers and capabilities of the original. The GM should play the duplicate as closely to the player as possible being either just as abusive or as equally reasonable as the original would be. After the hour duration the duplicate vanishes, and returns to his alternate timeline. If the spell is not successfully cast then the caster himself vanishes for an hour to deal with his own successful duplicate (it is optional if the GM incorporates this into the game, the PC could just be out of the game for an hour). Remember duplicates will be no more willing to sacrifice themselves than the caster.

Near Misses

Primary: Armor
SFX: Temporal
Energy: 27 MP
DV to Conceive: 21
Armor (KD) lvl 6
Invisible Effect
Greater effect lvl 2

Secondary: none
SFX: none
Time: 72.9
DV to Cast: 26
Duration 5 minutes
Hardened
Feedback, lvl 4

The mage shields himself (or the target) with better "lucky effect". As possibilities are made certainties the target is given favorable possibilities. Some attacks miss, others fall short, and those that do hit are glancing blows or altogether ineffective. Treat the target as if he has 12 KD of Armor (Hardened against AP attacks). Attacks that fail to breach this armor appear to simply have missed. Attacks that do land seem less forceful.

One Long Breath

Primary: Life Support
SFX: Temporal
Energy: 12 MP
DV to Conceive: 18
Life Support (Underwater)
Must inhale at activation

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 23
Duration 20 minutes
Cannot speak

The target slows his bodies consumption of air so that one deep breath will last for 20 minutes. Unfortunately, to speak he will have to breath normally forcing the air from his body.

Possible Threat

Primary: Danger Sense
SFX: Temporal
Energy: 36 MP
DV to Conceive: 22
Danger Sense, on 14 or less
Greater Effect lvl 2

Secondary: none
SFX: none
Time: 129.6
DV to Cast: 28
Duration 1 hour

With this spell the caster feels the temporal stream for any increased probability of his life ending. When danger is near, he may roll 3D6 and if the roll is 14 or less, he feels the presence of danger. This effect will last for one hour.

Push the Envelope

Primary: Dimensional Travel
SFX: Temporal
Energy: 25 MP
DV to Conceive: 17
Dimensional Travel
Will return in 1 minute

Secondary: none
SFX: none
Time: 62.5
DV to Cast: 21
Range in time, 1 minute

The caster can try to experience the future before it happens by pushing himself ahead of the present. He will experience 1 minute of the future before it actually happens, and then be snapped back to the present. GM note: When a player invokes this spell the game master should take note of environment and position of all PCs and NPCs continue the game for 1 minute of *game time* and then return everything to it's previous position! Only the caster will know what happened during that minute and only that character will suffer from any effects dealt during that minute (such as damage), all other aspects of the game should ignore the displaced minute. As the caster experiences the moment *for real* not all things may happen the same (for example, the results of die rolls), but hopefully the mage would have gleaned some useful information, such as where an ambush was located, or which door was trapped. This form of time travel is especially dangerous since if the mage dies in this alternate time branch, he will vanish from his native branch, never to be seen again!

Quicker than Time

Primary: Adjust Char.
SFX: Temporal
Energy: 12 MP
DV to Conceive: 14
Adjust Char. Speed, lvl 2
Greater Effect lvl 2

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 18
Duration 1 minute

With this spell the caster slightly accelerates the rate at which the target interacts with his surroundings

seemingly speeding them up. Quicken gives 2D6 of Effect; each dice which rolls 5 or better grants +1 to Speed. (GM note: if you are not using the Speed characteristic, you may give a +2 bonus to Initiative or a +1 to Action per die of 5 or better).

Quicker than the Eye

Primary: Invisibility	Secondary: none
SFX: Temporal	SFX: none
Energy: 20 MP	Time: 40
DV to Conceive: 20	DV to Cast: 25
Invisible to Sight	Duration 20 minutes
Invisible to "See Invisible!"	Feedback lvl 15
Greater Effect lvl 4	Side Effect lvl 6

This is a very dangerous spell. The caster tries to accelerate himself in a controlled manner so that he is moving faster than the eye while at the same time restricting his movement so that he can still interact. The slightest error can cause massive system shock which usually only results in bruises, but could result in death (15DC Stun, collateral damage applies). This spell not only makes the mage (or target) invisible to normal Sight, but also See Invisible as well! As a Side Effect, the one under this spell is at a -3 DEX to interact with the normal world.

Repossession

Primary: Apportation	Secondary: none
SFX: Temporal	SFX: none
Energy: 24 MP	Time: 57.6
DV to Conceive: 18	DV to Cast: 22
Apportation lvl 5	Range in Time 1 hour
Must have held item before	Greater Effect lvl 2

With this spell, the caster can bring an object he previously held back into his possession as long as the item is within 320 meters OR held within the last hour. But he must have held it before.

Restore Time

Primary: Restore	Secondary: none
SFX: Temporal	SFX: none
Energy: 41 MP	Time: 168.1
DV to Conceive: 27	DV to Cast: 32
Restore Age lvl 10	Range at LOS

The opposite of Advance Time, the caster makes the target younger. This spell does 10D6 Effect, and for every Effect die which rolls 5 or 6, the subject grows younger by 1 year. But just as with Advance Time, Restore Time is resisted by CON.

See the Moment

Primary: See Through	Secondary: none
SFX: Temporal	SFX: none
Energy: 50 MP	Time: 50
DV to Conceive: 20	DV to Cast: 25
See through Time	Range in Time 1 hr
Lesser Effect lvl 2	Duration 1 Round
Time to Cast 1/5	Feedback lvl 5

With this spell the target's perceptions are tuned to a moment within the last hour. He has 12 seconds to sift through the images of the past hour unless there is a specific time he knows to focus upon. If he fails to cast the spell, he is struck by 5DC of Stun.

Slow

Primary: Adjust Char.	Secondary: none
SFX: Temporal	SFX: none
Energy: 12 MP	Time: 14.4
DV to Conceive: 14	DV to Cast: 18
Adjust Char. Speed, lvl 2	Duration 1 minute
Greater Effect lvl 2	

With this spell the caster slightly decelerates the rate at which the target interacts with his surroundings seemingly slowing them down. Slow gives 2D6 of Effect; each dice which rolls 5 or better reduces Speed by -1. (GM note: if you are not using the Speed characteristic, you may give a -2 penalty to Initiative or a -1 to Action per die of 5 or better).

Speedy Recovery

Primary: Regeneration	Secondary: none
SFX: Temporal	SFX: none
Energy: 11 MP	Time: 12.1
DV to Conceive: 11	DV to Cast: 14
Regeneration lvl 2	Side Effect lvl 1

This spell simply accelerates a target's metabolism so that in one hour they will heal as if a day has passed (recovering a day's worth of healing in an hour). As a side effect the person will experience a day's hair growth and be as hungry as a person who has not eaten for a day!

Time Sight

Primary: Clairsentience	Secondary: none
SFX: Temporal	SFX: none
Energy: 36 MP	Time: 260
DV to Conceive: 20	DV to Cast: 26
Clairsentience, 1 year	Duration 20 minutes
Greater Effect lvl 5	More Time (x2)

Although time consuming this spell can provide a wide variety of information as the caster may look back to any one point within the past year, for 20 minutes. His sight is limited to his normal range of vision, so the spell is best utilized from good vantage points or in a small location so the caster can pay more attention to detail.

Time Skip

Primary: Teleportation	Secondary: none
SFX: Temporal	SFX: none
Energy: 25 MP	Time: 62.5
DV to Conceive: 16	DV to Cast: 20
Teleport lvl 1	Range in Time 1 hour

The mage (or target) jumps forward in time by riding along with the present instead of being defined by it. To bystanders the target disappears and reappears an hour later unchanged in the same spot. To the target it is instantly an hour later.

Time to Dodge

Primary: Deflection	Secondary: none
SFX: Temporal	SFX: none
Energy: 7 MP	Time: 4.9
DV to Conceive: 10	DV to Cast: 12
Deflection lvl 3	Conditional (see below)

As a projectile is launched, the mage may hurl a pocket of temporal energy at the projectile slowing its approach so that he has time to get out of its path. This version of the spell is strong enough to deflect a

3DC attack and can effect anything but energy projectiles. The caster must also be able to move from the path of the projectile.

Time to Examine

Primary: Find Weakness	Secondary: none
SFX: Temporal	SFX: none
Energy: 22 MP	Time: 48.4
DV to Conceive: 22.4	DV to Cast: 28
Find Weakness lvl 3	See "Quicker than Eye"
Duration, 1 Round	Greater Effect lvl 2

With this spell the caster speeds his visual perceptions for a moment allowing him to notice any weak points in the opponent's armor (or defenses). As a side effect during that moment of accelerated awareness is that he may also glimpse phenomenon of "superspeed" such as people hiding using the "Quicker than the Eye" spell, or similar effects (but he cannot see other, more normal, forms of invisibility). This grants a +3 to any attack (or work against) the target for the next Round (12 seconds).

Unfortunate Path

Primary: Adjust Complication	Secondary: none
SFX: Temporal	SFX: none
Energy: 20 MP	Time: 40
DV to Conceive: 18	DV to Cast: 23
Adjust Complication (3 OP)	Duration, 1 day
Feedback, lvl 2	

With this spell the caster uses his power over temporal energy to effect how the present eliminates possibilities for the target. When a series of possibilities are equal the most hostile possibility will be favored by the blade of the present. Even though this spell is equivalent to "Fortunate Path" it is easier to cast and costs less energy because often multiple things can go wrong when only one thing can go right. This spell gives the Unlucky Complication as Infrequent, Strong, but Minor (3 OP value). For example, he can't call a coin heads or tails unless someone is depending on him being wrong, he will be dealt bad hands at cards unless the other players always suspect a cheater, and/or he will be standing next to signs labeled "you break it you buy it" as things are knocked over by the wind. If the spell fails, you will be struck by 2DC of Stun.

Walk the Now

Primary: Dimensional Travel	Secondary: none
SFX: Temporal	SFX: none
Energy: 19 MP	Time: 36.1
DV to Conceive: 14	DV to Cast: 18
Dimensional Travel	Only Effects caster himself

This spell simply transports the caster to the other side of the present. This realm is called "The Now". The Now is identical to the real world at the moment the caster invoked the spell except that everything appears to be frozen. Time does not pass in the now. Mages can use the now as a place to get away and prepare spells without taking up time in the real world. The Now has two major dangers, however. The first danger is strange extra-temporal entities which seek to destroy interlopers. The second danger

is the fact that without the passage of time an individual can not heal or recover in any way, and cannot Channel any more mana energy. This means even the lightest level of activity can eventually leave a person exhausted, spell durations never elapse, and mages must retain enough mana to escape or they will never be seen again -- trapped in a moment time left behind. To return to normal time, the caster must be at the exact location where he left. Others may not know the caster was ever gone. Strangely, casting this upon another person other than yourself appears to have no effect. It is theorized they fall back through an "infinity possibility loop" or were immediately returned by some other entity.

Walk the Past

Primary: Dimensional Travel	Secondary: none
SFX: Temporal	SFX: none
Energy: 37 MP	Time: 136.9
DV to Conceive: 17	DV to Cast: 21
Dimensional Travel	Range in Time 1 year
Side Effect, minimal interaction	

This is a standard time travel spell for traversing the past. It will take the target back one year. However, this has a big side effect to the traveler (Side Effect lvl 5). The past cannot be changed so the target can only really "view" the past with certainty. Time travelers may or may not be able to interact with the past (depends on the gameworld). Sometimes they are insubstantial, sometimes they are invisible and more often they are both (so a time traveler can not even depend on his ability to interact). Time travelers always return to the exact moment and place they left so bystanders may not even notice they left. Adding a Duration to this spell (at no cost in this case, it's a function of the gameworld mechanics) will cause the caster to return from the past as soon as the duration expires. By traveling back in time a player is making his character a pawn for the gamemaster's story. Die rolls may not even be used while a player is traveling back in time.

Wrinkle in Time

Primary: Blind to Time	Secondary: none
SFX: Temporal	SFX: none
Energy: 10 MP	Time: 10
DV to Conceive: 9	DV to Cast: 11
Blind to Passage of Time	Duration 1 minute

This spell strips the target of a sense of time and is stick in a dreamy, misty haze of the Now. They simple do not perceive the passage of time even though they still might be affected by it. They could spend the whole minute blinking, or stare at the horizon, never noticing the time they are spending. If the person is engaged in combat, or affected by any force (be it a tap on the shoulder or whatever) he can still react as normal, even without a sense of time (however, such reaction appear to be strictly instinctual). The end game effect is that he cannot perform any advanced, cognitive activity for this time, and suffers a -5 Perception (this spell is often cast to slip past guards, and such).

Wizardry (Enchantment) Spells

WIZARDRY SPELLS

Wizardry are those used to control and manipulate the forces and energies of magical itself. There are four basic forms of Wizardry spells -- Blessings, Curses, Magiological Spells, and Enchantment spells.

BLESSINGS

Blessings reside mostly in the realm of priestly, or theurgical, magic. These are spells that are cast by priests to insure good fortune, prosperity, peace of mind, and so forth. Those listed here are all temporarily, but that is not to say there may not be permanent blessings. These Blessings should be used as an outline for designed your own, as needed for priestly spells. Blessings are powerful, as they call upon the Divine Powers of gods and deities, and should not be taken lightly.

Blessing of Adoration

Primary: Adjust Characteristic	Secondary: Talent
SFX: Holy Spiritual	SFX: Holy Spiritual
Energy: 20 MP	Time: 40
DV to Conceive: 20	DV to Cast: 25
Adjust Characteristic lvl 1	Adjust Talent Beautiful +1
Must remain chaste	Duration, 1 Day
Greater Effect lvl 1	Activation lvl 3 (DV 10)
Only Affects (specific individual)	Focus Through Holy Item
Illusionary Effect	

The Blessing of Adoration gives the blessed an air of adornment, making him appear more pleasant, attractive, and majestic than before. This, however, is simply a divine illusion (this is a special exception, allowing an Illusion effect for this Category). Thus, it is possible to see through the veil of Adoration with a successful Perception Check against the DV rolled to cast the spell. This spell must be created for a specific individual, and cannot be used in a generic manner (it must be Conceived as well as Cast, to cast upon each individual subject if there is more than one). It must also be focused through a holy item of some sort (an icon, idol, symbol, etc., specific to the religion in question), and an Activation roll of 3D6 verses 10 is required. Additionally, the blessed must remain chaste, otherwise the spell will terminate (so no funny business). When cast, the blessed will gain Beautiful/Attractive +1. Furthermore, his PRE may increase as well. Roll 1D6 and if the result is 5 or 6 he gains +1 PRE (otherwise there is no further effect). This can of course be cast multiple times for added effect.

Blessing of Fortune

Primary: Adjust Talent	Secondary: none
SFX: Holy Spiritual	SFX: none
Energy: 20 MP	Time: 40
DV to Conceive: 16	DV to Cast: 20
Adjust Luck	Duration, 1 Day
Must not use Fortune for ill	Feedback, lvl 4
	Activation lvl 2 (DV 9)

The Blessing of Fortune is a common blessing granted to travelers, adventurers, and even gamblers and merchants. It is most beneficial, for it gives the blessed a more positive edge in precarious situations (in other words, the blessed is more "lucky"). The blessing will last for a day (24 hours), but the blessed must not use his good fortunes (Luck Pool or Luck Talent) for ill (to do harm against good). However, if the blessed *is* evil and this was cast by an evil priest, then he *must* use his fortune to sow evil. If it fails to cast, the caster will actually lose *all* of his Luck (or simply be unlucky) for the 24 hour period (that's the Level 4 Feedback effect). It is almost a matter of luck to invoke Blessing of Fortune -- an Activation roll of 3D6 verses 9 is required. *GM Note:* this spell grants 3 OP of the Luck Talent or adds (3D6 / 2) to the Luck Pool if it is Derived Characteristic instead. If neither form of Luck are being used, simply role-play his good luck -- he can call a coin heads or tails just enough to be right *more often* than not without being suspicious. He may be dealt good hands at cards which may or may not be the best hands at the table, and/or he may get the last free sample if a salesperson is running low, etc.

Blessing of Holy Sanctification

Primary: Adjust Talent	Secondary: none
SFX: Holy Spiritual	SFX: none
Energy: 30 MP	Time: 90
DV to Conceive: 18	DV to Cast: 22
Adjust Talent "Holy" +1	Duration, 1 Week
Only Affects True Believers	Activation lvl 2 (DV 9)
Vulnerable "Unholy Blasphemy"	

This is a catchall blessing of blessings. It grants +1 level in a new Talent dubbed "Holy". Each level of "Holy" makes the holy item or blessed person progressively more Holy (+1 per casting). This has a variable effect depending on how the GM wishes to treat "holy" aspects in his gameworld. For example, a cross blessed with +2 levels of Holy may inflict 2D6 of Lethal Damage to vampires (same for Holy Water), or 4D6 if the GM decides Holy does more damage to vampires. Furthermore, a person blessed with Holy Sanctification will have a holy aura and cast a positive flow of energy from his presence (possibly granting a +1 to social encounters). Holy Sanctification can be broken by the curse of "Unholy Blasphemy", but likewise, Holy Sanctification will

break Unholy Blasphemy. Thus, if Unholy Water is Sanctified, it becomes normal water, and if Sanctified again will become Holy Water. The Duration of Holy Sanctification is 1 Week. Holy Sanctification will only affect true believers (those who worship and believe in the deity who is to bestow the Sanctification). Evil priests cannot cast Holy Sanctification, nor can it be cast upon those who are evil. An Activation roll of 3D6 verses 9 is also required.

Blessing of Life (Gift of the Goddess)

Primary: Adjust Characteristic	Secondary: Adjust Talent
SFX: Holy Spiritual	SFX: Holy
Energy: 20 MP	Time: 40
DV to Conceive: 18	DV to Cast: 23
Adjust CON lvl 2	Adjust Rapid Healing
Greater Effect lvl 1	Duration, 1 Day
Only Affects (specific individual)	Activation lvl 4 (DV 11)
Focus Through Holy Item	Caster must fast for a day

The Blessing of Life, or Gift of the Goddess in pagan rites, is bestowed most often upon those who are ill or injured, but can also be cast as a precautionary measure, or upon those preparing for battle. Since its effects will last for a day the blessed will be fortified against injury and sickness. The major drawback of this spell is that it must be created for a specific individual, and cannot be used in a generic manner (it must be Conceived as well as Cast, to cast upon each individual subject if there is more than one). It must also be focused through a holy item of some sort (an icon, idol, symbol, etc., specific to the religion in question), and an Activation roll of 3D6 verses 11 is required. The caster (priest) must fast for a day (only bread or rice, and water) before casting this spell (this counts as a triple Conditional due to the severity of the requirement. Once cast the blessed will be granted Rapid Healing Talent (if he already has it, the effect is doubled). Furthermore, his CON may increase 1 or 2 points as well. Roll 2D6 and divide by 5 (rounding off). If the result is 1 (or the roll was 5 to 9) he gains +1 CON, if the result is 2 (a roll of 10 to 12) he gains +2 CON. All Derived Characteristics based on CON should be recalculated. The effect lasts for 1 day (24 hours).

Blessing of Peace (Tranquility)

Primary: Adjust Complication	Secondary: none
SFX: Holy Spiritual	SFX: none
Energy: 20 MP	Time: 40
DV to Conceive: 18	DV to Cast: 22
Adjust Complication (10 OP)	Duration, 1 Day
Only Affects "mental" compl.	Activation lvl 2 (DV 9)
Must understand the affliction	Focus Through Holy Item
	Lesser Effect lvl 1

The Blessing of Peace (also called "Tranquility") will for a day, relieve up to 10 OP worth of "violent mental" Complications (such as those from Psychological, Personality, or Compulsive), which are of a violent, destructive (or self-destructive), or immoral nature. It was also remove temporary emotional or psychological states of the same nature (such as a sudden fit of rage or overwhelming fear).

It has no permanent lasting effect, but can be very useful in stopping a Berserker, removing fear from a coward, giving peace to one enraged, or granting clarity to one who is delusional. It may not completely removed the complication if it is extreme severe, but even in such a case it will greatly reduce its effects. As a requirement, the caster must know and understand what psychological affliction troubles the patient. The blessing must also be focused through a holy item of some sort (an icon, idol, symbol, etc., specific to the religion in question), and an Activation roll of 3D6 verses 9 is required.

Blessing of War (Strength of Marduk)

Primary: Adjust Derived Char.	Secondary: Adjust Talent
3rd Eff: Adjust Derived Char.	4th Eff: Adjust Talent
SFX: Holy Spiritual	SFX: Holy Spiritual
Energy: 20 MP	Time: 40
DV to Conceive: 15	DV to Cast: 19
Adjust Hit Points lvl 5	Adjust High Pain Threshold
Adjust Stun Points lvl 5	Adjust Combat Sense +1
Only Affects True Believers	Duration, 6 hours
Only Affects the Honorable	Activation lvl 3 (DV 10)
Same Roll for Hit/Stun Points	Feedback lvl 24 (unconscious)
	Focus Through Holy Item

The Blessing of War (also known as the "Strength of Marduk", or the name of any other War-God) is cast by priests and holy men upon soldiers, warriors, and knights going into battle. It gives them the edge they need to triumph over their enemies and vanquish the adversaries of their god. The spell can only be cast upon those who truly believe in the power of the god (from which the blessing comes), though if this was a thaumaturgical spell (cast by a mage) then the target must strongly believe in the power of the caster himself (this spell may in fact be mostly psychological in nature). A further requirement is that the blessed must be "honorable", that is, one who respects honor in combat by the codes or laws of the day (be that a complex Chivalric code or a simple warrior's code). It must also be focused through a holy item of some sort (an icon, idol, symbol, etc., specific to the religion in question), and an Activation roll of 3D6 verses 10 is required. However, because this blessing beseeches the warlike aspect of a deity, it is very dangerous. Should the caster fail to perform this blessing properly (fail the roll to Cast, not the Activation roll) both he and the subject (target) will be struck down by divine forces so great they will be effectively rendered unconscious (or at least incapacitated) for a day (and the priest had better make amends when he comes to). If he simply fails the Activation roll, nothing happens (good or ill).

If Blessing of War is successfully cast, the blessed will gain +1 to Combat Sense and High Pain Threshold (if he already has this, double the effect). Furthermore, he may roll 5D6, and for every 5 points rolled, increase his total Hit and Stun points by +1 (sum the roll and divide by 5 to get the bonus). The effects of Blessing of War will last for 6 Hours.

CURSES (*Invocum Malificus*)

Curses are by far the most common form of negative magic known. Nearly every culture has Curses in some form or another, and they appear to be terrifyingly effective, even in "the real world". The nature of the curse is entirely up to the spell caster, but cannot be anything immediately damaging (such as "Curse! You die!"). As a good rule of thumb, a Curse should never alter a character by more than 5 OP worth of "damage". For examples, see the Curses listed below.

Invocum Malificus are very powerful because they are permanent. The condition of removal *must* be specified (via Conditionals) and it *must* be attainable. An example of this would be "Cursed forever, until he returns the Sacred Orb", or "Cursed forever, until the dragon Kanthalg awakens". Even better, the GM should make the "Cursed... until" be a riddle to solve. For example, the evil diabolist curses one of the PCs with the Curse of Madness "...until the season when the sun shines not!", but if the PCs are smart, they will realize they need only travel to the far north in the winter time, where the land is cast in perpetual night (for a season). A "Cursed... Until" can also be quiet simple, such as "Cursed forever, until he admits to his guilt." The hardest part is, of course, to find out what this condition *happens to be...*

Curses are almost exclusively cast by evil priests, demonolaters, necromancers, and the like. They take a great deal of time to prepare, but since most are *Associative* (requiring piece of hair, cloth, or some such, of the victim) the diabolist is at his leisure to cast the *Invocum Malificus*.

Curses which are of Permanent Duration are treated as enchantments, and are thus subject to the special rules for Enchantments. Time to Cast is ignored, and you may work on casting the curse by spending however much MP you can, *for a time equal to that MP divided by 10 in hours*. After each casting session, you can rest or work to Channel mana more energy to continue.

Curse of Incapability (Revulsion)

Primary: Adjust Talent	Secondary: none
SFX: Unholy Spiritual	SFX: none
Energy: 400 MP	Time: (ignored)
DV to Conceive: 20	DV to Cast: 25
Adjust Talent -1	Duration, Permanent
Associative	Feedback, lvl 4
Conditional ("Cursed... Until")	Lesser Effect, lvl 2
	Activation lvl 2 (DV 9)

The Curse of Incapability (also call *Revulsion*, the original meaning of which meant "to tear away") will remove 3 OP worth of a given Talent (which must be specified when Revulsion is created), either removing that Talent completely, or reducing it by 1 level. Revulsion is Permanent, but can be broken by a set requirement that must be attainable (this counts as a

"triple conditional"). If the casting of this curse fails, the caster takes 4DC Stun damage. This curse is Associative in nature, meaning that its range is effectively infinite (you can cast it anywhere and it will instantly afflict the target) but you must have part of that target (tread of hair, fingernail, well-worn cloth, etc.) to cast. An Activation roll of 3D6 verses 9 is also required.

Curse of Leprosy (Akkadian Curse)

Primary: Adjust Talent	Secondary: none
SFX: Unholy Spiritual	SFX: none
Energy: 450 MP	Time: (ignored)
DV to Conceive: 20	DV to Cast: 25
Adjust Complication (Unlucky)	Duration, Permanent
Associative	Feedback, lvl 4
Conditional ("Cursed... Until")	Lesser Effect, lvl 3
Illusionary	Activation lvl 2 (DV 10)

The Curse of Leprosy (also called "the Akkadian Curse" or "Chaldean Curse" since such were the most common conjured up by the ancient Akkadian/Chaldean sorcerers) afflicts the accursed with the most hideous disease of leprosy. This magical variant of leprosy is incurable to healing magic and even to modern day medicine. Leprosy (a Constant, Strong, Major Complication), is both a Physiological as well as Social complication (acting like the Outsider Complication), since Lepers are typically rejected from society. The only way to be ride of the Akkadian Curse is to meet the conditional of the "Cursed... Until" (which counts as a "triple conditional"), or create an effective Counterspell. If the casting of this curse fails, the caster takes 4DC Stun damage. This curse is Associative in nature, meaning that its range is effectively infinite (you can cast it anywhere and it will instantly afflict the target) but you must have part of that target (tread of hair, fingernail, well-worn cloth, etc.) to cast it. An Activation roll of 3D6 verses 9 is also required. This is actually an elaborate illusionary curse, so when the condition to end it is met, all ill-effects of the leprosy will instantly vanish. It also means that it is possible to see past the illusion with a successful Perception check verses the sorcerer's original roll to cast. The Chaldean sorcerers often used animal sacrifices, bloodletting (converting Hits to MP energy), and other dark rituals to summon up more power to cast this devastating spell.

Curse of Madness (Affliction)

Primary: Adjust Complication	Secondary: none
SFX: Mental	SFX: none
Energy: 200 MP	Time: (ignored)
DV to Conceive: 20	DV to Cast: 25
Adjust Complication (5 OP)	Duration, Permanent
Associative	Feedback, lvl 4
Conditional ("Cursed... Until")	Lesser Effect, lvl 2

The Curse of Madness afflicts great turmoil into the mind of its victim. This malignant spell will cast upon it the accursed a Psychological, Personality, or Compulsive Behavior Complication worth a total of 5 OP (such as "Infrequent, Mild, but Major", or

"Constant, Strong, but Minor", etc.). It is Permanent, but can be broken by a set requirement that must be attainable (counts as a "triple conditional"). If the casting of this curse fails, the caster takes 4DC Stun damage. This curse is Associative in nature, meaning that its range is effectively infinite (you can cast it anywhere and it will instantly afflict the target) but you must have part of that target (tread of hair, fingernail, well-worn cloth, etc.). Be sure to have an associative part of the target, and not accidentally someone else (especially yourself).

Curse of Misfortune (Bad Omen)

Primary: Influence	Secondary: none
SFX: Unholy Spiritual	SFX: none
Energy: 100 MP	Time: (ignored)
DV to Conceive: 19	DV to Cast: 24
Adjust Complication (Unlucky)	Duration, Permanent
Associative	Feedback, lvl 2
Conditional ("Cursed... Until")	Lesser Effect, lvl 2
	Activation lvl 2 (DV 9)

There is nothing worse than a bad omen, except for when that omen comes to pass. The Curse of Misfortune, also called "Bad Omen", is an ever-present shadow of ill fortune, unlucky, and misadventure. It is effectively the Unlucky Complication, as Frequent, Strong, but of Minor game effect (it is essentially a frequent nuisance). The accursed will be plagued with "out of luck" situations, missed opportunities, bad luck with dates, and will obviously make a sorry gambler. It is Permanent, but can be broken by a set requirement that must be attainable (counts as a "triple conditional"). If the casting of this curse fails, the caster takes 4DC Stun damage. This curse is Associative in nature, meaning that its range is effectively infinite (you can cast it anywhere and it will instantly afflict the target) but you must have part of that target (tread of hair, fingernail, well-worn cloth, etc.) to cast it. An Activation roll of 3D6 verses 9 is also required.

Curse of Sorrow (Everlasting Agony)

Primary: Influence	Secondary: none
SFX: Mental	SFX: none
Energy: 100 MP	Time: (ignored)
DV to Conceive: 20	DV to Cast: 25
Influence lvl 5 (Sorrow)	Duration, Permanent
Associative	Feedback, lvl 4
Conditional ("Cursed... Until")	Lesser Effect lvl 2
	Activation lvl 3 (DV 10)

The Curse of Sorrow (or "The Everlasting Agony") is a dreadful plight cast forth by diabolical sorcery. The accursed will suffer, forever, a spell of depression, grief, and anxiety for which neither he nor his friends can find cause. Everyday he may make a Will roll to resist the influence of the Everlasting Agony, his Will +3D6 vs. a roll of 5D6 (the level 5 Influence). If he fails this roll, he is afflicted by the Sorrow, and if he succeeds he is not affected for that day. The only way to be ride of the Everlasting Agony is to meet the

conditional of the "Cursed... Until" (which counts as a "triple conditional"), or create a Counterspell, as always. If the casting of this curse fails, the caster takes 4DC Stun damage. This curse is Associative in nature, meaning that its range is effectively infinite (you can cast it anywhere and it will instantly afflict the target) but you must have part of that target (tread of hair, fingernail, well-worn cloth, etc.) to cast it. An Activation roll of 3D6 verses 10 is also required.

Curse of Unholy Blasphemy

Primary: Adjust Talent	Secondary: none
SFX: Unholy Spiritual	SFX: none
Energy: 30 MP	Time: 90
DV to Conceive: 18	DV to Cast: 22
Adjust Talent "Unholy" +1	Duration, 1 Week
Feedback lvl 4	Activation lvl 2 (DV 9)
Vulnerable to "Sanctification"	

This is not really a curse at all, but is in fact a blessing of sorts, which is of an Unholy nature. It grants +1 level in a new Talent dubbed "Unholy". Each level of "Unholy" makes the unholy item or accursed person progressively more Unholy (+1 per casting). This has a variable effect depending on how the GM wishes to treat "holy and unholy" aspects in his gameworld. For example, a sacrificial dagger cursed with +2 levels of Unholy Blasphemy may inflict +2D6 extra Lethal Damage to pious or righteous victims, or 4D6 if the GM decides Unholy does even more damage. Furthermore, a person imbued with Unholy Blasphemy will have an unholy aura and cast a negative flow of energy from his presence (possibly granting a -1 penalty to social encounters, unless dealing with evil individuals). Unholy Blasphemy can be broken by Holy Sanctification, but likewise, Unholy Blasphemy will break Holy Sanctification. Thus, if Holy Water is cursed by this, it becomes normal water, and if cursed yet again will become Unholy Water. The Duration of Unholy Blasphemy is 1 Week. Good priests should not be able to cast Unholy Blasphemy, but this is not a modifier since it is automatically assumed (in fact, they can cast it, but risk utterly losing their piety). If the casting of Unholy Blasphemy fails, the priest takes 4DC of Stun damage. An Activation roll of 3D6 verses 9 is also required.

MAGIOLOGICAL SPELLS

This field of Wizardry focuses upon the manipulation of magical energies, control over such forces, and other such effects which tap directly into the continuum of magic itself.

Counterspell (Effect)

Primary: Dispel SFX: Magic Energy: 5 MP DV to Conceive: 11 Dispel lvl 5 Focus Through (object)	Secondary: none SFX: none Time: 2.5 DV to Cast: 14 Greater Effect, lvl 1 Feedback, lvl 1
---	---

Counterspell (also called Dispel) is a spell used to specifically stop or interfere with another spell. When Counterspell is created, the target spell's Effect must be known to the caster, and the counterspell will only work against that particular Effect (Primary or Secondary). Counterspell can be cast against that spell as it is being created or even if it is already in action. Counterspell grants 5D6 points of Effect. For every 5 points of Effect rolled, reduce the target spell's Level (or DC of effect) by one level (or 1DC). If reduced to zero, the Effect was completely dispelled. If used against a spell with both a Primary and Secondary Effect, the Effect not dispelled will continue to work as normal.

This Counterspell must be Focused Through a specific object, usually the mage's wand or staff. It is not uncommon for this spell to be modified with Reusability, which increases the cost by +50% and DV by +10% per recasting (a Counterspell with 3 Reuses would have a Cost of 10 MP and a DV to Cast of 18), but each Reuse must be of course be against the same Effect (otherwise it is considered to be a different spell).

Inundation

Primary: Absorption SFX: Magic Energy: 14 MP DV to Conceive: 19 Absorption, lvl 5 Feedback, lvl 4	Secondary: none SFX: none Time: 19.6 DV to Cast: 24 Duration, 1 minute Greater Effect, lvl 3
--	---

Inundation is not a defense against magic, but it is an effective means to benefit from some of its effects. Inundation allows the caster to increase his own Mana Pool when spells are cast upon him. Thus, if an attacking mage casts a fireball upon him (which costs 15 MP), then although he was blasted by the fireball, he could fully absorb all 15 MP of its energy into his own Mana Pool. Once a magician has cast this spell upon himself (or some other target if desired), then every Round this spell is active (its Duration is 5 Rounds, or 1 Minute), the Absorption threshold must be determined by roll 5D6. If 18 was rolled then it is possible to absorb up to a total of 18 Mana that Round. Mana absorbed in this way will

fade at a rate of 1 Mait per Round, after the duration of 1 minute expires (even if Channeled into a manastone or some other mana store). If the spell fails, the caster will lose 4D6 MP from his own Mana Pool in the fumbled attempt. Additionally, this will absorb nothing if the spell cast upon you benefits you (like a healing spell).

Magic Bolt, Lesser

Primary: Lethal Attack SFX: Magic Energy: 10 MP DV to Conceive: 13 Lethal Attack lvl 2 Range at LOS	Secondary: none SFX: none Time: 10 DV to Cast: 16 Greater Effect lvl 2 No Knockback
--	--

The ever-popular, generic "magical attack", the Magic Bolt is used to project a glowing "arrow" or bolt of harmful magical energy at a target. The energy is a missile weapon, able to damage material or inflict serious injury upon a living creature. Magic Bolt (lesser) does 2D6 Lethal Damage, and its range is Line of Sight.

Magic Bolt, Greater

Primary: Lethal Attack SFX: Magic Energy: 14 MP DV to Conceive: 16 Lethal Attack lvl 5 Range at LOS	Secondary: none SFX: none Time: 19.6 DV to Cast: 20 Greater Effect lvl 2 No Knockback Feedback, lvl 2
--	---

The Greater Magic Bolt is the same as above, only much more powerful. Greater Magic Bolt is so powerful, that any failure to cast it may result in the caster himself taking 2DC of Stun damage. Magic Bolt (Greater) does 5D6 Lethal Damage, and its range is Line of Sight.

Magic Blast

Primary: Killing Attack SFX: Magic Energy: 12 MP DV to Conceive: 13 Lethal Attack lvl 3 Focused Area Effect lvl 4	Secondary: none SFX: none Time: 14.4 DV to Cast: 16 Greater Effect lvl 2 Feedback, lvl 4
--	---

Blast your foe to smithereens with seething waves of destructive energy. When it is cast, a destructive blast of energy shall erupt from your hands, radiating out in an ever expanding arc (of 90 degrees). The level 4 Focused Area Effect (total area, 50 meters), with a 90° arc, has a range of 16 meters, at which point it has become 25 meters wide. At mid range (8 Meters) it is 12 meters wide (consult a hex map if you are having difficulty picturing this). Energy Blast does 3D6 killing damage to everything (friend or foe) within its focused area of effect. Any failure to cast this spell may result in the caster himself taking 4DC of Stun damage

Magical Shield

Primary: Armor
SFX: Magic
Energy: 12 MP
DV to Conceive: 12
Armor lvl 5, 10 KD
Invisible Effect

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 15
Duration, 1 Minute
Feedback, lvl 4

This spell creates invisible magical armor around the caster (or one of his choosing) which will protect him from Lethal damage. Magical Shield provides 10 KD of protection. This Magical Shield will remain active for 1 Round. If the caster fails to invoke the spell successfully, he will take 4DC Stun.

Magical Force Field

Primary: Force Field
SFX: Magic
Energy: 24 MP
DV to Conceive: 18
Force Field lvl 5, 10 KD
Invisible Effect
Area Effect lvl 5

Secondary: none
SFX: none
Time: 57.6
DV to Cast: 23
Duration, 1 Round
Feedback, lvl 5

Magical Force Field allows you to create an invisible dome of protective energy with a circular radius of 3.5 meters (7 meters wide) and a height of over 3 meters. This grants 10 KD to anyone under the dome, thus reducing the effectiveness of any damage. This Magical Shield will remain active for 1 Round. If the caster fails to invoke the spell successfully, he will take 5DC Stun.

Magician's Lock

Primary: Force Field
SFX: Magic
Energy: 30 MP
DV to Conceive: 18
Hold lvl 5
Only Affects a "lockable" thing
Side Effect lvl 4

Secondary: none
SFX: none
Time: 90
DV to Cast: 22
Duration, 1 Week
Lesser Effect lvl 2
Triggered (off)

Magical Lock can be cast on anything which would normally be lockable -- a door, a treasure chest, a box, etc. The lock is magical, and cannot be picked. The door or box could still be physically smashed or busted open by brute force, depending on the nature of the door or box. The Magician's Lock has an inverted Trigger enhancement, which by stating a preset word or phrase the Lock will disperse. Magician's Unlock is a Counterspell specific for Magician's Lock, and will break it. Against Magician's Unlock, Magician's Lock has 5D6 "Hit Points", rolled when the spell is invoked (multiple castings will strengthen these "Hit Points"). Negate Magic also has the effect of terminating a Magician's Lock. Magician's Lock will remain active for one week, after which the locking energy will disperse. This spell can be cast multiple times to strengthen the lock (and requiring multiple Magical Unlocks) but such will not extend its duration (all have a duration of 1 Week). This spell can be permanently enchanted instead (Cost 100, DV to cast 31). Magician's Lock has a Side Effect whereby it is automatically detectable by anyone with magical powers within 400 meters. See

the Magic Item "Magician's Key" for something even better.

Magician's Unlock

Primary: Dispel
SFX: Magic
Energy: 5 MP
DV to Conceive: 11
Dispel (Hold) lvl 5
Greater Effect, lvl 1

Secondary: none
SFX: none
Time: 2.5
DV to Cast: 17
Only Affects Magician's Lock

Magician's Unlock is an even more specialized version of Dispel (Hold Effect), only affecting Magician's Lock in particular (which is why it is so effective). When cast it will inflict 5D6 damage against a Magician's Lock. If this is more than the "Hit Points" of the Lock, the Lock is broken. If not, Unlock needs to be cast again. See the Magic Item "Magician's Key" for something even better.

Negate Magic (Dispel Magic)

Primary: Change Enviro.
SFX: Magic
Energy: 20 MP
DV to Conceive: 14
Change Environment lvl 6
Feedback lvl 5

Secondary: none
SFX: none
Time: 40
DV to Cast: 17
Greater Effect, lvl 2
Duration, 1 Minute

Negate Magic is a powerful spell which negates *all* magical energy within a radius of 64 meters, or a circle 128 meters diameter (nearly 400 feet across). For as long as the spell lasts (1 Minute), no one can cast magic within (or into) this "null magic" area. Enchanted items are unaffected, but their magical effects are *temporarily* negated, until they are brought out of the area or the duration ends. Alchemical potions, however, will work as normal. Having *this* as a permanent ability (disability?) could be very interesting indeed.

Siphon Mana

Primary: Transfer
SFX: Magic
Energy: 12 MP
DV to Conceive: 19
Transfer (MP) lvl 6
Range lvl 4, 16 meters
Feedback, lvl 4

Secondary: none
SFX: none
Time: 14.4
DV to Cast: 24
Duration 1 minute
Greater Effect, lvl 4
Must "See" target's Mana Pool

Siphon Mana allows the caster to "steal" mana energy directly from an unwilling victim, at range. More often than not, however, the amount drained is less than it cost to cast the spell in the first place. What Siphon Mana does do, however, is lower the target's Mana Pool, and can destroy spells contained within by ripping away the magical energy binding them together. The caster must have first seen the target's Mana Pool, however, to cast the spell (via See Magic, most likely), but if the target's Mana Pool is Ciphered (see Cipher spell), Siphon Mana will not work (unless, of course, the caster uses both See Magic and Decipher). If these conditions are met, and Siphon Mana is successfully cast against a target (verses his DV), the Effect Number of 6D6 must be rolled (subtracting any MgD of the target). The result is the amount of Mana Points drained from

the target's Mana Pool (if 21 was rolled, minus an MgD of 4, then 17 MP was drained from the target). The target will have lost this many MP and the caster will have gained this much, temporarily. This effect will last for 1 Minute, after which the caster will lose 5 MP and the target gain back 5 MP every Round. The spell's range is 16 meters. If the spell fails, the caster will lose 4D6 MP from his own Mana Pool in the fumbled attempt.

Spell Shield, Lesser

Primary: Force Field	Secondary: none
SFX: Magic	SFX: none
Energy: 10 MP	Time: 10
DV to Conceive: 14	DV to Cast: 17
Force Field lvl 2, MgD	Duration, 1 minute
Invisible Effect	Feedback, lvl 3

Spell Shield allows you to cast a field of invisible, anti-magical energy around yourself or a target. This grants +6 MgD (Magical Defense) to the target, thus reducing the effectiveness of any spell cast upon it (for good or ill). MgD is subtracted from any magical damage or magical effect number (similar to the way Stun Defense works). The Spell Shield will remain active for 1 minute (5 Rounds). If the caster fails to invoke the spell successfully, he will take 3DC Stun.

Spell Shield, Greater

Primary: Force Field	Secondary: none
SFX: Magic	SFX: none
Energy: 20 MP	Time: 40
DV to Conceive: 16	DV to Cast: 20
Force Field lvl 5, MgD	Duration, 1 minute
Invisible Effect	Feedback, lvl 3
Lesser Effect lvl 1	

Greater Spell Shield allows you to cast a field of invisible, anti-magical energy around yourself or a target. This grants +15 MgD to the target, thus reducing the effectiveness of any spell cast upon him (for good or ill). MgD is subtracted from any magical damage or magical effect number (similar to the way Stun Defense works). The Spell Shield will remain active for 1 minute (5 Rounds). If the caster fails to invoke the spell successfully, he will take 3DC Stun.

ENCHANTMENT SPELLS

Enchantment spells are those which can be made permanent once cast upon an object. Enchantments require a great deal of energy, often more than you possess, and for this reason they may be cast in stages. That is to say, if the enchantment requires 500 MP, you may work on the item spending however much MP you can (say, 30 MP), *for a time equal to that MP divided by 10 in hours* (in this case, 3 hours). You may come back after having rested, and work on it again spending 30 more MP (and another 3 hours, in this case). After a few days of such work, the enchantment should be finished. The actual "Time to Cast" is ignored in light of these special rules for enchantments.

Enchanted Armor (Level 1 to 5)

Primary: Armor	Secondary: none
SFX: Magic	SFX: none
Energy: 500 to 900 MP	Time: (ignored)
DV to Conceive: 15 to 19	DV to Cast: 19 to 24
Armor, lvl 1 to lvl 5	Feedback lvl 4
Duration, Permanent	Lesser Effect lvl 4
Focus Through Armor	

Cast upon an object or item, its armored defense shall be increased. There are 5 levels of this spell, level 1 granting +2 KD of armor, to level 5 which gives +10 KD of armor. Level 1 cost 500 MP and has a DV to cast of 19. Each addition level (giving +2 more KD) costs +100 MP and +1 DV. The GM may allow for higher levels of Armor, over level 5, as he wishes. This spell is permanent, until the item is broken, or the enchantment is dispelled. If the enchantment fails to cast, the caster takes 4DC Stun damage.

Enchanted Lightning Wand

Primary: Enchantment	Secondary: none
SFX: Magic	SFX: none
Energy: 1600 MP	Time: (ignored)
DV to Conceive: 14	DV to Cast: 18
Lightning Bolt, MP16, DV 18	Feedback, lvl 7
Duration, Permanent	Activation, lvl 3 (DV 10)
Focus Through Wand	Lesser Effect lvl 6
Trigger (a word)	

The Lightning Bolt spell used had a DV of 14 and cost 16 MP, and dealt 4 DC of Killing damage and 2DC of Stun. This is a basic sample spell to illustrate how spells are Permanently enchanted (see Mystical Enchantment X for more on this). The cost, 1600 MP, is high, but remember, you can spend days or weeks working on such a spell, as per the rules for enchanting items. The Trigger can be anything -- an invocation such as "Zap!" could work well. If he fails to cast the enchantment, however, he will be struck by 7DC Stun of feedback, as well as the 3DC Stun from a lightning bolt spell! An Activation roll of 3D6 verses 10 is also required.

Mystical Enchantment X

Primary: Enchantment	Secondary: none
SFX: Magic	SFX: none
Energy: 100 x MP of Spell	Time: (ignored)
DV to Conceive: 80% of -->	DV to Cast: 5 + DV of Spell
Enchant (the Spell)	Feedback, lvl 7
Duration, Permanent	Activation, lvl 3 (DV 10)
Focus Through (target item)	Lesser Effect lvl 6
Trigger (a word)	

This is a permanent generic enchantment spell, modified by various things (such as Feedback, Activation, and so forth), ready for you to use with any other spell. Trigger is already built-in, so you can specify the Trigger used to activate the enchantment spell whenever you need to use it (instantly invoke the enchanted spell). Total energy to create the enchantment is still 100x the MP of the Spell, and the DV to cast the enchantment 5 + the DV of the spell

itself. The only drawback is that if the spell fails to cast, the caster is struck by a magical backlash doing 7DC of Stun damage, which is enough to actually cause serious injury. An Activation roll of 3D6 verses 10 is also required to create the enchantment.

Enchanted magic items are not self-powered. The user must supply the necessary MP energy required by the spell, so many enchanted items can only be used by mages. However, there are ways to add self-powering abilities. Please see Relics and Magic Items for details.

Strengthen (Level 1 to 10+)

Primary: Adjust SDP SFX: Magic Energy: 500 to 1400+ MP DV to Conceive: 17 to 24+ Adjust SDP, lvl 1 to 10 Duration, Permanent Focus Through Armor	Secondary: none SFX: none Time: (ignored) DV to Cast: 21 to 30+ Feedback lvl 5 Lesser Effect lvl 3 Activation, lvl 1 (DV 8)
--	---

Cast upon an object or item, its SDP hit points shall be increased, thus making it harder to destroy (using Adjust SDP, which is the same as Adjust Hit Point). With this spell, you can increase the SDP of any object (armor, clothes, vehicles, and items). Each level grants 1D6 SDP. So level 5 gives 5D6, which if rolled results in 19, then 19 SDP are added to the target. There are many levels of this spell, primarily level 1 to 10, but there could be an infinite number of levels. Level 1 cost 500 MP and has a DV to cast of 21. Each addition level costs +100 MP and +1 DV. If the spell fails to cast, the caster is struck by a magical backlash doing 5DC of Stun damage. An Activation roll of 3D6 verses 8 is also required to create the enchantment.

Lighten (Level 1 to 10+)

Primary: Alteration SFX: Gravity Energy: 500 to 1400+ MP DV to Conceive: 12 to 19+ Alteration, lvl 1 to 10 Duration, Permanent Only Affects Weight (10%)	Secondary: none SFX: none Time: (ignored) DV to Cast: 15 to 24+ Feedback lvl 5 Lesser Effect lvl 5 Side Effect lvl 2
--	--

Casting this enchantment on an object makes it seem lighter. This does not actually lower the object's actual mass, only the effect which gravity holds over it. Each level reduces the object's weight by 10% of its current weight. That is to say, level 1 Lighten will reduce the weight of a 10kg object to 9kgs. However, level 3 Lighten will decrease weight by 10%, *three times*. This is not a decrease of 30%, but of 10% 3 fold. For instance, if the object weighted 10 kgs, and you cast Lighten level 3, its mass would be 7.3 kgs, since $10\text{kg} - (0.9^3) = 7.3$. So you see, no matter how hard you try, you can never lower an object's weight to zero! There are many levels of this spell, primarily level 1 to 10, but there could be an infinite number of levels. Each addition level costs +100 MP and +1 DV. If the spell fails to cast, the

caster is struck by a magical backlash doing 5DC of Stun damage. Since this uses Alteration effect, this cannot be cast on living things, only inanimate objects. Lighten has a slight side effect, however, in that Knockback gains a +2 effect on this object, due to gravity's weakened hold.

Luster (or Splendor Glamour)

Primary: Alteration SFX: Magic Energy: 500 MP DV to Conceive: 18 Alteration, lvl 3 (Splendorous) Duration, Permanent Feedback lvl 7	Secondary: none SFX: none Time: (ignored) DV to Cast: 22 Activation, lvl 2 (DV 9) Lesser Effect lvl 3
---	--

A most common and wondrous enchantment, luster makes even the ugliest of things beautiful beyond gold (Splendorous). Cast upon an item or object, it shall become wondrous and enchanting to behold. Cast upon clothes, this can make even a peasant seem kingly. When worn, lustrous clothes shall increase the wearer's Presence by +1! This enchantment can never be cast on a living person (or a dead one, for that matter). If the spell fails to cast, the caster is turned "ugly" for 7 days (the nature of his appearance is up to the GM, and it can be humorous). This spell is Activation roll of 3D6 verses 9 is also required to create the enchantment.

Damage Increase (Level 1 to 5)

Primary: Lethal Attack SFX: Magic Energy: 900 to 1700 MP DV to Conceive: 14 to 21+ Lethal Attack, lvl 1 to 5 Duration, Permanent Focus Through Weapon	Secondary: none SFX: none Time: (ignored) DV to Cast: 18 to 26 Feedback lvl 5 Lesser Effect lvl 5
---	--

This is the basic weapon enchantment and will make a weapon do greater damage. This number is a bonus to the final damage dealt, and is not factored in to the min/max damage rules for melee weapons (a STR 4 person with a 6DC sword would do 4DC damage plus the damage from this enchantment). This enchantment must be cast on the weapon or missile which shall *hit* your foe -- a sword, spear, arrow, or bullet; not on the bow which fires the arrow (unless you intend to use the bow as a staff weapon). You may cast this enchantment on a single large weapon (such as a sword), or per *ten missiles* (arrows, bullets, etc.). You can increase the DC of such a weapon by +1 DC per level. Level 1 cost 900 MP and has a DV to cast of 18. Each addition level (giving +1 DC) costs +200 MP and +2 DV. The GM may allow for higher levels of Armor, over level 5, as he wishes. If the spell fails, the weapon will shatter and become useless.

Accuracy (Level 1 to 3)

Primary: Lethal Attack

Secondary: none

SFX: Magic

SFX: none

Energy: 1000 to 1800 MP

Time: (ignored)

DV to Conceive: 14 to 21+

DV to Cast: 21 to 25

Adjust WA, lvl 2, 4, or 6

Feedback lvl 6

Duration, Permanent

Lesser Effect lvl 5

Focus Through Weapon

Cast upon a weapon, its accuracy will be increased, raising the wielder's chances to hit (using Adjust WA, which is the same as Adjust Reflexes). This enchantment must be cast on the weapon or missile which shall *hit* your foe -- a sword, spear, arrow, or bullet; not on the bow which fires the arrow. You may cast this enchantment on a single large weapon (such as a sword), or per *ten missiles* (arrows, bullets, etc.). There are only 3 "levels" to this spell, but each level is technically 2 levels of Adjust WA (which grant 2D6 of effect averaging to +1 bonus). This balances such that each level of Accuracy gives +1 higher WA to the weapon. A weapon already enchanted with Accuracy may be enchanted further, but the total bonus from all Accuracy enchantments can never exceed +3 (a weapon can only be so accurate). If the weapon has a natural WA, the enchanted WA is simply added in addition to this. Level 1 cost 1000 MP and has a DV to cast of 21. Each addition level (giving +1 WA) costs +400 MP and +2 DV. If the spell fails, the weapon will shatter and become useless.

Penetration

Primary: Armor Piercing

Secondary: none

SFX: Magic

SFX: none

Energy: 600 MP

Time: (ignored)

DV to Conceive: 11

DV to Cast: 14

Armor Piercing

Feedback lvl 5

Duration, Permanent

Lesser Effect lvl 5

Focus Through Weapon

This spell makes a weapon (or missile) Armor Piercing, as per standard AP rules (halves KD to penetrate). This enchantment must be cast on the weapon or missile which shall *hit* your foe -- a sword, spear, arrow, or bullet; not on the bow which fires the arrow. You may cast this enchantment on a single large weapon (such as a sword), or per *ten missiles* (arrows, bullets, etc.). There are no levels of Armor Piercing, it simply has the effect of halving KD to penetrate. If the spell fails, the weapon will shatter and become useless.